

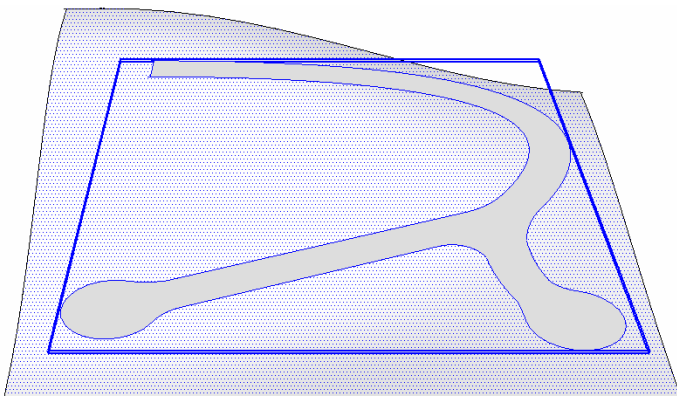
Instant Road

QuickStart Road from Face(s)

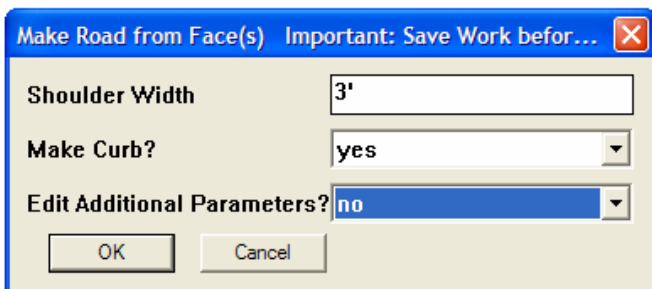


Road from Face(s) is like a combination of the Sandbox Drape and Stamp tools.

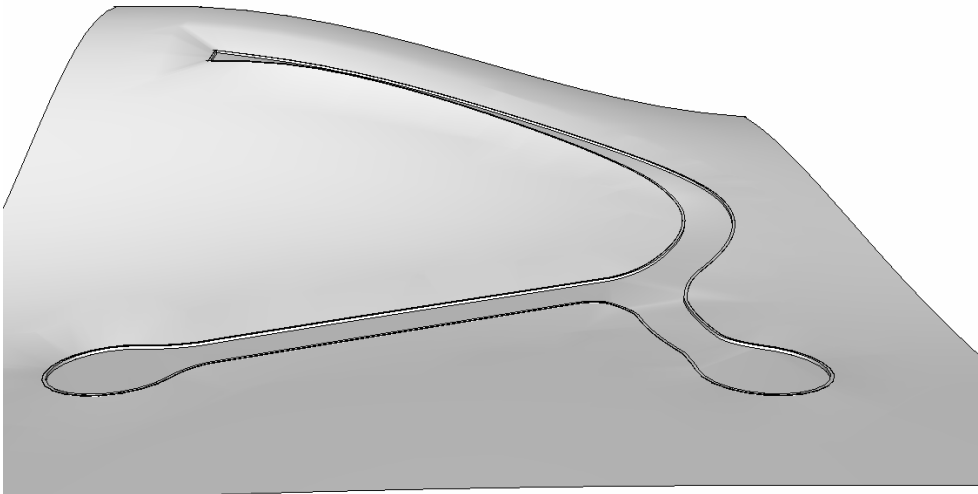
1. Make a terrain mesh using the Sandbox tools. **The terrain must be current. Either explode the terrain group or double click to open in for editing**
2. Draw a horizontal face representing the road outline within the boundary of the terrain.
3. Select the face and make it into a group by choosing "Edit/ Make Group"
4. Select the terrain and the group.



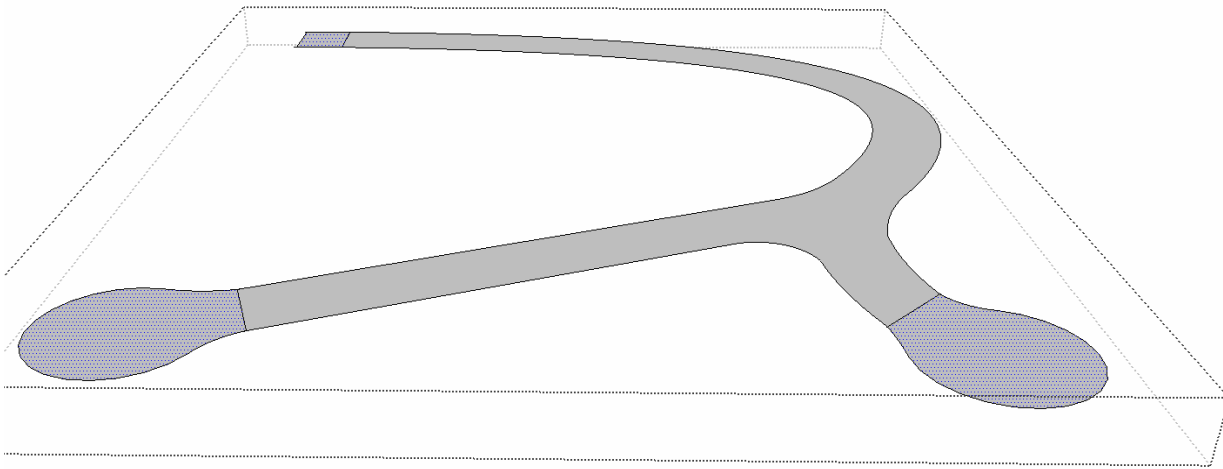
5. Choose "**Plugins/ Instant Road / Road from Face(s)**". This menu will pop up:



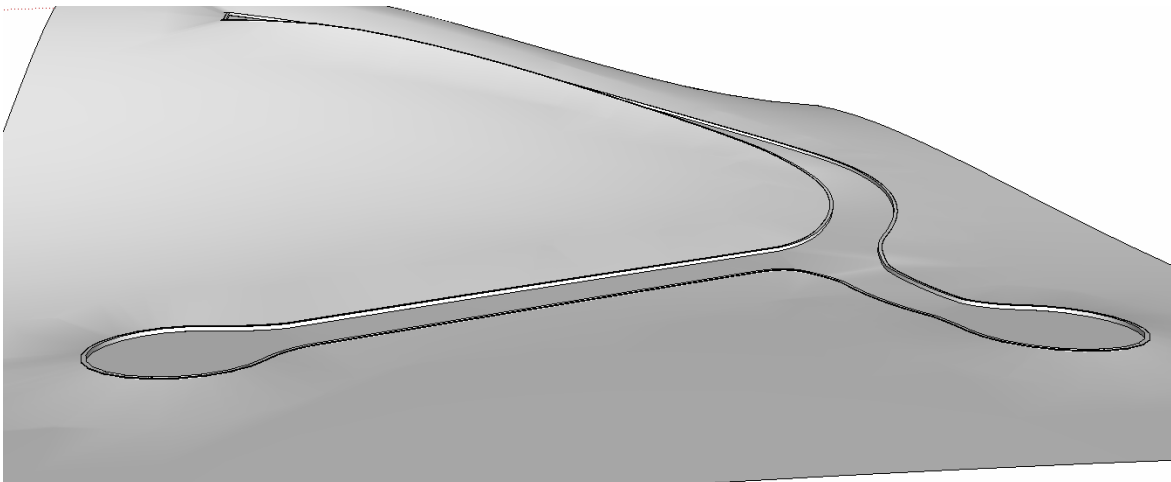
6. Choose "OK" to accept default parameters and generate the road. The script should draw something like this. It's OK, but there are some unwanted slopes in the cul-de-sac areas. The following technique shows how to make these flat and level.



7. Use the *undo* command to return step 4. Double click the group containing the road outline face to open it for editing. Draw 3 edges as shown to break the face into 4 separate faces.

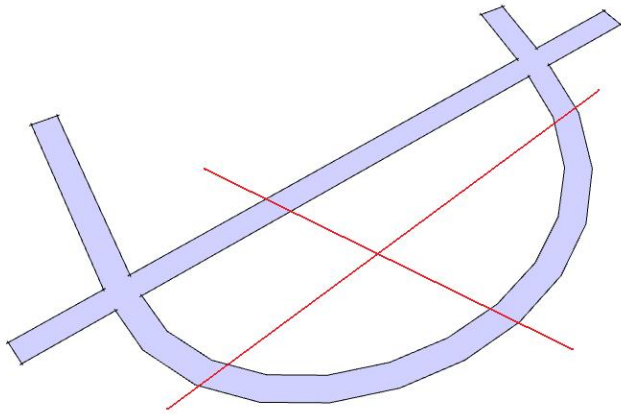


8. Close the group. Repeat steps 4, 5, and 6 to generate the road. The cul-de-sacs and end of the road will be graded flat and level.

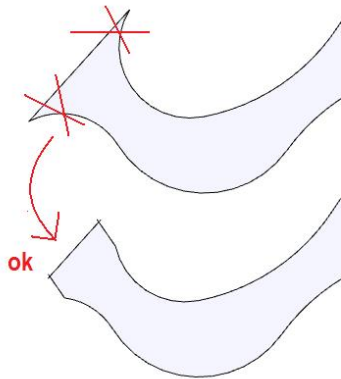


Important notes:

1. Closed loops are not supported. Please see pdf tutorial on how to make closed loops.



2. Do not have sharp corners in your outline or this may stop the script.



3. All of the geometry, road and shoulder must fit within the boundary of the terrain or the script will stop. If you are unsure, make your terrain larger:

