Instant Site Grader Nui Parameters

Instant Site Grader tutorials for additional information. Basic methods and parameters are the same for the “Use Lines” method.

Based on what is selected, the script will offer either the USE LINES or USE OBJECT methods.

Grade around closed loop of lines

Select a group containing a closed loop of lines (no lines should be vertical) plus a live terrain or connected faces. It functions like my old version of Instant Site Grader except it is a little more forgiving as it can fix some small gaps in the loop outline and fix some incorrect vertical lines. Click the Grade tool:

The output merges the terrain with the line loop.
Grade around object

Uses vertical faces in a group or component where they intersect terrain to make loop to grade around.

Select a group or component containing faces that if intersected with the terrain will make a closed loop plus a live terrain or connected faces. Click the Grade tool.

The output will be a merged area around the object. Options include creation of level graded areas at top, bottom or both.

Next, I made a wall using my Instant Wall script.

Then used the Grade Around Object method:

FLATTEN is to smooth out bumps as it is making the graded area. Bumps may also be flattened using the Smooth Terrain Edge tool shown below.
Adjust Grade Tool  *Moves edges of terrain up or down. It adjusts the terrain height on one side of the object only.*

The tool uses a circle select tool (user can change the diameter) to select the edges to raise or lower.

There is an option to flatten bumps as the tool is working. This can also be done with the Smooth tool as shown in the next section. The menu will display below and has a similar result as the “Flatten” parameter in the section above.

If edges are selected prior to running the tool, only those edges will be raised or lowered rather than using the circle select tool.
Smooth Terrain Edge Tool  *Smothers bumps in the edge of the terrain. It affects edges on one side of the object only.*

*Flatten parameters are similar to the sections above.*
Starting with the results from above, bumps can be smoothed out using the circle select tool or by pre selecting the edges to smooth.

The result:

Here is the other side of the wall from above

The result: