Examples: Road from Face(s)

The examples show some of the results that can be obtained by using different inputs and settings.

Each model required less than 5 minutes. The only drawing work is shown in the beginning image: a terrain mesh and a horizontal face (or connected faces). I spent the most time adding components and materials.

The face(s) must be in a group; the terrain must be active. (See QuickStart: Road from Face(s)) Intersections are allowed, but not closed loops.

To the right of the inputs image is a list of the settings chosen from the Road from Face(s) menu. All the settings are identical to the settings in Road from CenterLine and behave the same way.

Example 1: Free form stream and walkway.

I ran the script twice, once for the path and once for the stream. For the water surface, I copied the bottom of the stream up.

Shoulder Width: 3 feet (91 cm)  
Make Curb? no  
Road Thickness or Depression +/-: -3 feet (-91cm) stream  
Adjust Road Subgrade Height +/-: -2 feet (-61cm) stream  
Road Thickness or Depression +/-: 2 inches (5cm) walkway  
Adjust Road Subgrade Height +/-: -12 inches (-30cm) walkway  
All other settings were default.
Example 2: Simple road intersection.

*Make Curb? no*

*Adjust Road Subgrade Height +/-:* -3 feet (-91 cm)

*Flatten Vertical Curves Smaller than:* 20 feet (6 m)

*All other settings were default.*

Example 3: Road with sidewalk

*Shoulder Width:* 30 feet (9 m)

*Max Road Segment Length:* 50 feet (15 m)

*Flatten Vertical Curves Smaller than:* 30 feet (9 m)

*Curb or Sidewalk Width:* 4 feet (1.2 m)

*All other settings were default.*