**Instant Road**

**Examples:** Road from CenterLine

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 centerline curve. I spent the most time adding components and materials.

The centerline must be in a group; the terrain must be active. (See [QuickStart: Road from CenterLine](#))

To the right of the inputs image is a list of the settings chosen from the Road from CenterLine menu.

(If you’re not using the Pro version, Road Width is limited to 6-10 feet (182-304cm), maximum shoulder width is 3 feet (91cm), curb width is 6 inches(15cm)

---

**Example 1: Intersections are allowed, but not closed loops**

![Example 1 diagram](#)

*Only default settings were used for this model.*
Example 2: Raised Drive with Curve Smoothing

Road Width: 20 feet (6m)  
Shoulder Width: 10 feet (3m)  
Make Curb? no  
Adjust Road Subgrade Height: 2 feet (61cm)  
Adjust number of Curve Segments: Increase: 10x  
All other settings were default.

---

Example 3: Paved Walkway

Road Width: 5 feet (1.5m)  
Make Curb? no  
Road Thickness or Depression +/-: 2 inches (5cm)  
All other settings were default.
Example 4: Water Channel

Road Width: 10 feet (3m)
Make Curb? yes
Adjust Road Subgrade Height +/-: -12 inches (-30cm)
Curb Height (Above Road): 6 feet (1.8m)
Curb or Sidewalk width: 2 feet (61cm)
Top of Curb Above or Below Grade +/-: 12 inches (30cm)
All other settings were default.
(For the water surface, I copied the bottom of the channel up 4 feet)

---

Example 5: Path recessed into terrain to simulate thick vegetation.

Road Width: 5 feet (1.5m)
Make Curb? no
Road Thickness or Depression +/-: -4 inches (-10cm)
Adjust Road Subgrade Height +/-: -2 feet (-61cm)
All other settings were default.
Example 6: Hiking trail in steep terrain.

- Road Width: 4 feet (1.2m)
- Make Curb?: no
- Road Thickness or Depression +/-: -3 inches (-8cm)

All other settings were default

---

Example 7: Flatten road through uneven terrain

- Road Width: 30 feet (9m)
- Shoulder Width: 30 feet (9m)
- Make Curb?: no
- Road Thickness or Depression +/-: 4 inches (10cm)
- Max Road Segment Length: 150 feet (46m)
- Adjust Number of Curve Segments: increase: 10x
- Flatten Vertical Curves Smaller than: 100 feet (30m)

All other settings were default
Example 8: Train Track

Road Width: 7 feet (2m)
Shoulder Width: 5 feet (1.5m)
Make Curb? no
Road Thickness or Depression +/-: 1 inch (2.5cm)
Adjust Road Subgrade Height +/-: 2 feet (61cm)
Max Road Segment Length: 150 feet (46m)
Adjust Number of Curve Segments: increase: 10x
All other settings were default
(I used Make Islands and Medians to make the rails)

Example 9: Road with sidewalk and thick turf edge

Road Width: 25 feet (7.6m)
Shoulder Width: 6 feet (1.8m)
Make Curb? yes
Adjust Number of Curve Segments: increase: 10x
Curb or Sidewalk width: 4 feet (1.2m)
Top of Curb Above or Below Grade +/-: -5 inches (-13cm)
All other settings were default.