Road with Loop

Roads or medians with closed loops are not directly generated, but may be created by making a splice. In his example I used the ‘Road from Centerline’ method, but the solution is similar for ‘Road from Faces’ and ‘Make Island or Median’.

1. The geometry shown below won’t work because it has a closed loop.

2. Find a part of the loop where the terrain is close to flat and level, and create a gap at that location. The width of the gap must be greater than 2x the shoulder width.

3. Then select the group containing the centerline plus the terrain.
4. Choose “Plugins/ Instant Road / Road from Centerline”. Then choose “OK” to generate the road surface (with missing portion).

5. Double click the road surface to open the group for editing and fill in the missing section.

6. Since I chose a level area to make the splice, no grading of the terrain is necessary. If the splice area was not level, then the grade may be adjusted manually.