

Instant Road

Examples: Road from Face(s)

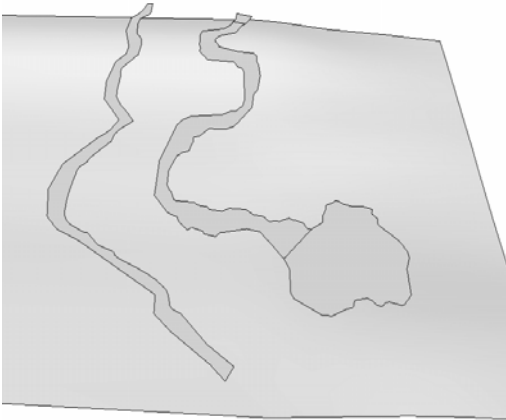
The examples show some of the results that can be obtained by using different inputs and settings.

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

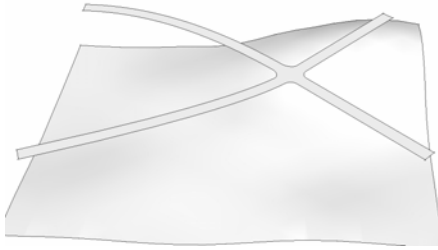
Road Thickness or Depression +/-: 2 inches (5cm) walkway

Adjust Road Subgrade Height +/-: -12 inches (-30cm) walkway

All other settings were default.



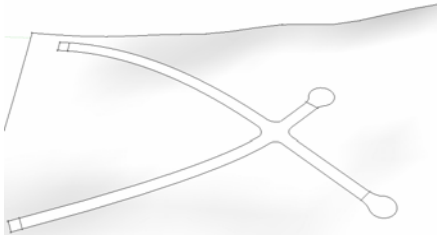
Example 2: Simple road intersection.



Make Curb? no
Adjust Road Subgrade Height +/-: -3 feet (-91cm)
Flatten Vertical Curves Smaller than: 20 feet (6m)
All other settings were default.



Example 3: Road with sidewalk



Shoulder Width: 30 feet (9m)
Max Road Segment Length: 50 feet (15m)
Flatten Vertical Curves Smaller than: 30 feet (9m)
Curb or Sidewalk Width: 4 feet (1.2m)
All other settings were default.

