

Instant Road

Examples: Road from CenterLine

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

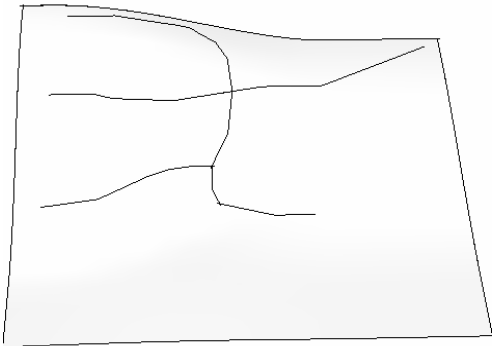
Each model required less than 5 minutes. The only drawing work is shown in the beginning image: a terrain mesh and a centerline curve. I spent the most time adding components and materials.

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)

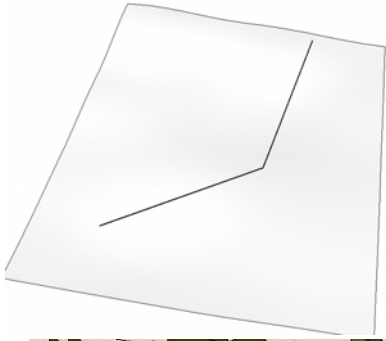
Example 1: Intersections are allowed, but not closed loops



Only default settings were used for this model.



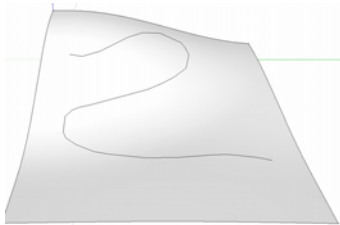
Example 2: Raised Drive with Curve Smoothing



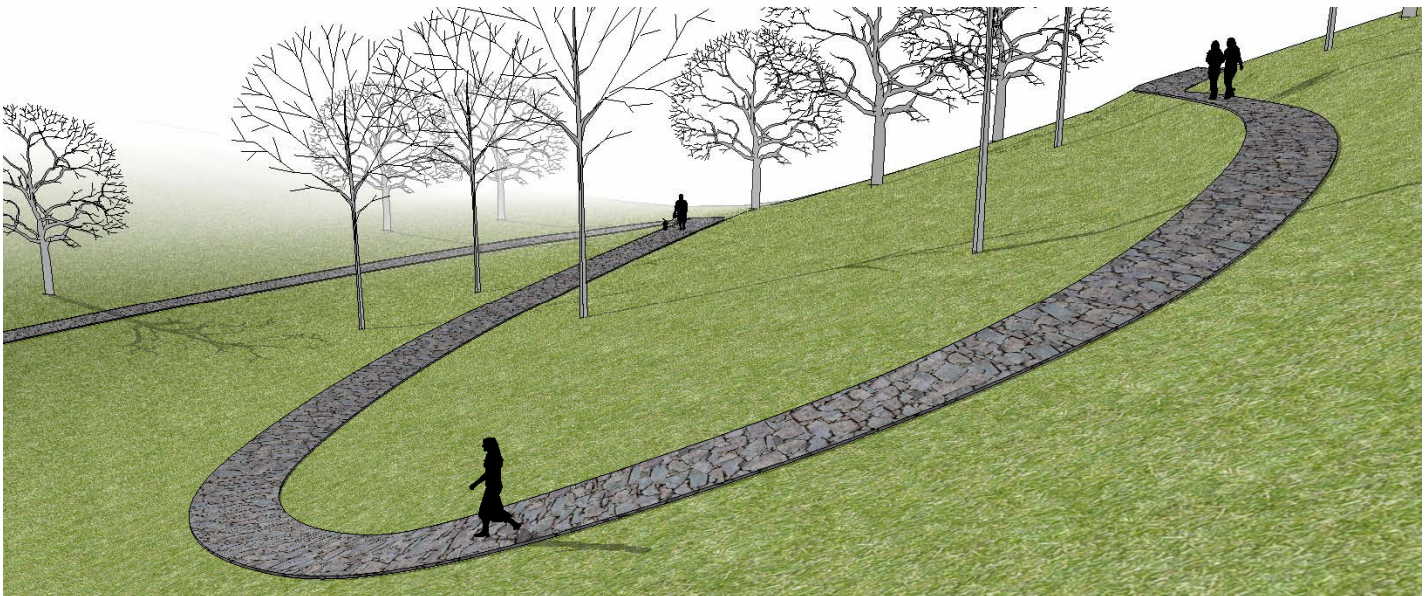
Road Width: 20 feet (6m)
Shoulder Width: 10 feet (3m)
Make Curb? no
Adjust Road Subgrade Height: 2 feet (61cm)
Adjust number of Curve Segments: Increase: 10x
All other settings were default.



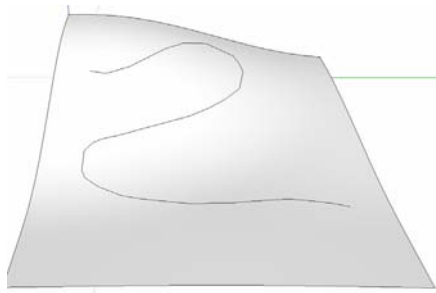
Example 3: Paved Walkway



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)

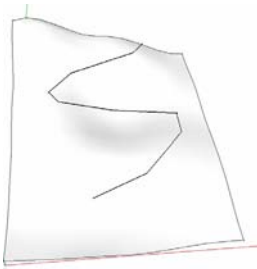
Top of Curb Above or Below Grade +/-: 12 inches (30cm)

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

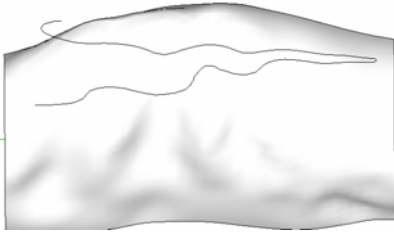
Road Thickness or Depression +/-: -4 inches (-10cm)

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)

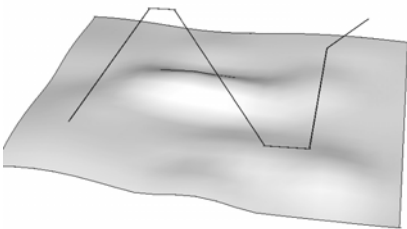
Make Curb? no

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

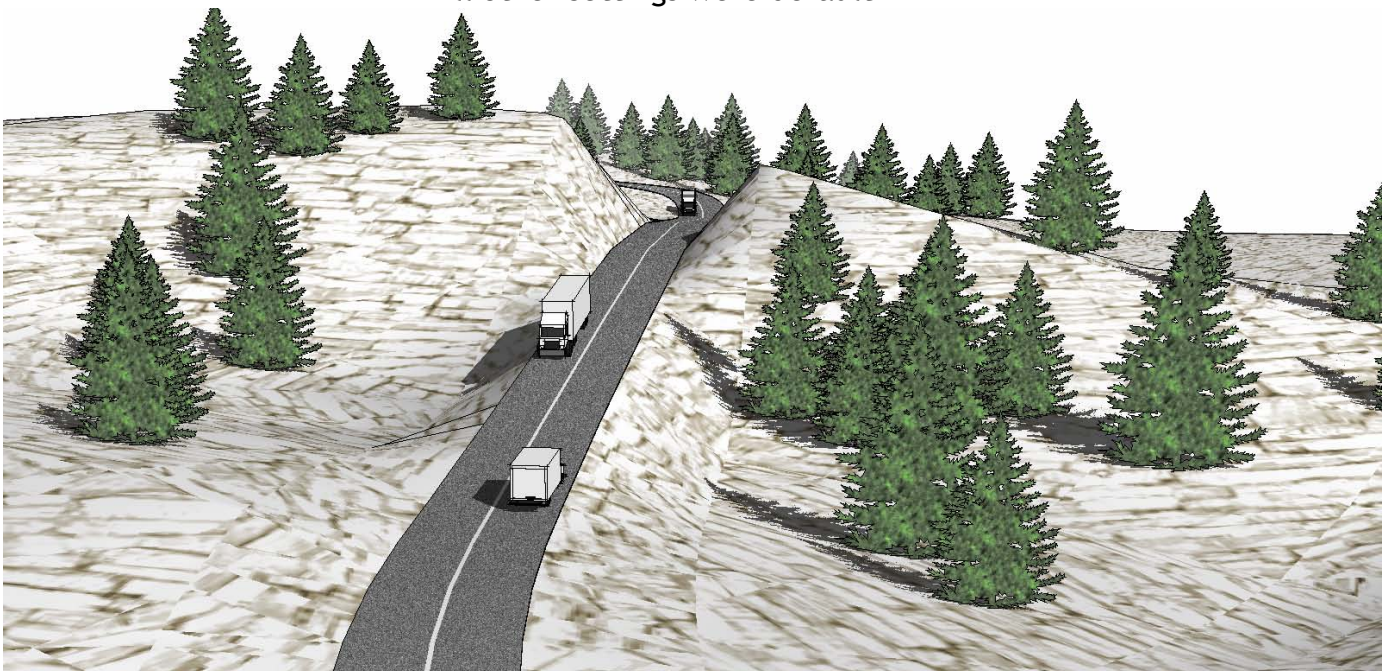
Road Thickness or Depression +/-: 4 inches (10cm)

Max Road Segment Length: 150 feet (46m)

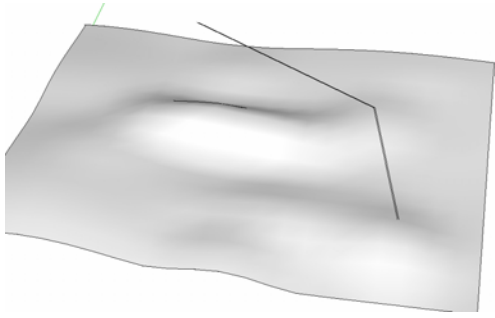
Adjust Number of Curve Segments: increase: 10x

Flatten Vertical Curves Smaller than: 100 feet (30m)

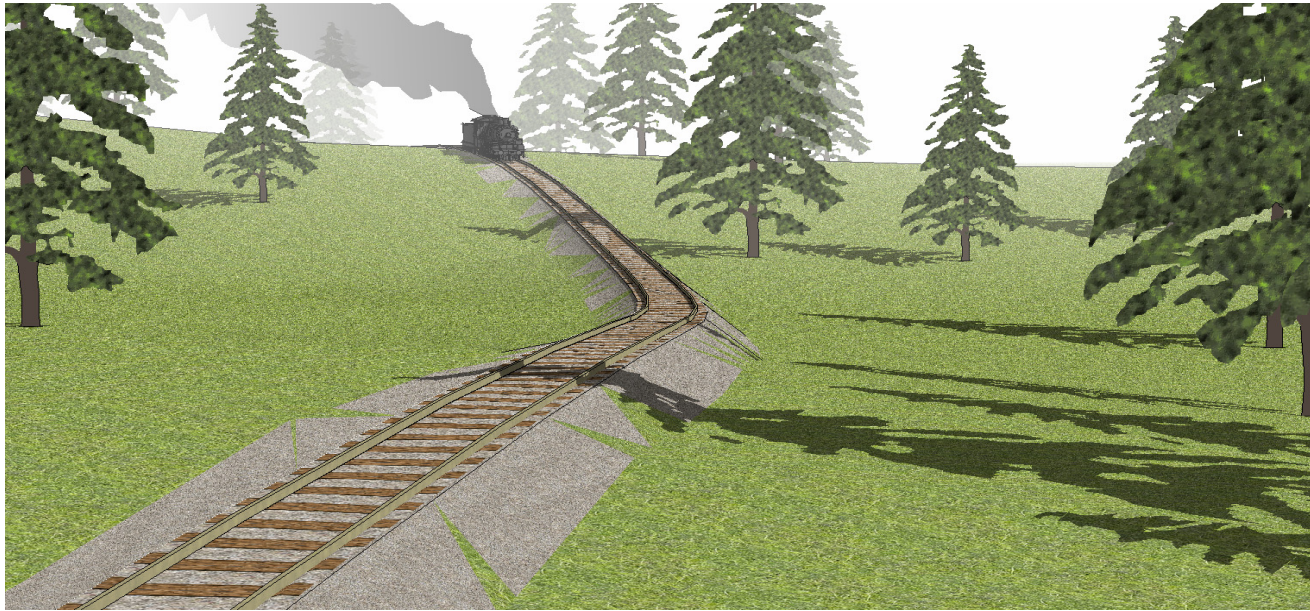
All other settings were default



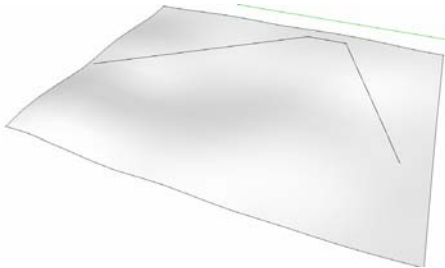
Example 8: Train Track



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.

