

Autodesk Vehicle Tracking

Public Training Course

Course Description

We want you to leave with maximum confidence that your Vehicle Tracking simulations and designs are accurate, reliable and relevant to the design/assessment task at hand. Not only will we teach you about the various tools within Autodesk Vehicle Tracking, but we will focus on helping you understand the practical and theoretical implications of the choices you make.

Course Duration:	1 Day
Location:	Civil Survey Solutions training facility
Delivery:	Instructor led – Maximum of 6 trainees
Course time:	9:00am – 5:00pm
Software used:	AutoCAD Civil 3D

Prerequisites

- Experience working with CAD drawings in AutoCAD or an equivalent CAD package.

All trainees will receive a digital certificate on completion.

Register or more information: training@civilsurveysolutions.com.au

Standard Course Content

The Autodesk Vehicle Tracking overview

- Overview of product modules
- The Autodesk Vehicle Tracking Interface

Swept Path Analysis

- Creating swept paths / turning templates
- Understanding the tools available and different "Drive" modes
- Use of Dynamic Editing to adjust paths
- The relationship between AutoTrack and Design Standards
- Understanding the effects of Settings & Properties
- Customising the presentation of your Results
- Global editing of path presentation
- Creation of simple custom vehicles
- Creating animations

Vertical clearance checking

- 2D vertical clearance checking
- Vertical clearance vehicles

Parking Area Design

- Creating and placing rows of bays
- Editing individual bays and rows of bays
- Application of AS/NZS 2890.1-2004 Off-street car parking
- Application of AS/NZS 2890.6-2009 Off-street parking for people with disabilities

Junctions

- Basic processes for creating and editing a roundabout