VDOT CADD Support Training Schedule

Classes	Dates	Days	Locations	Instructors	Addresses
OpenRoads Technology	Oct 8-11	4	Central Office	Keith Boteler	1401 East Broad Street Richmond, Virginia 23219
MicroStation Basics	Nov 12-13	2	Lynchburg	Dave Mayer	Campbell Ave, Lynchburg, VA 24501
Subsurface Utilities Drainage Design (SUDA)	Jan 28-30	3	Central Office	Beebe Ray	1401 East Broad Street Richmond, Virginia 23219
Utility Engineering Training (SUDA)	Jan 31	1	Central Office	Beebe Ray	1401 East Broad Street Richmond, Virginia 23219
MicroStation Basics	Feb 11-12	2	Staunton	Steve Rick	811 Commerce Rd, Staunton, VA 24401
OpenRoads Technology	Feb 24-27	4	Central Office	Jimmie Prow	1401 East Broad Street Richmond, Virginia 23219

OpenRoads Technology (4 days)
The course provides training for the following items related to OpenRoads.

Skills Taught:
- o Introduction to Terrain
- o Civil Geometry
- o Vertical Alignment
- o Corridor Geometry Generation
- o Creating Templates
- o Corridor Modeling Overview
- o SuperElevation
- o Designing with Corridor Modeling
- o Cross Sections and Labeling
- o Earthwork
- o Civil Cells
- o DTM
- o Horizontal Alignment
- o Corridor Modeling Overlay/Widening
- o Roadway Designer-Intersection Design

MicroStation Basics (2 days)
The MicroStation Basics Full class is designed for the new MicroStation user and builds a solid foundation in the concepts, tools and features found in the MicroStation drawing environment. Starting with setting up a drawing and concluding with plotting, students walk through typical workflows using the tools and features in MicroStation.

Skills Taught:
- · Using General Tools
- · Defining Element Attributes
- · Controlling the Display of Designs
- · Using AccuDraw and AccuSnap
- · Creating Drawing Elements
- · Selecting Elements
- · Manipulating Elements
- · Modifying Elements
- · Working with Cells
- · Annotating Designs
- · Composing Designs and Drawings
- · Printing and Publishing

Subsurface Utilities Drainage Design (SUDA 3 days)
You will learn to perform the following in the 3D CAD environment of OpenRoads.

Skills Taught:
- Select Storm Events
- Analyze Terrain
- Lay Out Inlets, Pipes, Culverts, and Above/Underground Utilities
- Delineate and Define Catchments
- Perform a System Analysis
- Perform a System Design
- Manage varying Design Scenarios
- Generate Reports (including standard VDOT forms)
- Generate Profiles
- Detect Conflicts with Utilities and other 3D features
- Create 3D utilities from 2D survey graphics

Utility Engineering Training (SUDA 1 day)

Skills taught:
- Learn to evaluate a file containing utilities, including 3D position and data attributes.
- Learn to generate reports, conduct queries and generate profiles.
- Learn to create utilities from 2D and 3D survey graphics
- Learn how to lay out proposed utilities, including underground - lines and at-grade appurtenances, such as water valves and fire hydrants.