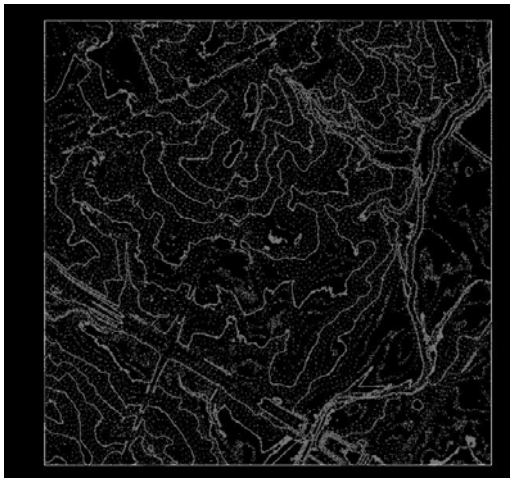
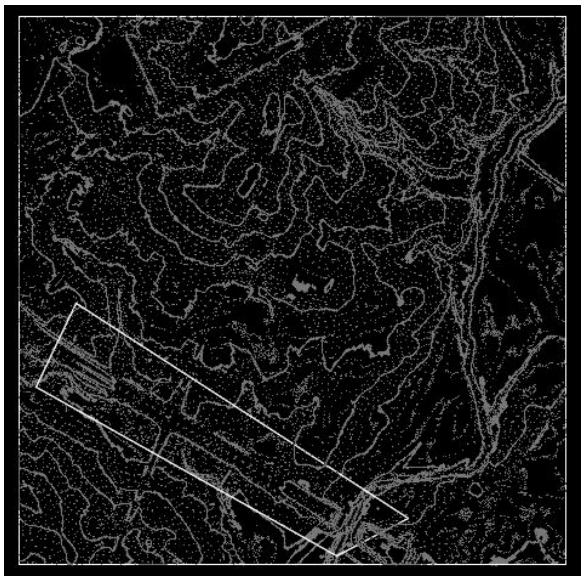
CLIP AND MERGE LIDAR WITH SURVEY

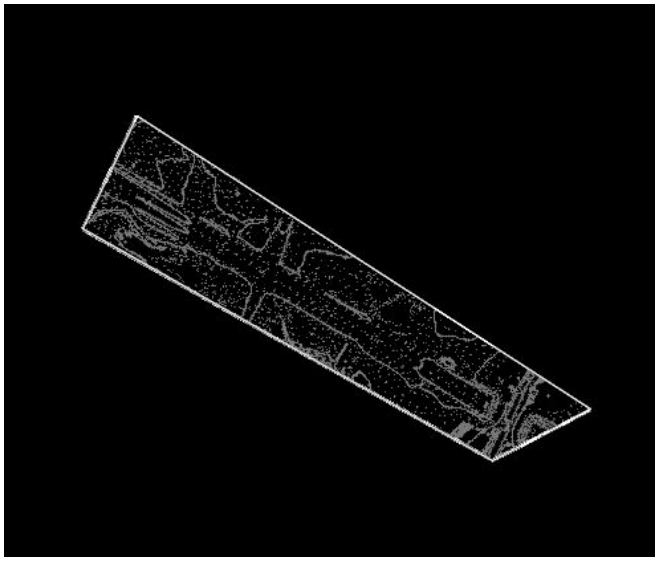
1. Begin with LiDAR tile imported.



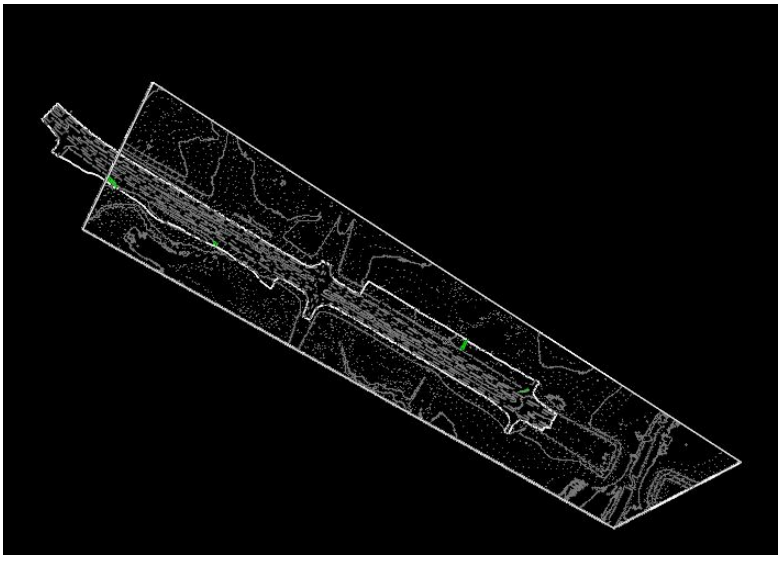
2. OpenRoads Modeling – Drawing – Place Shape Tool and draw shape at desired offset to use as clip boundary.



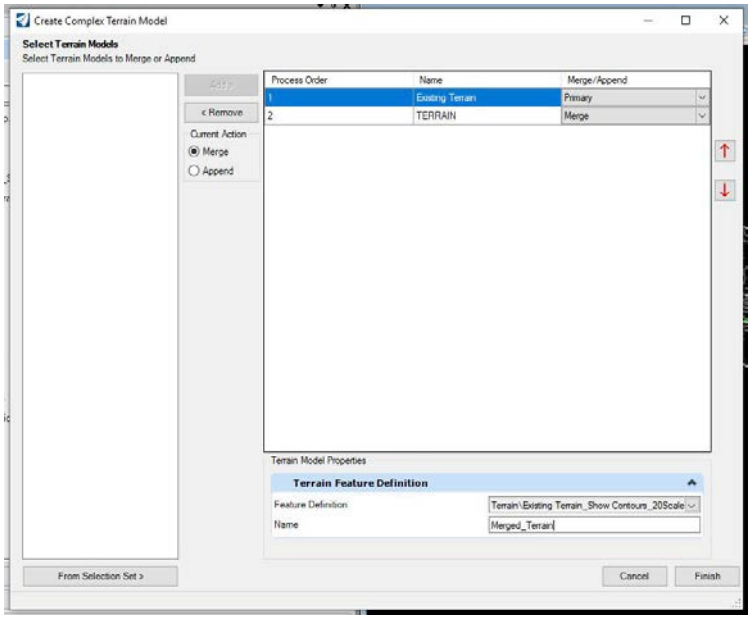
3. OpenRoads Modeling – Terrain – Create – Additional Methods Dropdown – Create Clipped Terrain Model.
   Referenced Terrain Model – LiDAR Tile
   Clipping Method – External
   Offsets – 0.00
   Set FD and Name as desired.
   Look at Prompts at bottom of screen! It should say Clipped Terrain Created: Name you named it. The graphics will still look like they do in Step 2 for now.
4. Select and delete the boundary of the square LiDAR Tile. This should leave only the shape drawn with data inside.



5. This completes clipping. Now you are ready to merge with survey data if needed.
6. Reference in survey data.

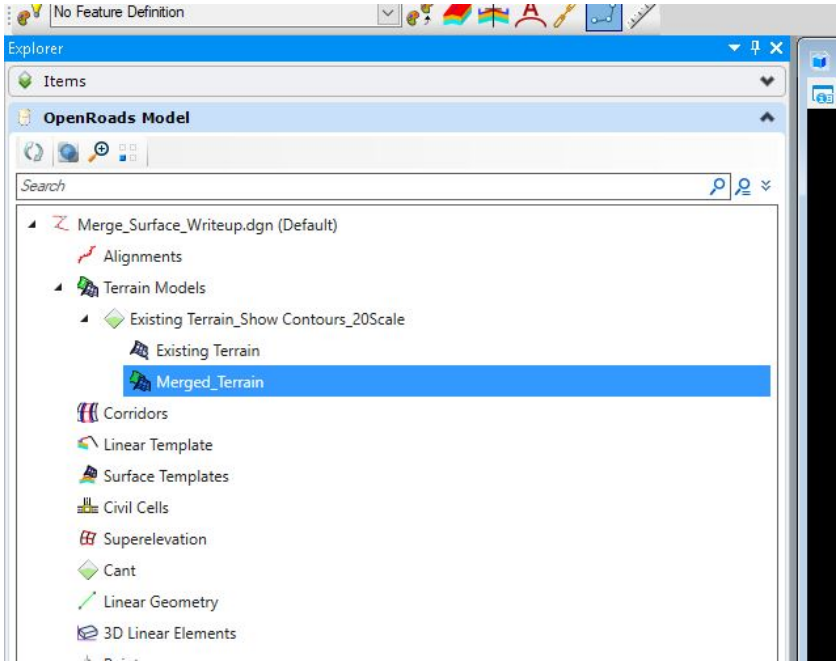


7. OpenRoads Modeling – Terrain – Additional Methods Dropdown – Create Complex Terrain Model.
   Append – Combines both sets of data (Uses all data from both sets that overlap).
   Merge – Primary is larger (LiDAR) dataset, merge is inner (Survey) dataset.
8. In this case we will use Merge by selecting the bullet. “Existing Terrain” is the LiDAR set, and “TERRAIN” is the survey set. Set the FD and name appropriately.



Click Finish and a new merged terrain is created.

9. Merge survey reference into master file in reference manager.
10. Go to Explorer – OpenRoads Model – Terrain Models and you should see a new terrain named whatever you named it in step 8.



11. Delete any interior boundaries that are leftover to only leave the exterior boundary. If boundaries do not delete, go to the terrain in step 10 and right click to check to see if the surface has any rules. If it does, deactivate then delete the inner boundaries.

12. At this point you should have a merged terrain. Open a 3D view to verify everything worked correctly.