

VDOT CADD Support Training Schedule

Classes	Dates	Days	Locations	Instructors	Addresses
Subsurface Utilities Drainage Design (SUDA)	Mar 4-6	3	Central Office	Beebe Ray	1401 East Broad Street Richmond, Virginia 23219
Utility Engineering Training (SUDA)	Mar 7	1	Central Office	Beebe Ray	1401 East Broad Street Richmond, Virginia 23219
Subsurface Utilities Drainage Design (SUDA)	Apr 16-18	3	Central Office	Beebe Ray	1401 East Broad Street Richmond, Virginia 23219
Utility Engineering Training (SUDA)	Apr 19	1	Central Office	Beebe Ray	1401 East Broad Street Richmond, Virginia 23219
Stormwater Systems Design using PondPack	Mar 26-28	3	Central Office	Kristen Dietrich	1401 East Broad Street Richmond, Virginia 23219
OpenRoads Technology	Feb 26 - Mar 1	4	Central Office	Don Lee	1401 East Broad Street Richmond, Virginia 23219
OpenRoads Technology	Apr 22 - 25	4	Central Office	Chris Collins	1401 East Broad Street Richmond, Virginia 23219
OpenRoads Technology	Apr 30 - May 3	4	Central Office	Keith Boteler	1401 East Broad Street Richmond, Virginia 23219
OpenRoads Technology	May 20 - 23	4	Central Office	Don Lee	1401 East Broad Street Richmond, Virginia 23219
MicroStation Basics	Apr 2 - 3	2	Central Office	Dave Mayer	1401 East Broad Street Richmond, Virginia 23219
MicroStation Basics	Apr 4 - 5	2	Hampton Roads	Dave Mayer	7511 Burbage Drive, Suffolk, VA 23435

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

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.

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

Stormwater Systems Design using PondPack (3 days)

Skills Taught:

- Have a better understanding of the basic principles of hydrology, hydraulics, and pond design.
- Explain what the tips and techniques are that apply to both design and review of Stormwater facilities.
- Apply PondPack for modeling and designing storm water detention.
- Understand how to use the PondMaker™ interface to design or redesign detention ponds.
- Apply the ModelBuilder tools to quickly create a model using existing data from many sources
- Use the new scenario creation wizard to quickly and easily create predevelopment and postdevelopment network scenarios