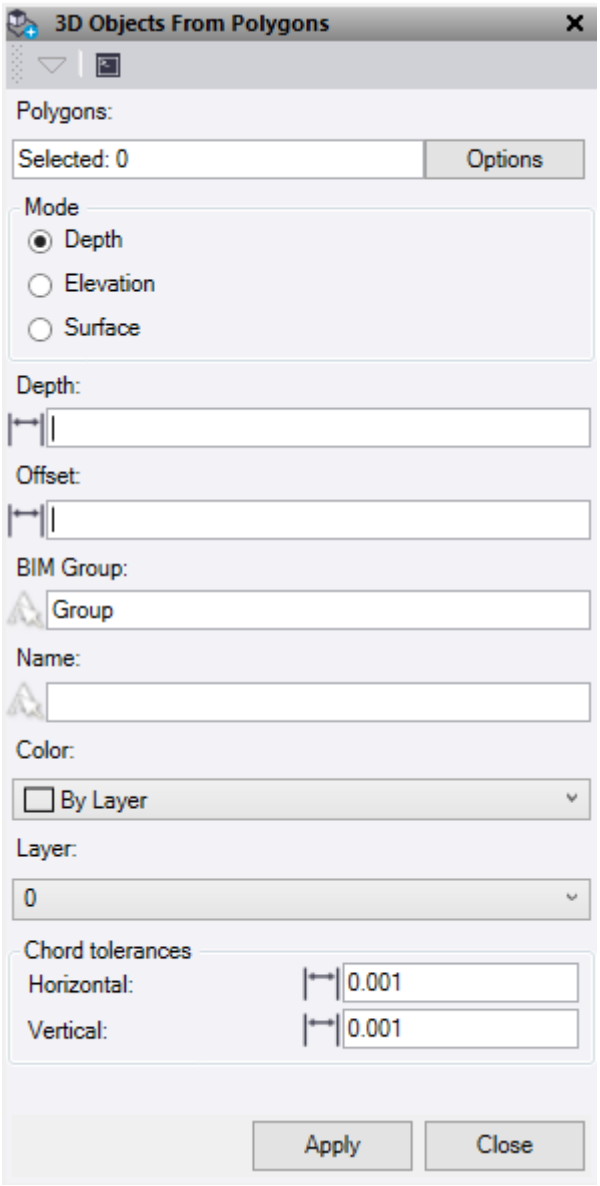
3D Object From Polygon

Command Description

The 3D Object From Polygon command enables you to select one or many closed linestrings to apply a depth and/or polygon offset against and create 3d solid objects. As an alternative to a depth, you can also choose and elevation or a surface to project the polygon vertically too.



1. Click in the **Polygons** selection field and then in a graphic view select the closed linestring. Click **Options** button for additional selection options.
2. Pick a **mode** from the list.
    - **"Depth"** will apply a value from the polygon to create the solid. A positive number applies in a downward direction and a negative number will be applied in an upward direction.
    - **"Elevation"** will project the polygon shape up or down to an entered elevation.
    - **"Surface"** will project the polygon shape up or down to intersect with the nominated surface.
3. A vertical **Offset** can be applied to the original polygon. A positive number applies in an upward direction and a negative number applies in a downward direction.
4. Enter a **BIM Group** name for the new object. This will be saved in the project explorer under the **BIM Data**.
5. Enter a **Name** for the new 3d object.
6. Select a **Colour** for the new 3d object.
7. Select or create a **Layer** for the new 3d object.
8. The **Chord tolerances** are applied when using linestrings that contain curves.
    - **Horizontal** – This applies to horizontal curves.
    - **Vertical** – This applies to vertical curves.
9. Do either of the following:
    - Click **Apply** to create the 3d solid and keep the **3D Objects From Polygon** command pane open.
    - Click **Close** to end and close the **3D Objects From Polygon** command pane.

Tips: *Sometimes the 3d object created is not formed correctly when projecting to a surface. This can often be fixed by one of the following methods.*

- *If using an imported surface, try recreating the surface in TBC using the original surface as the member.*
- *Use the Line Node Clean-up tool to make sure the polygon string is clean.*

Examples: