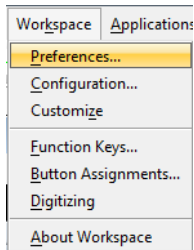


Draping Images onto DTM

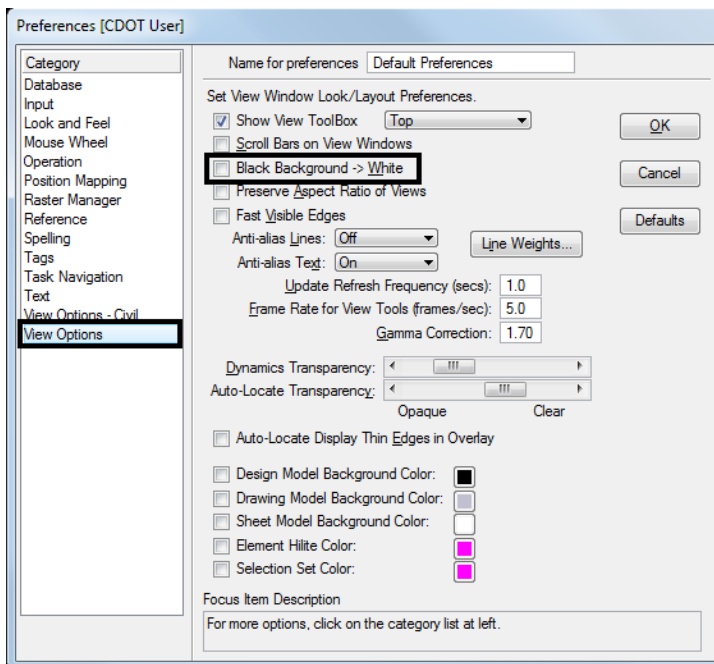
There are times when you might like to show a visual representation of your project using an image in 3D. This can be done now SO MUCH easier than it used to be.

I'm going to go over the basic functions of draping an aerial photo over a digital terrain model (DTM) using MicroStation V8i (SS2) and InRoads.

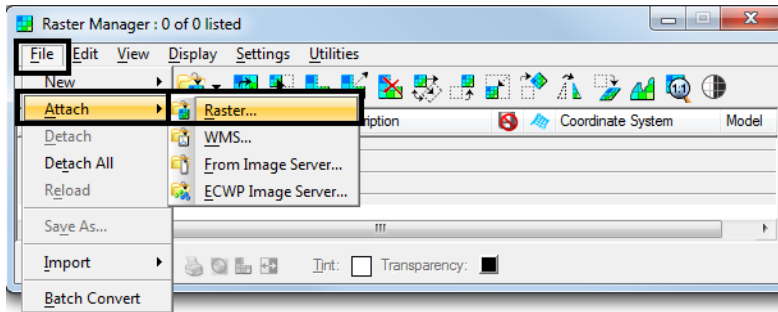
1. Start by making sure the MicroStation Design File (DGN), Raster Image, and InRoads DTM files are all coordinately correct and the same.
2. For printing purposes, let's start by changing the background color of MicroStation to WHITE. This can be completed through **Workspace> Preferences**. This will open up the Preference dialog box.



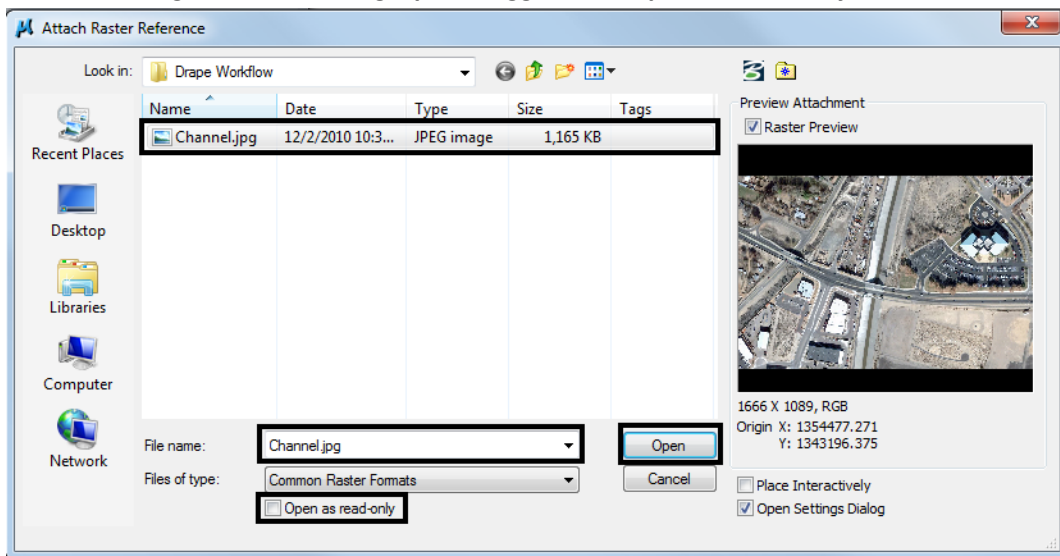
3. Under the Category column, select **View Options**. Toggle **ON** the box for **Black Background -> White**.



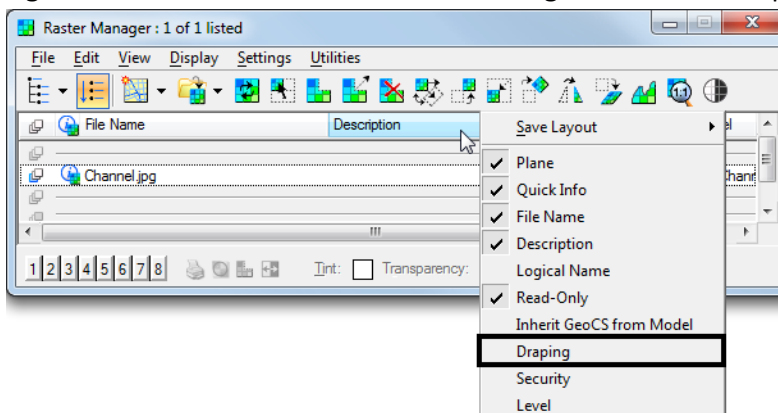
4. Begin by attaching an image using Raster Manager.



5. Select the image. Before clicking **Open**, toggle **OFF - Open as read-only**.

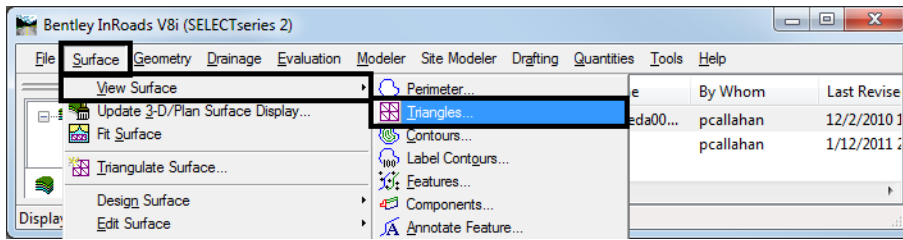


6. **Right Click** on the column bar in **Raster Manager** to view the drop down menu.



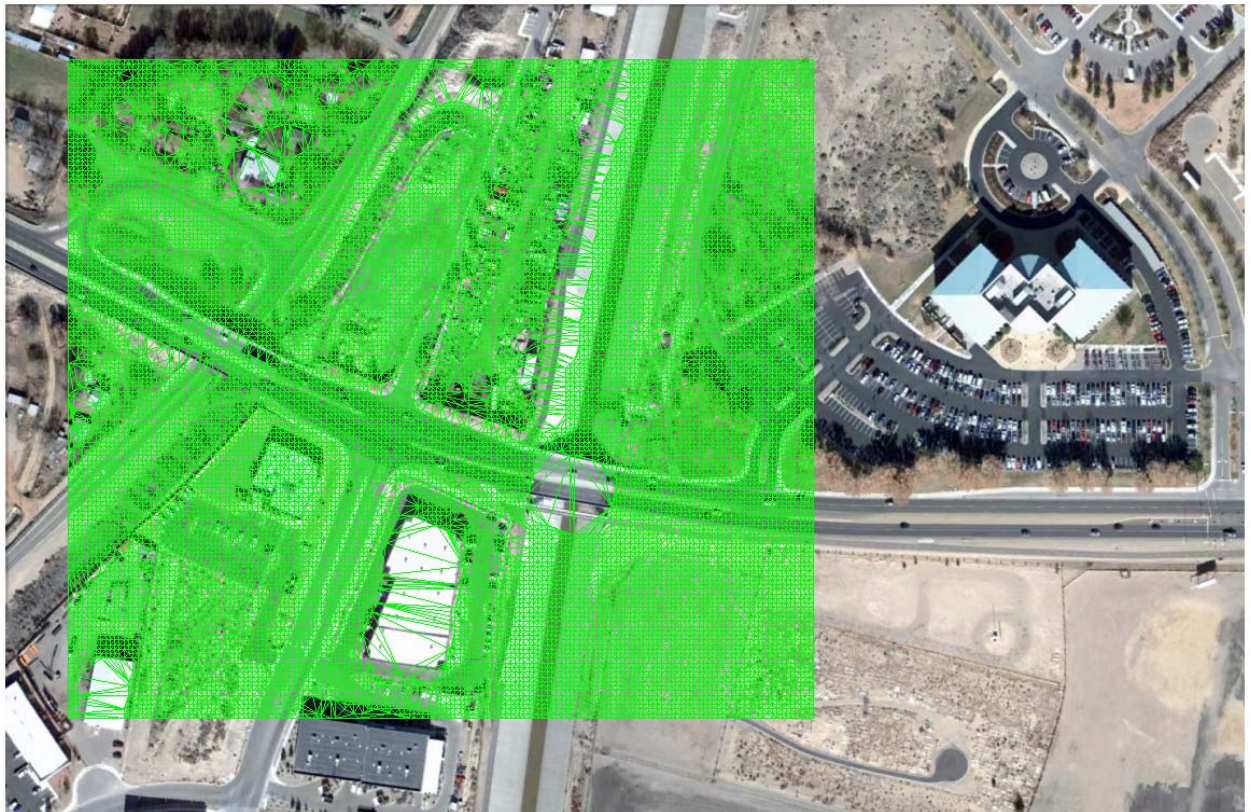
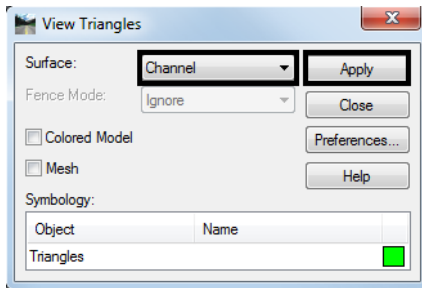
7. From the drop down menu, Toggle **ON** the **Draping** function.
8. Next you are going to want to view your surface triangles.
9. If you have not done so, open the DTM file using InRoads.

10. From InRoads, view the surface triangles for the DTM. **Surface > View Surface > Triangles.**



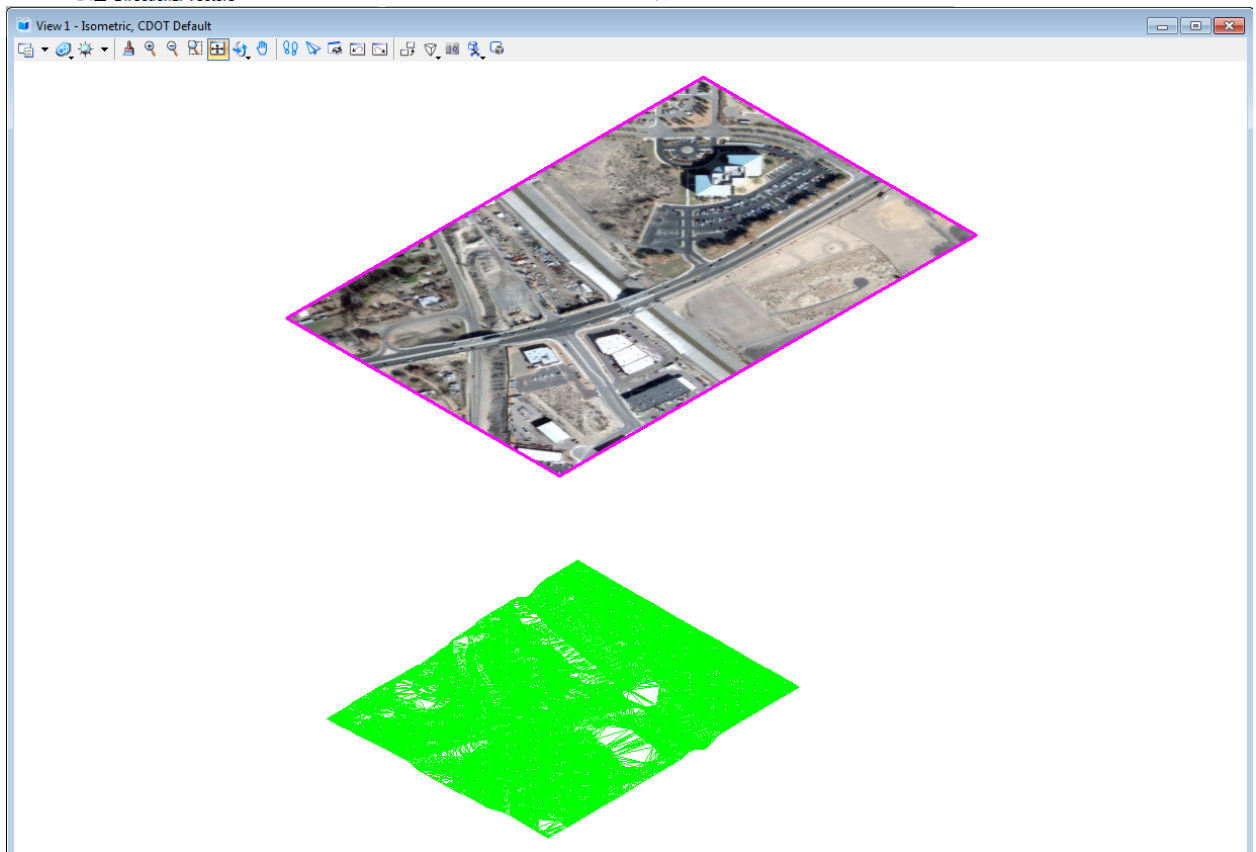
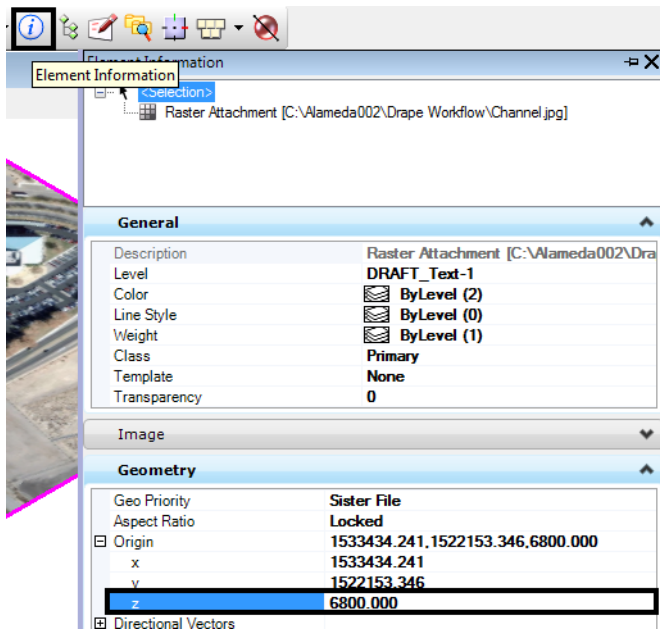
11. This will bring up the View Triangles dialog box.

12. Select the correct surface and click **Apply**. After the triangles have been drawn, click **Close**.

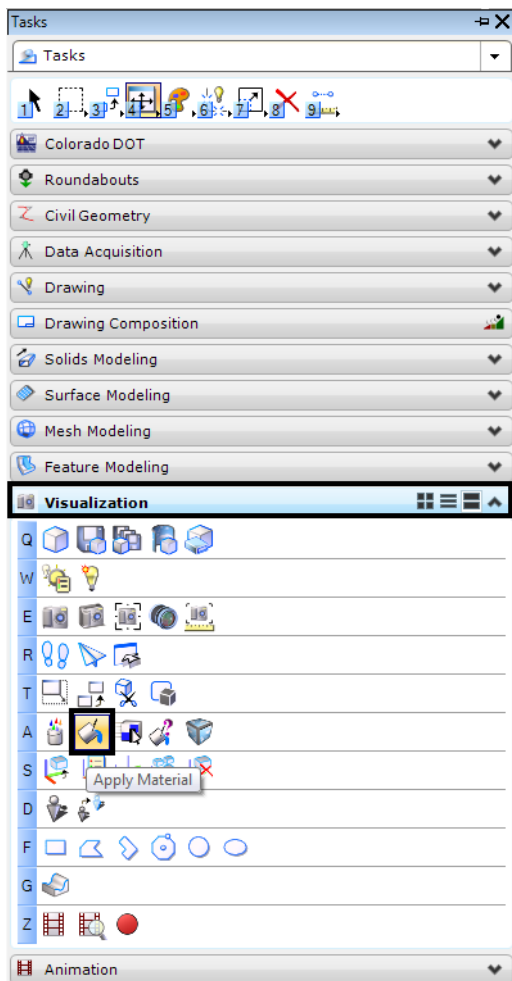


13. Rotate the view to Isometric and then complete a Fit View.

Note: If you need to adjust the Z value for the image, highlight the image in Raster Manager and then change the Z value using Element Information.

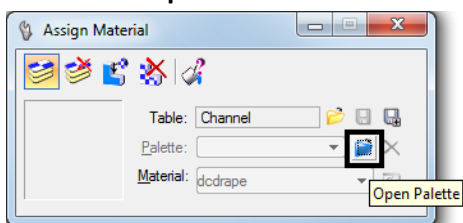


14. From the **Task Menu**, select the **Visualization** tab and select the **Apply Material** command.

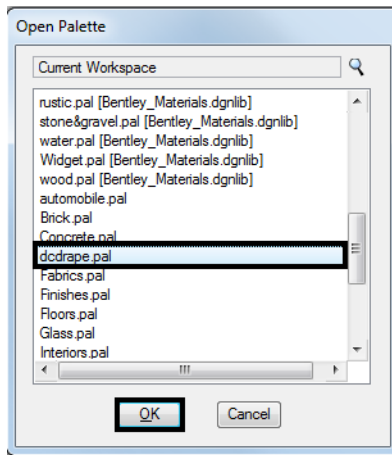


15. This will bring up the Assign Material dialog box.

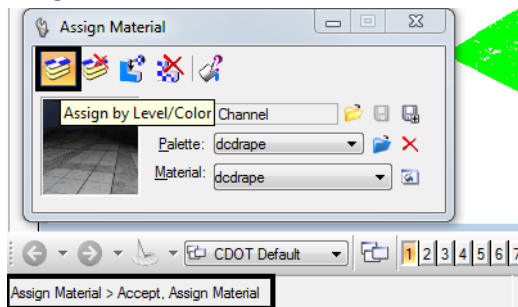
16. Click on the **Open Palette** icon.



17. Navigate to **dcdrape.pal** and select **OK**.

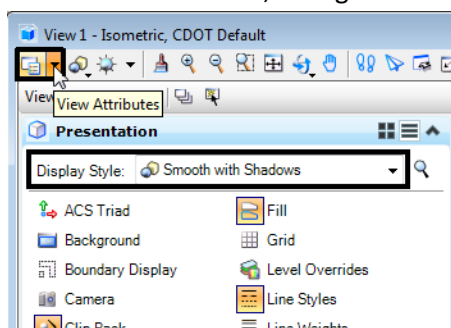


18. From the Assign Material dialog box, select **Assign by Level/Color**. MicroStation will ask you to **Assign Material**.



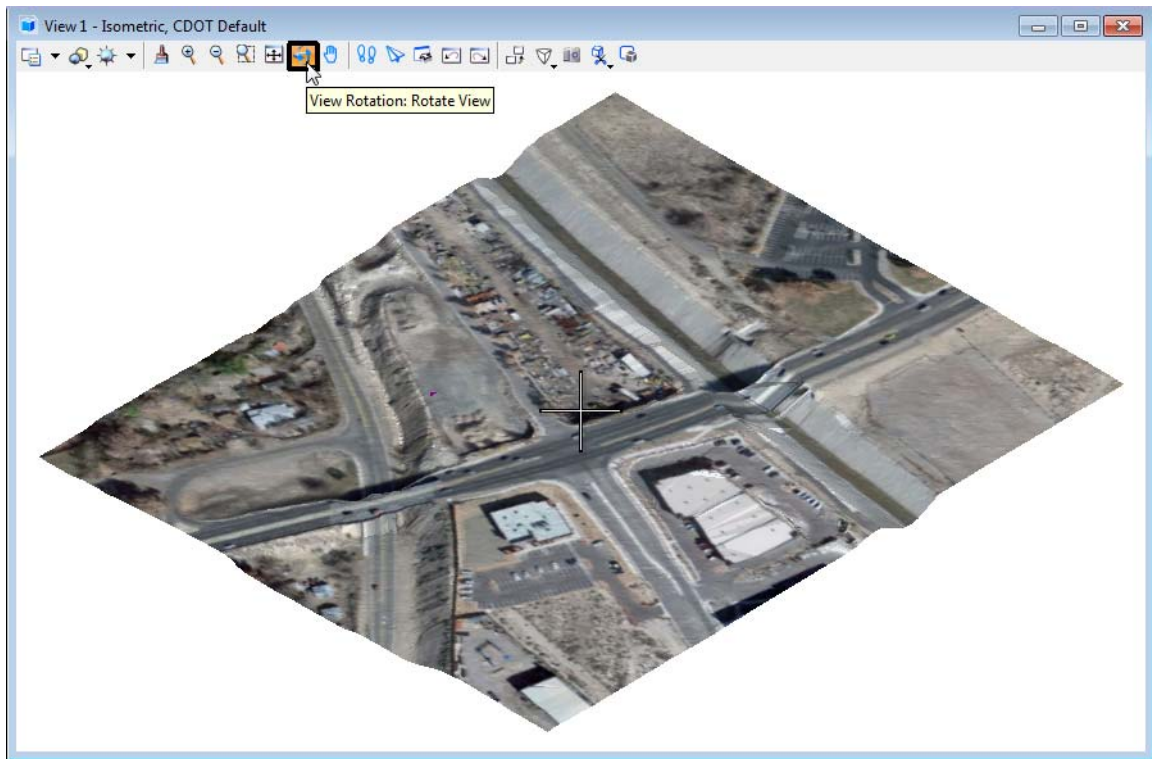
19. In the MicroStation Isometric view, select the DTM triangles and then accept by clicking a data point in the MicroStation view window.

20. From **View Attributes**, change the **Display Style** to **Smooth with Shadows**.



Note: The image will be clipped to the DTM triangles. Any part of the image that is not draped onto the DTM will not show.

21. Using the View Rotation command, rotate the view to a final position.



22. **Note:** The image brightness can be controlled by turning on Default Lighting and adjusting the view brightness.

