

Autodesk Civil 3D Advanced Transportation Training Course

Course Length: 16-Hours

- 16-Hours (8 x 2-Hour Sessions) Training
- Delivered remotely over MS Teams
- Sessions are recorded and download links are provided after each session for your future use and reference.
- Pricing is based on 1-3 people.
- Volume Discounts apply for 5+ people.
- Training is usually broken up into 2 or 4-hour sessions in the morning and flexible (i.e. consecutive or Monday, Wednesday, Friday, etc.)
- Training sessions can start within 14 days of booking
- Courses are private and topics can be customised to suit

The Autodesk Civil 3D Advanced Transportation Training Course provides practical instructor-led training for civil designers, civil engineers, road designers, and infrastructure professionals who already understand core Civil 3D workflows and want to develop more advanced transportation design capability.

Building on Civil 3D fundamentals, this course focuses on advanced roadway modelling using alignments, profiles, assemblies, corridors, intersections, roundabouts, and rehabilitation workflows. Delivered through live remote training sessions over Microsoft Teams, the course provides structured hands-on learning through practical project-based exercises and instructor-led demonstrations so participants can build and manage transportation models, resolve corridor issues, develop complex roadway geometry, and produce design outputs and reports using Autodesk Civil 3D.

Topics Covered

Topics covered include creating alignments, creating profiles and profile views, creating and managing assemblies, creating and editing corridors, creating intersections and roundabouts, and creating rehabilitation corridors and reports. Additional practical exercises can include corridor regions and targets, corridor surface review, section-based checking, and transportation design reporting workflows.

Participants should have knowledge of AutoCAD basics and prior experience with Autodesk Civil 3D fundamentals or equivalent experience. Familiarity with core Civil 3D objects such as surfaces, alignments, profiles, and basic corridor creation is recommended. A sound understanding of civil engineering and transportation design terminology will also be beneficial for completing the advanced roadway modelling exercises in this course.

Autodesk Civil 3D Advanced Transportation Training Course Contents

Chapter 1: Alignments - Beyond the Basics

- 1.1 Roadway Design Overview
- 1.2 Autodesk Civil 3D Alignments
- 1.3 Criteria-Based Design
- 1.4 Alignment Types
- 1.5 Alignment Layout Tools

Chapter 2: Profiles - Beyond the Basics

- 2.1 Profiles Overview
- 2.2 Create Profiles from Surface
- 2.3 Best Fit Profiles
- 2.4 Superimposing Profiles
- 2.5 Create and Edit Profiles

Chapter 3: Assemblies - Beyond the Basics

- 3.1 Subassembly Composer
- 3.2 Working with Assemblies
- 3.3 Managing Assemblies
- 3.4 Offset Assemblies
- 3.5 Conditional Subassemblies

Chapter 4: Corridors - Beyond the Basics

- 4.1 Corridor Frequency
- 4.2 Corridor Regions
- 4.3 Corridor Contextual Ribbon
- 4.4 Model Viewer
- 4.5 Transitioning Non-Transition Subassemblies
- 4.6 Corridors with Assembly Offsets
- 4.7 Code Set Styles

Chapter 5: Intersections, Cul-de-sacs, and Roundabouts

- 5.1 Corridor Hierarchy
- 5.2 Intersections
- 5.3 Designing Intersections
- 5.4 Intersections in the Prospector
- 5.5 Connected Alignments
- 5.6 Corridor Surfaces
- 5.7 Superimposing Profiles
- 5.8 Roundabouts

Chapter 6: Corridor Adjustments - Beyond the Basics

- 6.1 Corridor Section Review and Edit
- 6.2 Corridor Frequency Adjustments
- 6.3 Conditional Targets
- 6.4 Widening
- 6.5 Rehab Corridor
- 6.6 Superelevations