

AUTOMATIC GENERATION OF ROAD INFRASTRUCTURE IN 3D FOR VEHICLE SIMULATORS



Bc. Adam Orlický



Parts of presentation

- Vehicle simulators
- Options for generating road infrastructure in 3D
- Plug-in RoadCreator for Rhino



Vehicle simulators



- Testing human-machine interfaces and vehicle systems
 - Safety
 - Exactly defined situations
 - Parts of simulator
 - Hardware
 - □ Projection screen
 - □ Driver compartment (e.g. part of the vehicle)
 - Software
 - □ Computing device
 - □ 3D scene in a virtual environment







Generating 3D road infrastructure

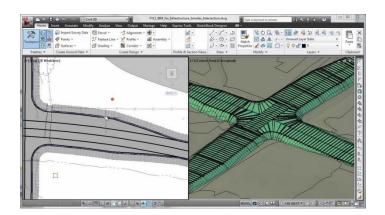
CAD programs focus on road design

Programs

• e.g. AutoCAD Civil 3D,

Disadvantages:

- Expensive
- Problem with export and textures



Separate 3D modeling programs

Programs

e.g.AutoCAD 3DS Max, CINEMA 4D, Rhinoceros, Blender, Sketchup

Disadvantages:

Problem with generation of road infrastructure



RoadCreator for Rhino

- Plug-in for generation of road infrastrucure
- Czech standart ČSN 73 6101, technical guidelines
- Simplification of scenes creation process
- ▶ 54 new functions divided in 5 groups
- Rhinoceros







RoadCreator – User interface

Template

- Designed for modeling roads (I unit = I m)
- Two databases with models (trees, traffic signs, bollards)

▶ Toolbar

- New toolbars for functions
- ▶ Toolbar **ALL**





Road Creator – Function groups

Road 2D

Contour lines, horizontal alignment, transition curves, longitudinal section, vertical alignment, cross sections...

Road 3D

Surface of road, road side ditch...

Accessories

▶ Rail-guards, traffic signs, bollards...

Nature

Trees, forests, grass...

City

Intersections, roundabouts, pavements, crosswalks...



Road Creator - Conclusion

- Simple and fast generation of road infrastructure
- Roads by Czech standards and technical guidelines
- Databases which can be enlarged
- Usable for different purposes







Thank you for your attention!

Bc. Adam Orlický orlicada@fd.cvut.cz