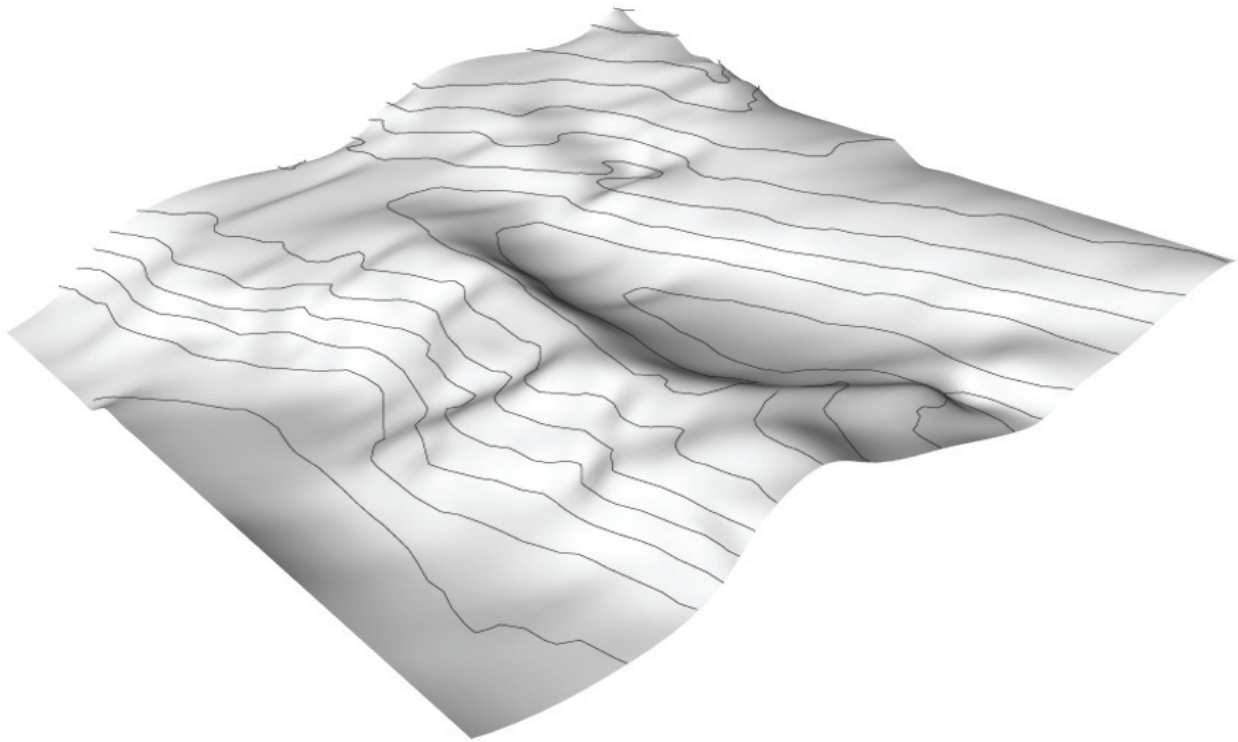
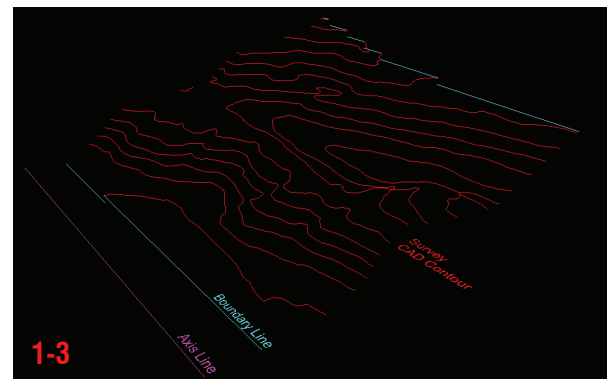


2_3 Terrain Surface Maker



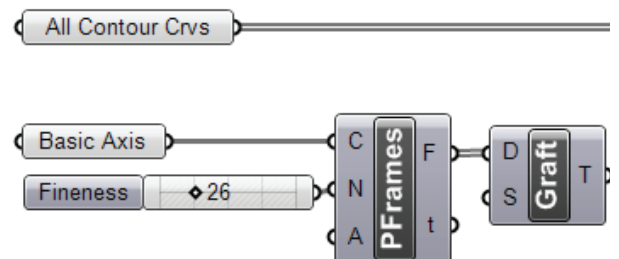
Step1 : Curve Preparation in Rhino

1. Contour Curves
 - Import from Topography Contour Dwg (any AutoCAD survey file)
2. Axis Line
 - Draw a 'Line' in Rhino
 - This line is going to be an axis for series of sections, here it is parallel with X-axis
3. Boundary Lines
 - Draw lines at the end of contour curves
 - It is for closing the edge of surface when all sections are lofted later



Step2 : Making Sectional Profiles and Loft

4. **Curve** (Params/Geometry/Curve) : "All Contour Crvs"
 - Right click and Set multiple curves
 - Select all contour curves and Boundary lines
5. **Curve** (Params/Geometry/Curve) : "Basix Axis"
 - Right click and Set one curve
 - Select the Axis Line
6. **Slider** (Params/Special/Number Slider)
 - "Fineness" : Integer, Lower limit=0, Upper limit=50, Value=26
7. **PFrames** (Curve/Division/Perp Frames)
 - C : "Basix Axis"
 - N : Slider "Fineness"
8. **Graft** (Logic/Tree/Graft)
 - D : PFrame(F)



9. **PCX** (Intersect/Mathematical/Curve | Plane)

- C : Curve "All Contour Crvs"

- P : Graft(T)

10. **Path Mapper** (Logic/Tree/Path Mapper)

- Mapping Editor

- type {A;B;C;D} -> {A;B;C}

11. **pComp** (Vector/Point/Decompose)

- P : Path Mapper

12. **Sort** (Logic/List/Sort List)

- K : pComp(Y) (if your Axis line is parallel with Y-axis, this should be pComp(X))

- A : Path Mapper

13. **Interv** (Curve/Spline/Interpolate)

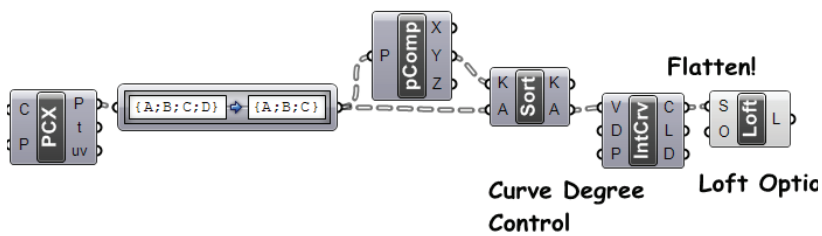
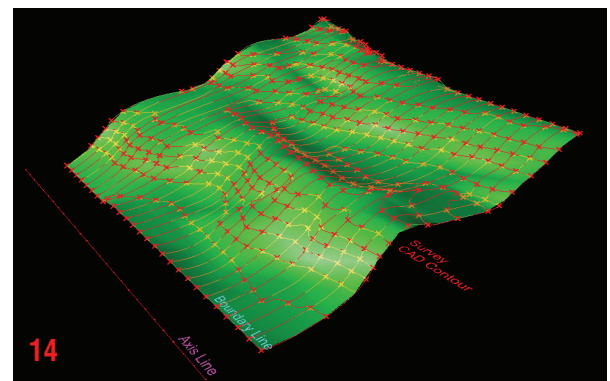
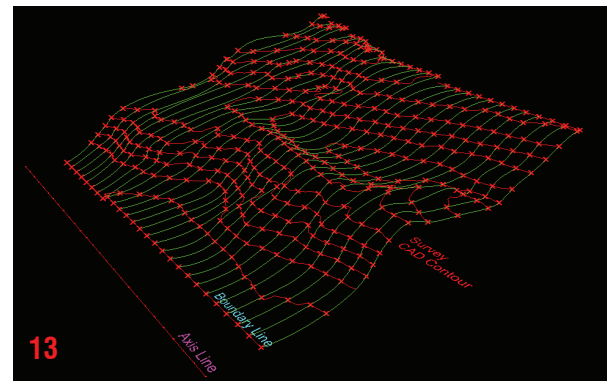
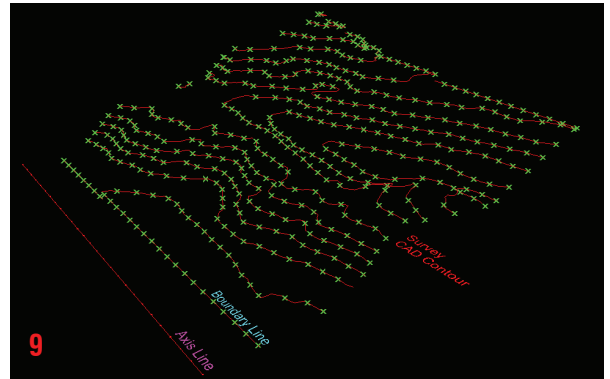
- V : Sort(A)

- D : 3 (smooth result) or 1 (fastened result)

14. **Loft** (Surface/Freedom/Loft)

- S : Interv(C) -> Flatten!!

- O : Right Click and Loft Option -> if you want...



Appendix
- Definition map

