TUTORIAL: HOW TO CREATE TERRAIN USING CONTOUR LINES
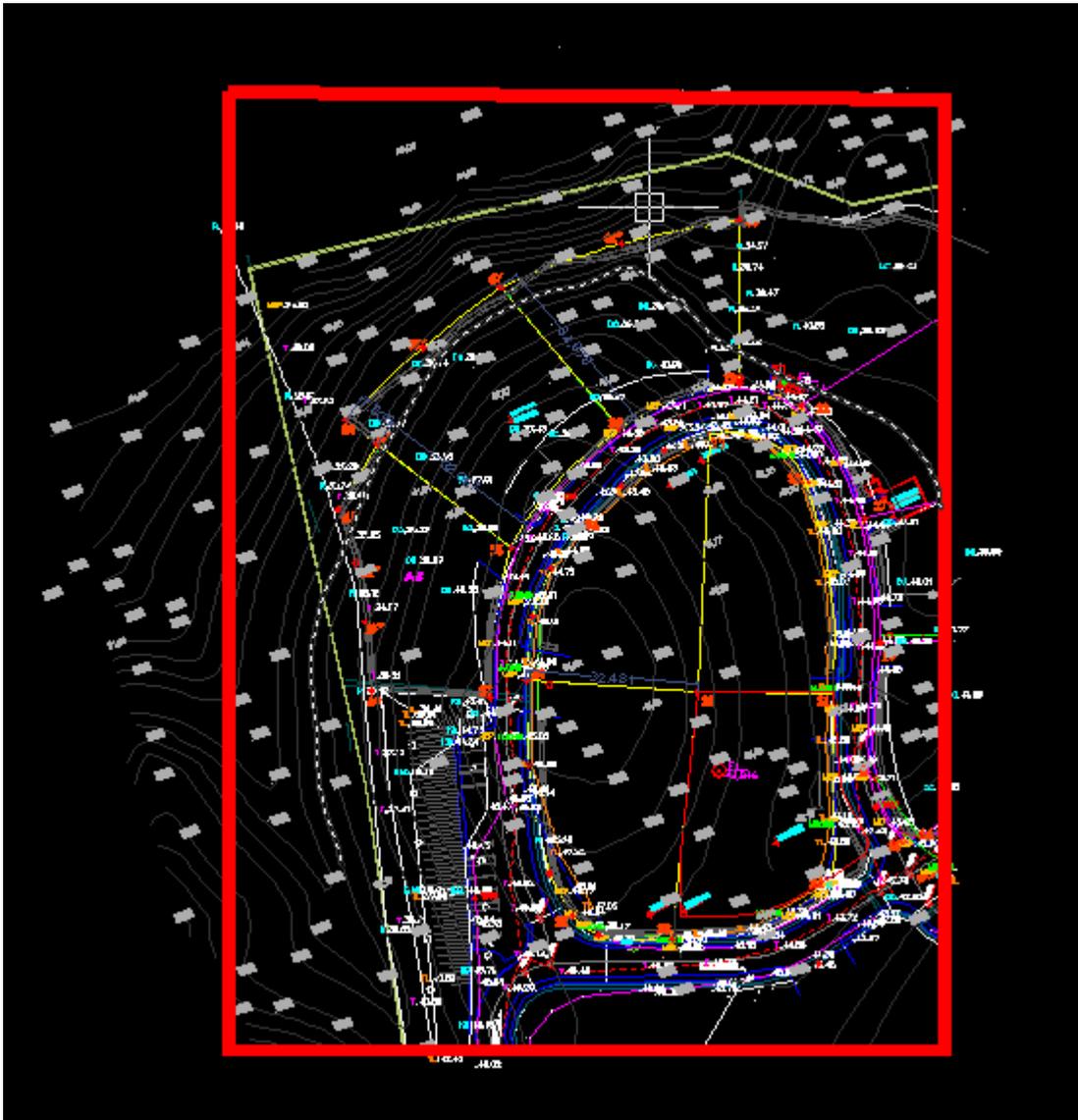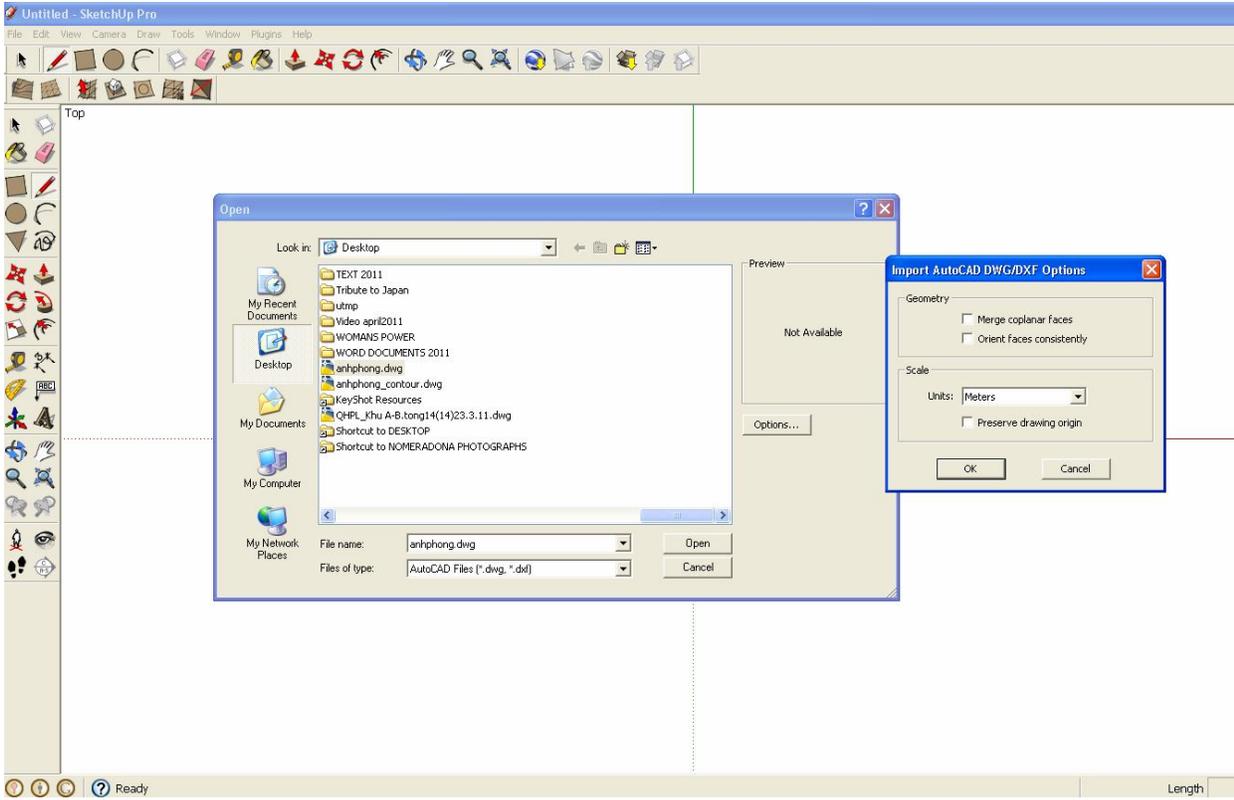
One of the forgotten powerful script in SketchUp is the sandbox tool. In this tutorial I will show you my approach in creating terrain from the contours that I imported in Autocad.
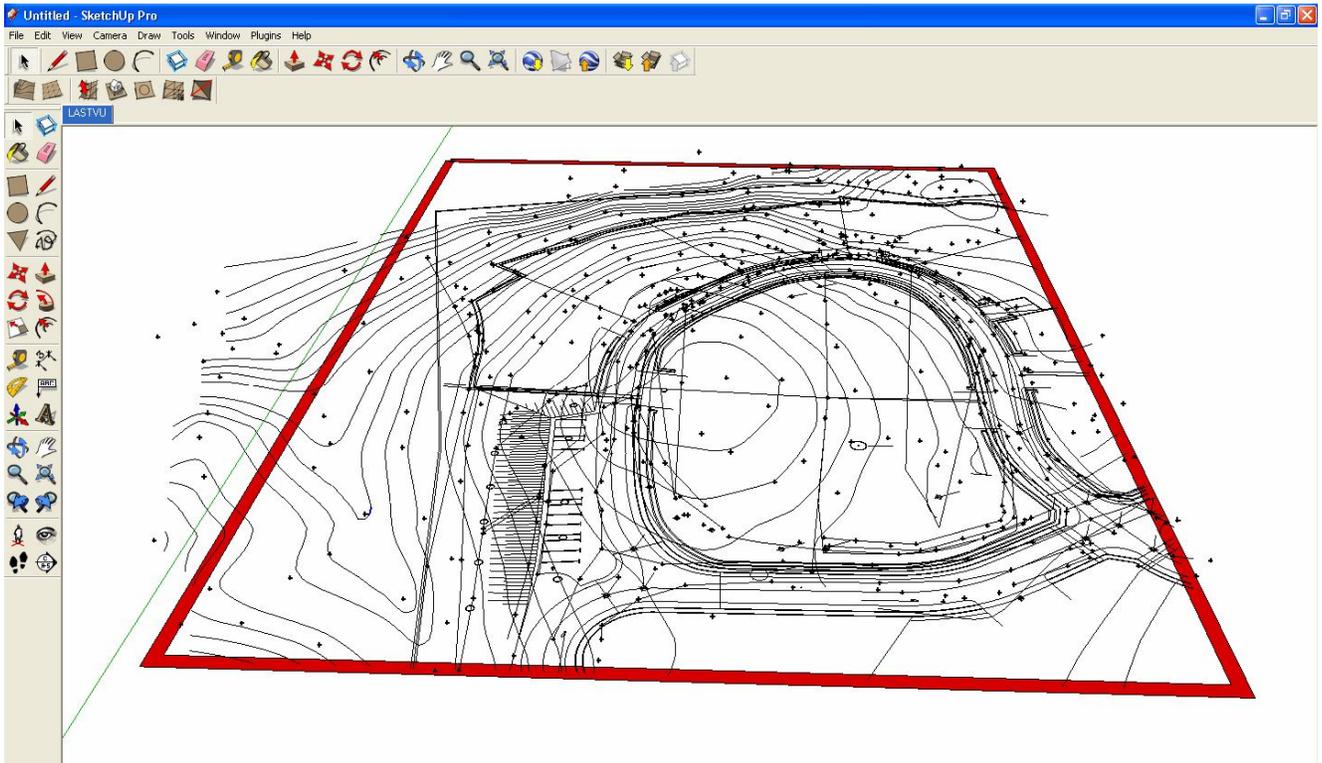
Here is the Autocad File screen grab that I will be using. This land belongs to my brother in law in Hanoi. I am helping him to study how to develop his site.

2. Import this File in SketchUp. Below is my Import option. The Autocad file is in meter, so in SketchUp, I will use the unit in meter too.
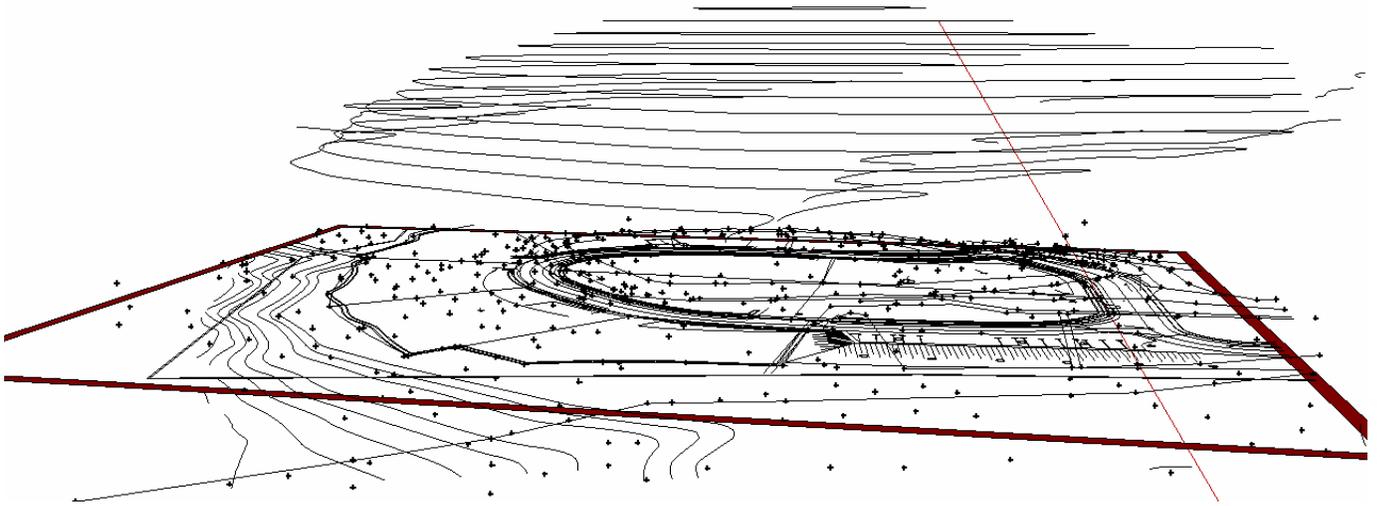
Here is the screen grab showing the imported file. Note that all measurements and texts were not imported.
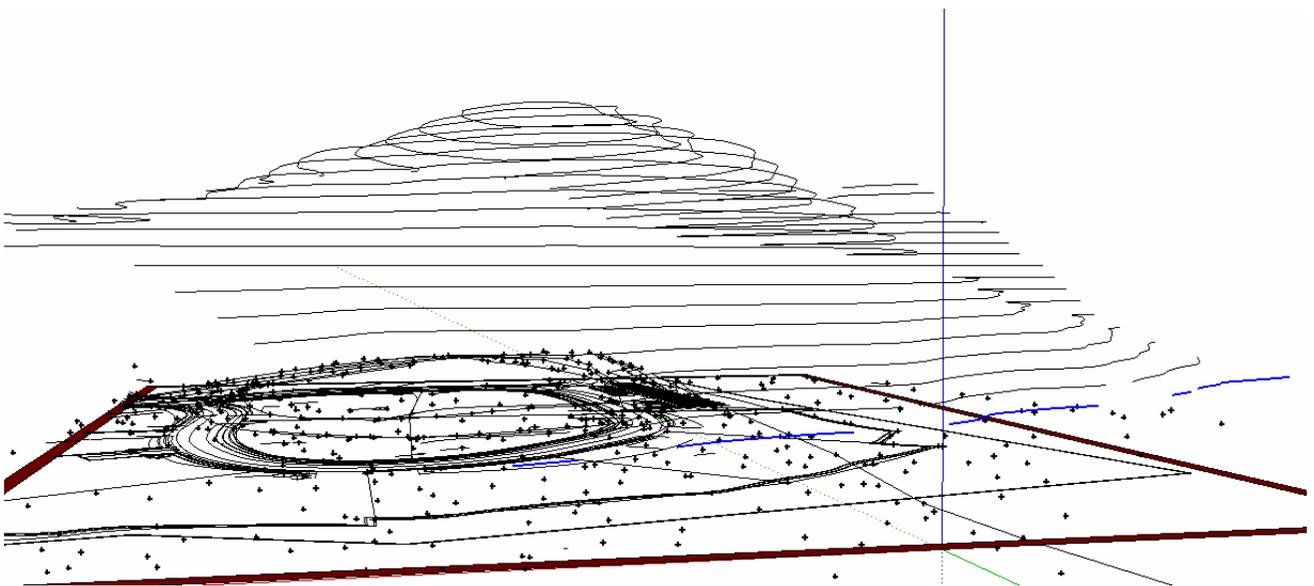
This time I will select each contour and I will move them according to their Z heights. In this file, the contours were in 2 meters increments. The highest contour line is 48 meters and the lowest contour is 16 meters. Double click the contour line you want to select (normally in Autocad, the contour lines are drawn in polylines). Polylines are not welded in SketchUp, but if you want to weld them, you need to use the Weld script written by R. Wilson. This can be downloaded for free at www.smustard.com. In this case, I wont be bother by it, all I have to do is to double click it and all the connected lines will be selected.

Here I am about halfway in raising my contour lines along Z-axis

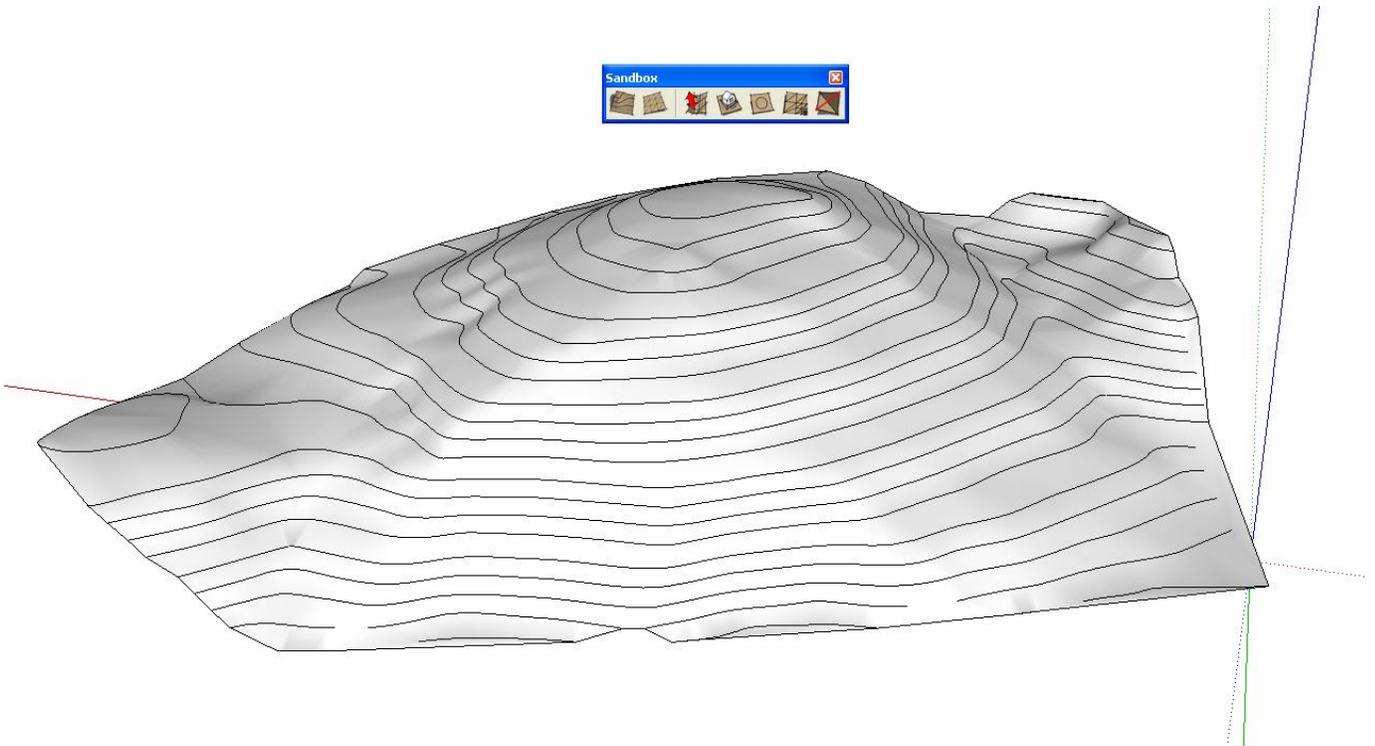Here is the completed job in moving my contours along z-axis
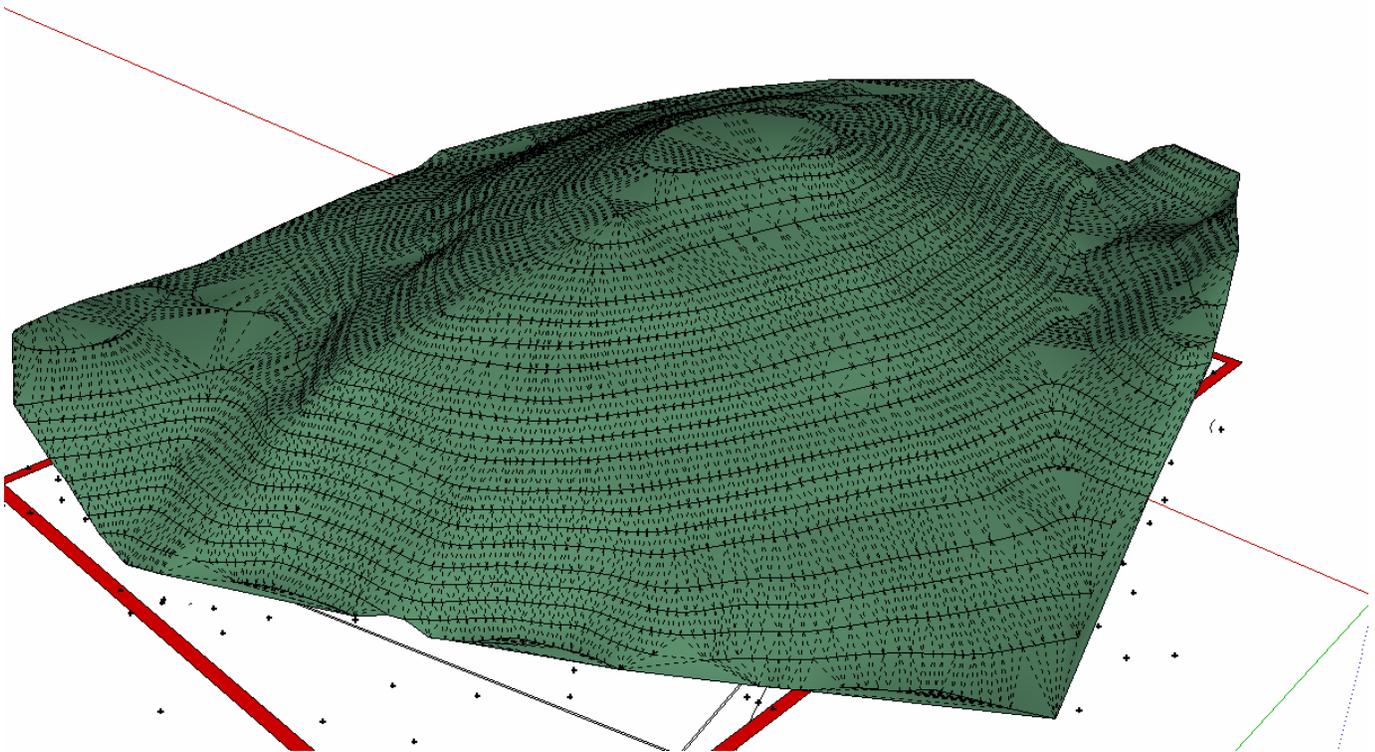
Hiding the other imported lines

This time, I will select the whole contour and use this tool – The sand box tool. The first icon "from contours is the most important tool to generate the terrain.

See in less than 20 seconds the terrain has been generated.

Here is the generated terrain (hidden geometry on and painted in green).

Cheers!
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