Using Terra Vista CDB Course Syllabus

Session duration: **Classroom   4 days**

Main Objective

In this course, you will learn how to use Terra Vista to import and compile data to publish a database in CDB Mode.

Upon completion of this course, you will understand the best practices for database construction, and how to correct and add culture to Terra Vista projects.

Target Audience

This is an ideal course for a new Terra Vista user, regardless of your database creation experience, as it completely familiarizes you with the Terra Vista database building methodology. The course is for producing CDB database.

Prerequisites

This course assumes basic PC knowledge.

Format

This instructor-led course is taught through a series of lectures and hands-on exercises in which you learn how to use all of the components of the tool.

Topics covered

- Terra Vista Introduction
- Terra Vista Overview
- General Terrain Design: CDB
- General Culture in Terra Vista
- Selectors and Feature Styles
- Assets
- Complex Features

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Daily Outline for Classroom "Using Terra Vista" Course

Day 1

- Lesson 1: Terra Vista Introduction
- Lesson 2: Terra Vista Overview

Day 2

- Lesson 3: General Terrain Design:CDB
- Lesson 4: General Culture in Terra Vista

Day 3

- Lesson 5: Selectors and Feature Styles
- Lesson 6: Assets

Day 4

- Lesson 7: Complex Features
- Recap of the 7 lessons
- Questions and Answers specific from trainees
- Closing the course

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Detailed Description

Lesson 1: Terra Vista Introduction
- Introduction
- Terra Vista workflow
- Direct hands-on approach
- EXERCISE 1-1: My first database
- EXERCISE 1-2: Looking at the project
- EXERCISE 1-3: Building and viewing the terrain
- Adding or modifying culture data
- EXERCISE 1-4: Creating a linear feature
- EXERCISE 1-5: Creating an areal feature
- EXERCISE 1-6: Creating a point feature

Lesson 2: Terra Vista
- What is Terra Vista?
- Terra Vista interface overview
- EXERCISE 2-1: Navigating through the GUI
- EXERCISE 2-2: Others GUIs from the ribbon
- 3-D Viewer
- EXERCISE 2-3: Looking at the 3-D Viewer
- Your project folder
- EXERCISE 2-4: Looking at the sample project

Lesson 3: General terrain design: CDB
- CDB overview
- CDB data organization
- Downloading the CDB specification
- Typical CDB structure
- Producing a CDB with Terra Vista
- Database workflow in Terra Vista
- Datums and ellipsoids overview
- Elevation overview
- Geospecific imagery
- Terrain design
- EXERCISE 3-1: New project for Spokane

Lesson 4: General culture in Terra Vista
- Introduction

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- Culture overview
- EXERCISE 4-1: Adding linears vectors
- EXERCISE 4-2: Areals
- EXERCISE 4-3: Importing vectors for Spokane
- EXERCISE 4-4: Disabling vectors for Spokane

Lesson 5: Selectors and Feature Styles
- Introduction
- Vector selection workflow
- Feature Styles
- EXERCISE 5-1: Duplicating a Feature Style
- EXERCISE 5-2: Making a derived Feature Style
- EXERCISE 5-3: Changing the assigned Feature Style
- EXERCISE 5-4: Creating a sub-selector
- EXERCISE 5-5: Optional work on Spokane

Lesson 6: Assets
- Assets
- 3D models
- EXERCISE 6-1: Importing a 3D Model
- EXERCISE 6-2: Creating a vector with the new model
- EXERCISE 6-3: Importing models in the Spokane Project
- Buildings for areal vector
- Building Wizard (from Creator)
- EXERCISE 6-4: Making Wizard Buildings vectors
- EXERCISE 6-5: Making a Wizard Building Feature Style
- EXERCISE 6-6: Editing a Wizard Building
- EXERCISE 6-7: Creating a Wizard Building
- Complex building lists
- Model lists for fixed points
- EXERCISE 6-8: Making a new model list

Lesson 7: Complex features
- Large model integration
- EXERCISE 7-1: Implementing a site model
- Intersections
- EXERCISE 7-2: Modifying intersections

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