

Draping Raster Images

Design Manual
Chapter 21
Automation Tools
Instructions
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Overview

Draping a Raster Image is the process of attaching and “overlying” a “**raster**” aerial photo image onto a MicroStation file containing a surface file (.tin) of the existing ground. The end result is the **Raster Image** photo having the appearance of a 3-dimensional relief model with elevation changes.



Process

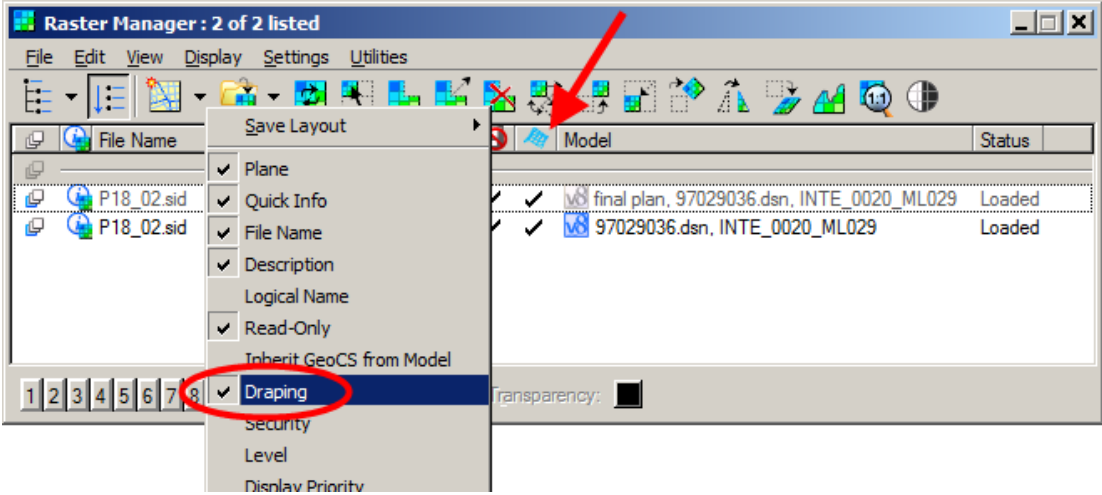
Items needed for “**Draping**” an attached Raster Image over a MicroStation drawing file are as follows:

- 1. Image of the area
- 2. Surface file of existing ground (.tin) drawn in 3D MicroStation file.

Open the **Raster Manager** dialog from the MicroStation command menu, as follows:

Tools > Raster > Raster Control > Raster Manager
This will activate the **Raster Manager** dialog, as shown below.

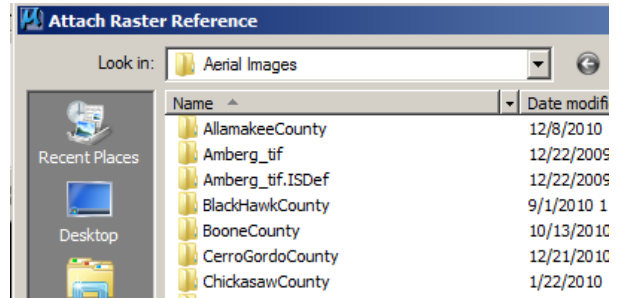
The **Draping** icon is the light blue “mesh” icon, , (located by the red arrow below). To cause the icon to display, *right-click* somewhere within the list box menu bar, (also located by the red arrow), which will cause the pop-up option menu to display, as shown below. Select () **Draping** from the option list. The **Draping** icon  should then appear as shown.



From the **Raster Manager** dialog, (shown above), select **File > Attach > Raster**. This will produce the **Attach Raster Reference** dialog, as partially shown at the right.

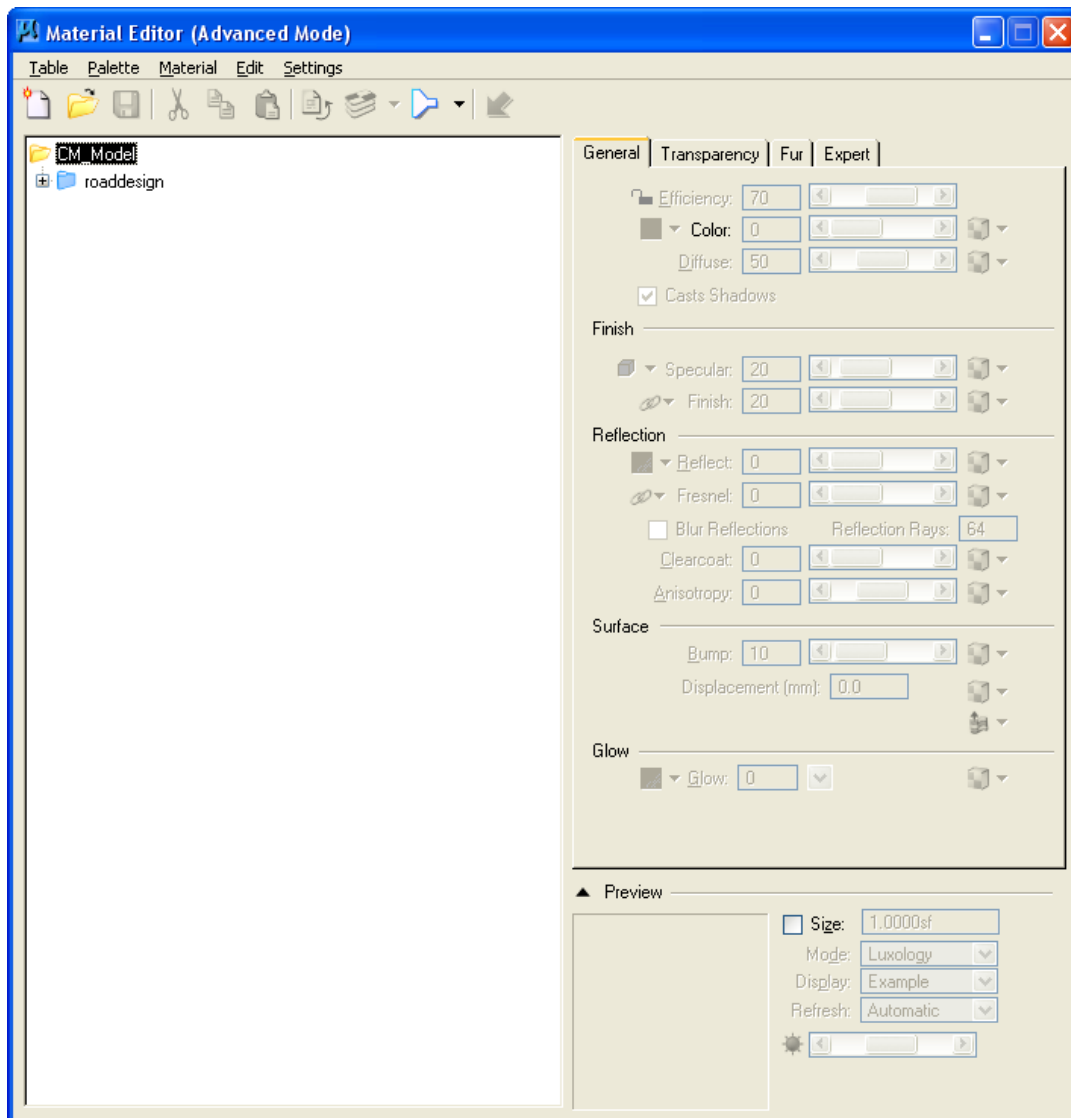
Browse to the location of the appropriate image file. Select the image and Attach it by clicking the **Open** button.

For more details on attaching Raster files, see **Bentley Raster Manager** help files.



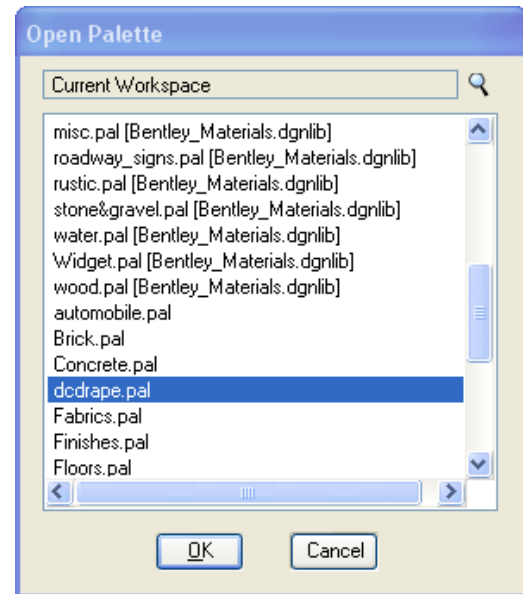
From the MicroStation menu bar, select **Tools > Visualization > Materials > Define Materials**

This will produce the **Material Editor** dialog. The dialog shown below is in the **Advanced Mode**, which can be selected from the **Settings** option in the menu bar.

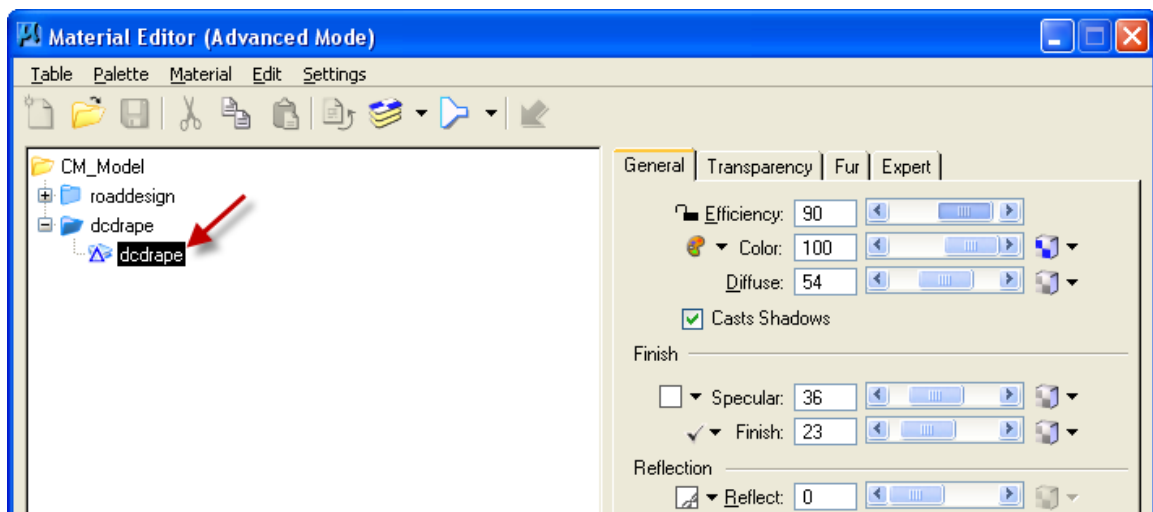


From the **Material Editor** dialog menu bar, (shown above), select **Palette > Open**. This will display the **Open Palette** dialog, as shown at the right.

Select, (highlight), the **dcdrape.pal** option, (as shown), and click **OK**.

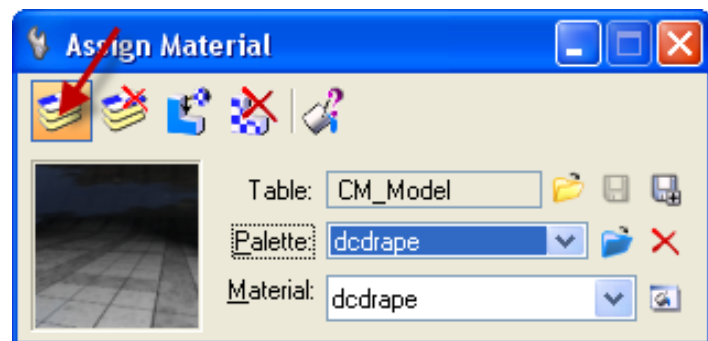


The action listed above will add the **dcdrape** option to the **Material Editor** dialog, as shown below.

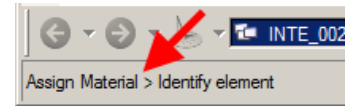


In the **Material Editor** dialog, (above), select the **Material > Assign** option from the menu bar. This will display the **Assign Material** dialog, as shown at the right.

From the icon options in the **Assign Material** dialog menu bar, select the **Assign by Level/Color** option, as shown by the red arrow at the right.



The above action will cause the **Assign Material > Identify element** command to display in the MicroStation command area, as shown at the right.

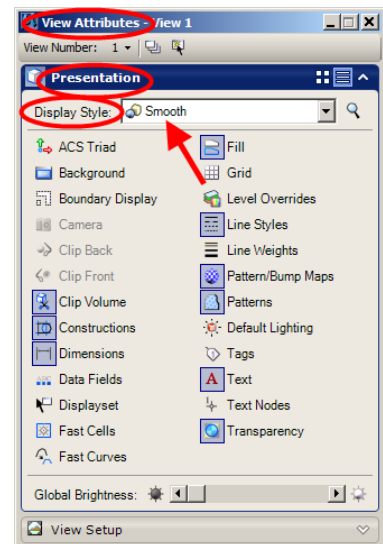


With the MicroStation pointer, select the surface symbology drawn in the design file to assign the material **dcdrape**, as shown at the right..

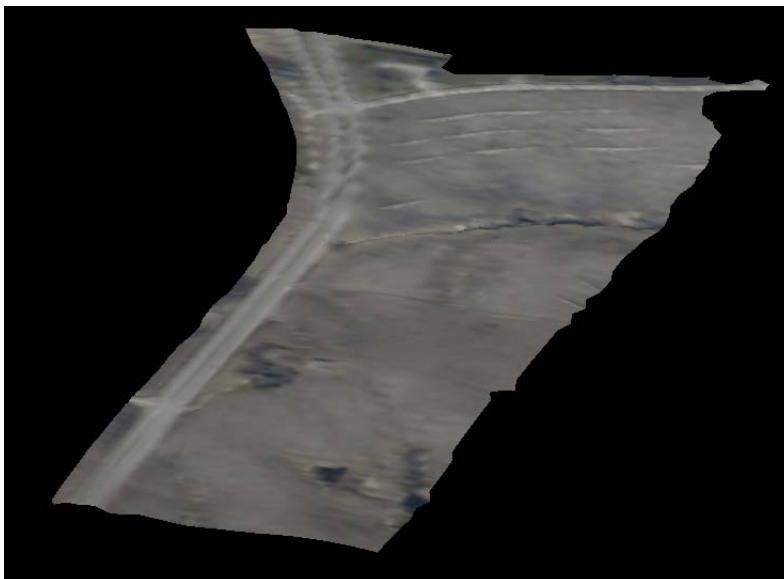


From the MicroStation command menu bar, open the **Settings > View Attributes** dialog, as shown at the right.

In the **Presentation** window of the **View Attributes** dialog, set the **Display Style** to **Smooth**, as shown at the right.



The end result of the **Raster Draping** may resemble something like the image shown below. Notice that the aerial image now appears to have 3-dimensional relief.



Chronology of Changes to Design Manual Section:

021B-300 Draping Raster Images

6/30/2011	NEW
	New