

Converting a Polyline into a Terrain Perimeter

Reference Number: **KB-00324**

Last Modified: **March 27, 2023**

The information in this article applies to:





QUESTION

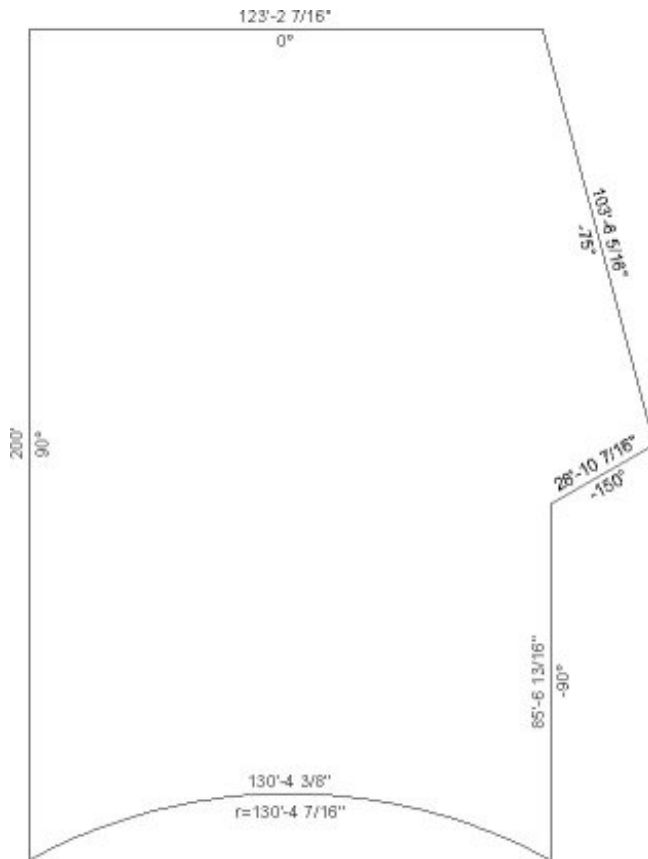
In a floor plan view, I have created a plot plan polyline using the CAD tools. I would now like to convert this polyline into a terrain perimeter. How do I do this?


ANSWER

Chief Architect allows you to convert 2D CAD drawings into a variety of 3D objects, including a plan's terrain perimeter. This allows you to create a terrain perimeter that both bounds the 3D terrain and defines the property on which the plan will be built.

To convert a polyline into a terrain perimeter

1. First, **Open**  an existing Chief Architect plan in which you would like to convert a polyline into a terrain perimeter, or create a **New Plan**  and draw a plot plan perimeter.



2. Click on the plot plan polyline to select it, then click the **Convert Polyline**  edit button.
3. In the **Convert Polyline** dialog that displays, select the **Terrain Perimeter** option, then click **OK**.

Note: If Terrain Perimeter is grayed out and cannot be selected in the Convert Polyline dialog, there are two possible causes:

- The first is that a Terrain Perimeter is already present, in which case you can simply delete it and then convert your polyline to replace it.
- The other possibility is that the polyline is not completely closed. You can confirm this on the General panel of the Polyline Specification dialog. An open polyline will read 'Not closed' under the Area heading, while a closed polyline will show a value. Only a closed polyline can be converted to a Terrain Perimeter.

Convert Polyline [X]

Architectural

<input type="radio"/> Slab	<input type="radio"/> Slab with Footing
<input type="radio"/> Hole in Ceiling Platform	<input type="radio"/> Tray Ceiling
<input type="radio"/> Hole in Floor Platform	<input type="radio"/> Landing
<input type="radio"/> Hole in Roof / Custom Ceiling	<input type="radio"/> 3D Solid
<input type="radio"/> Skylight	<input type="radio"/> 3D Solid Hole
<input type="radio"/> Countertop	<input type="radio"/> Face
<input type="radio"/> Backsplash	

Moldings

<input type="radio"/> Molding Polyline	<input type="radio"/> 3D Molding Polyline
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Terrain

<input type="radio"/> Elevation Line	<input type="radio"/> Flat Region
<input type="radio"/> Garden Bed	<input type="radio"/> Terrain Break
<input type="radio"/> Grass Region	<input type="radio"/> Terrain Feature
<input type="radio"/> Sprinkler Line	<input checked="" type="radio"/> Terrain Perimeter
<input type="radio"/> Raised/Lowered Region	<input type="radio"/> Hill/Valley

Roads

<input type="radio"/> Road (Center Line)	<input type="radio"/> Road Median
<input type="radio"/> Road (Perimeter)	<input type="radio"/> Sidewalk (Center Line)
<input type="radio"/> Road Stripe (Center Line)	<input type="radio"/> Sidewalk (Perimeter)
<input type="radio"/> Road Marking (Perimeter)	


Other

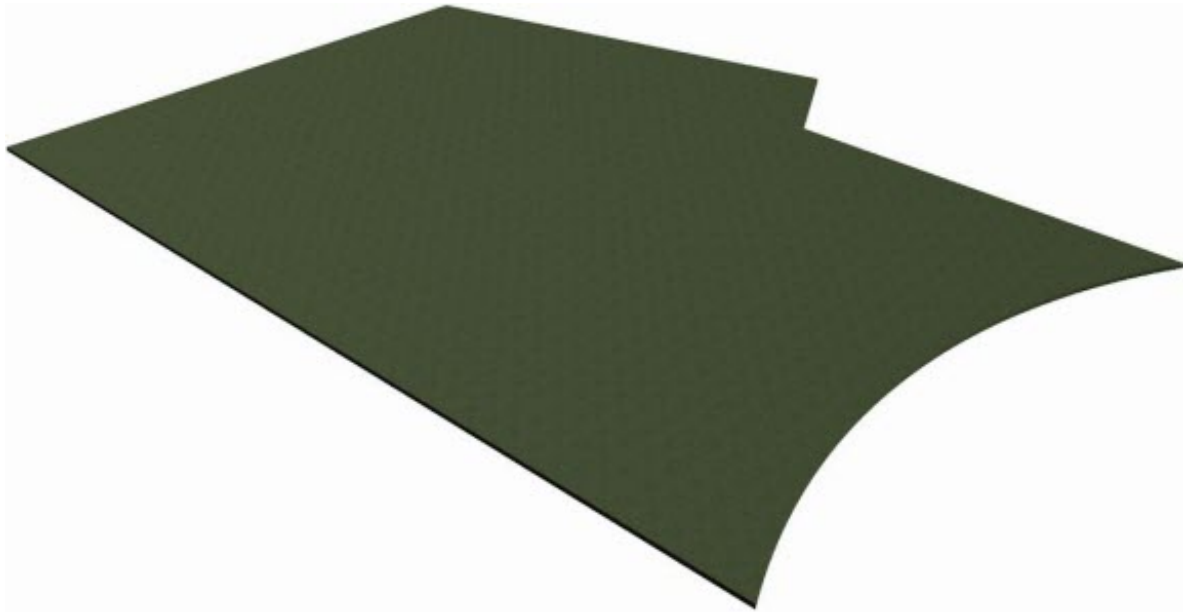
<input type="radio"/> Polyline Distribution Path	<input type="radio"/> Polyline Distribution Region
<input type="radio"/> Material Region	<input type="radio"/> Materials List Polyline
<input type="radio"/> Revision Cloud	<input type="radio"/> Rope Light
<input type="radio"/> Walkthrough Path	<input type="radio"/> Construction Line

Layer Options for Converted Object


☒ Default Layer for Converted Object Type (Terrain Perimeter)
☐ Same Layer as Original Object (CAD, Default)
☐ Specify Layer: CAD, Default Define...

4. In the **Terrain Specification** dialog that appears next, make any desired changes to the specifications for your terrain, then click **OK**.

5. Your terrain perimeter is now visible in both 2D and 3D views. To view the results in 3D, select **3D> Create Perspective View> Perspective Full Overview**  from the menu.



Related Articles

 [Creating a Plot Plan \(/support/article/KB-00575/creating-a-plot-plan.html\)](/support/article/KB-00575/creating-a-plot-plan.html)



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