

Bowers Research Workflow Write-Up

1. File Folder Setup and File Naming Standards

1.1. Bowers_Research (Folder)

1.1.1. 3214_SCSUBWatershedBasin (Folder)

1.1.1.1. SketchUp (Folder)

1.1.1.1.1. 3214_SCSUBWatershedBasin-NoTxt.skp (SketchUp File)

1.1.1.1.1.1. Overall Site Model no facade photo textures

1.1.1.1.1.2. Layers

1.1.1.1.1.2.1. Individual buildings to be placed on separate layers
per individual building naming standard

1.1.1.1.1.2.2. GIS building footprint layer (Layer Name:
3214_SCSUBWatershedBasin_BldgFootprints)

1.1.1.1.1.2.3. GIS parcel layer (Layer Name:
3214_SCSUBWatershedBasin_Parcels)

1.1.1.1.2. Individual Building Files (Folder)

1.1.1.1.2.1. No_Textures (Folder)

1.1.1.1.2.2. Textures (Folder)

1.1.1.1.2.3. Individual Building Naming Standards

1.1.1.1.2.3.1. Rule #1: For buildings with no photo texture mappings: If a building is completely contained within a single parcel, then that parcel's unique Tax ID Number shall be used. For example a parcel Tax ID Number will read as follows:

36-017-,151-,0000- then the file shall be named

36_017_151_0000-NoTxt.shp

1.1.1.1.2.3.2. Rule #2: For buildings with photo texture mappings:

If a building is completely contained within a single parcel, then that parcel's unique Tax ID Number shall be used. For example a parcel Tax ID Number will read as follows: 36-017-,151-,0000- then the file shall be named 36_017_151_0000-Txt.shp

1.1.1.1.2.3.3. Rule #3: For buildings with no photo texture

mappings: If a building is not completely contained within a single parcel and is built on numerous parcels, then the lowest parcel unique Tax ID Number shall be used. For example if building is spread across several parcel Tax ID Numbers will read as follows: 36-017-,151-,0000-, 36-017-,151-,0001 then the file shall be named 36_017_151_0000-NoTxt.shp

1.1.1.1.2.3.4. Rule #4: For buildings with photo texture mappings:

If a building is not completely contained within a single parcel and is built on numerous parcels, then the lowest parcel unique Tax ID Number shall be used. For example if building is spread across several parcel Tax ID Numbers will read as follows: 36-017-,151-,0000-, 36-017-,151-,0001 then the file shall be named 36_017_151_0000-Txt.shp

1.1.1.2. Google_Earth (Folder)

1.1.1.2.1. SkethUP_Modeling_Progress.kmz

1.1.1.3. Revit (Folder)

2. Building Modeling Methods

2.1. SketchUp

2.1.1. Field Measurement Methods

2.1.2. Individual Building Modeling Methods

2.1.2.1. Open file: 3214_SCSUBWatershedBasin-NoTxt.skp

2.1.2.2. Copy the building footprint of the building being modeled.

2.1.2.3. Open a blank document and paste the building footprint by edit: paste in place.

2.1.2.4. Once the building footprint is pasted in place save the document on the local drive you are working one per the File (Individual Building) Naming Rules for your particular building.

2.1.2.5. Complete modeling the buildings geometry per Field Measurements.

2.1.2.6. Once model is complete and file is saved. Copy file to the following folder on the server: Bowers_Research (Folder):

3214_SCSUBWatershedBasin (Folder): SketchUp (Folder): Individual Building Files

2.1.2.7. Copy and paste in place Individual Building File into 3214_SCSUBWatershedBasin-NoTxt.skp save to the server.

2.1.2.8. Update Google Earth Tracking Progress File.

2.1.3. Google Earth Tracking Process

2.1.3.1. Building Footprint Symbology

2.1.3.1.1. No Work Completed (247,247,247)

- 2.1.3.1.2. Field Measurements Taken (For SketchUp)(217,217,217)
- 2.1.3.1.3. Form Model in SketchUp (No Photo Textures)(189,189,189)
- 2.1.3.1.4. Textures Model in SketchUp (Textures applied)(150,150,150)
- 2.1.3.1.5. Field Measurements Taken (For Revit)(115,115,115)
- 2.1.3.1.6. Model Completed in Revit (82,82,82)
- 2.1.3.1.7. Team Parcels (All Colors in RGB):
 - 2.1.3.1.7.1. Team One (161,217,155)
 - 2.1.3.1.7.2. Team Two (65,171,93)
 - 2.1.3.1.7.3. Team Three (254,153,41)
 - 2.1.3.1.7.4. Not in Study Area (107,174,214)