



Integration of Civil 3D Data into GIS

Safe Software's FME, can now seamlessly integrate Autodesk AutoCAD Civil 3D data into geographic information systems (GIS). These new capabilities will help municipalities more efficiently leverage contractor data submissions to maintain their GIS dataset for meeting their federal asset management requirements.

To fulfill government regulated mandates related to infrastructure asset tracking, GIS technicians at municipalities must regularly gather as-built data in Civil 3D format from contractors and manually input this information into their GIS. Time consuming and prone to human error, the inefficiency of manual data entry prevents GIS professionals from gaining the full richness of Civil 3D datasets and results in time lags that hinder data maintenance.

In response to strong market demand for a more efficient solution, Safe Software provides interoperability for Civil 3D data by extending FME to support reading this format. Civil 3D datasets can now be quickly translated and transformed into information that is immediately usable within municipal geographic information systems.

The Township of Langley, BC, Canada, has been using FME for years to solve their spatial data interoperability challenges. When they learned of the new support for Civil 3D data in FME, they immediately recognized how it would improve the efficiency of their compliance efforts surrounding PSAB 3150, the Canadian federal asset management mandate.

FME's new capabilities provide GIS professionals with significant productivity gains and preserve not only the accuracy of the imported data, but also retain further details from the rich Civil 3D datasets. By implementing FME to quickly import Civil 3D information, GIS departments save replication time and preserve the dataset's line data alongside elements that were previously not retained due to time constraints, such as object data and the spatial components.

https://www.gim-international.com/content/news/integration-of-civil-3d-data-into-gis