

VDOT Drive Urban	No		Didn't hold up on testing Geometry
<b>Median Openings</b>			
Xover	Yes	Yes	
Crossover	Yes	Yes	
Open End Median with Turn Lane	Yes	Yes	
Basic Median	Yes	Yes	
<b>Roundabouts</b>			
Circulatory-Large	Yes	Yes	
Approach Single Lane	Yes	Yes	
Other Roundabout Cells*	Not Tested		

### **Intersection Modeling from Scratch (Surface Templates and Linear Templates)**

Some Civil Cells do not really work at this time as seen in the table above, but are basically composed of Surface Templates and Linear Templates. Below is a method to model an intersection from scratch using this method (not using Civil Cells). Three of the most common different types of intersections must be kept in mind to ensure they are modeled correctly: single plane (tabled) intersections, crowned intersections (with no modifications to the major road), and intersections with a right turn lane (on the major road). With a little creativity, the methods described below can be used to create more complex intersections, such as roundabouts. The basic approach is to define as much as you can with your corridors/template drops for design consistency, and use surface and linear templates to model warped areas.

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\* Added 4/17