

Carlson Software User Conference 2015 Classes

Thursday

Session 1 – 8:30am – 10:00am

Track	Class	Instructor
<i>Takeoff Estimating</i>	CAD basics for Contractor	TBA
<i>Construction Data Prep</i>	Taking the 'Data' from 2D to 3D	TBA
<i>Mining (1)</i>	Grid File Utilities	Grant Wenker
<i>Mining (2)</i>	Drillhole Imports	Brian Hamm
<i>Field (1)</i>	SurvCE/SurvPC Menus, MAP Screen and Cloud	TBA
<i>Field (2)</i>	Carlson Hardware - GPS, CR2 and Data Collectors	TBA
<i>Survey Office</i>	SurveyGNSS	Cliff Petersohn
<i>Survey Office</i>	Getting Started with Carlson Software	Jennifer DiBona
<i>Civil (1)</i>	Sketch Plan/Design of Lots and Fixing Problems	Scott Griffin
<i>Civil (2)</i>	Building your Existing Surface to Design On	TBA
<i>GIS</i>	GIS360 Android	Nuno Fernandes

Session 2 – 10:30am to 12:00pm

Track	Class	Instructor
<i>Takeoff</i>	Working with PDF and Raster files	Todd Carlson
<i>Construction Data Prep</i>	Basic Model Building	TBA
<i>Mining (1)</i>	Tunneling and Underground Solids	Steve Richards
<i>Mining (2)</i>	Comparison of Geologic Modeling Methods	Tyler Faulkner
<i>Field (1)</i>	SurvCE/SurvPC Field to Finish	TBA
<i>Field (2)</i>	GPS Localization and Scaling to Ground	John Gerber
<i>Survey</i>	SurvNET	Dean Goodman
<i>Survey</i>	Survey Commands You Didn't Know Like, "Search Publish Control"	TBA
<i>Civil (1)</i>	Intro to Carlson RoadNet	Gary Rosen
<i>Civil (2)</i>	Commercial Site Design of Parking Lots	TBA

GIS	GIS360 Getting Started	TBA
-----	------------------------	-----

Session 3 – 1:30pm to 3:00pm

<u>Track</u>	<u>Class</u>	<u>Instructor</u>
<i>Takeoff</i>	Drawing Cleanup 3D Data Prep, Import CAD, Civil3D, and DGN files	TBA
<i>Construction Data Prep</i>	3D Model Building for Sites	TBA
<i>Mining (1)</i>	Mine Mapping Symbols	Darell Trent
<i>Mining (2)</i>	Strata Polylines and Faults	Grant Wenker
<i>Field (1)</i>	SurvCE/SurvPC Advanced Roads	TBA
<i>Field (2)</i>	Processing Raw Data and Adjusting Coordinate data	John Gerber
<i>Survey</i>	Datamate and Carlson Software for volumes	TBA
<i>Survey</i>	Intro to Carlson Field to Finish	Gary Rosen
<i>Civil (1)</i>	Advance Template Design	TBA
<i>Civil (2)</i>	Getting started in Carlson Hydrology for Storm Sewer Pipes	Mark Long
<i>Elective</i>	Intellicad Questions and Suggestions	Programmers

Session 4 – 3:30pm to 5:00pm

<u>Track</u>	<u>Class</u>	<u>Instructor</u>
<i>Takeoff</i>	Takeoff Earthworks Basics	TBA
<i>Construction Data Prep</i>	3D Highway Road Modeling	TBA
<i>Mining (1)</i>	Haul Truck Cycle Analysis/Blasting Module	Tyler Faulkner
<i>Mining (2)</i>	Cement Block Model, Blending and Mine Plan/Hydrology for Mining	Brian Groff
<i>Field (1)</i>	SurvCE/SurvPC Stakeout	TBA
<i>Field (2)</i>	Adv. Surveying, Sets/Resections	Dean Goodman
<i>Survey</i>	Don't Let Breaklines Break Your Heart – Surface Modeling	Jennifer DiBona
<i>Survey</i>	Advance Field to Finish with Tree Tables and 3D pipes	Scott Griffin
<i>Civil (2)</i>	Road Rehabilitation	TBA
<i>Civil (2)</i>	P3D Hydrology Culvert Design	Bruce Carlson

<i>Elective</i>	Point Clouds Overview	TBA
-----------------	-----------------------	-----

Friday

Session 5 – 8:30am – 10:00am

<u>Track</u>	<u>Class</u>	<u>Instructor</u>
<i>Takeoff</i>	Takeoff for Roads/Sections	TBA
<i>Construction Data Prep</i>	Creating Geo-referenced Data Sets from PDF	TBA
<i>Mining (1)</i>	RoadNET for Mining Haul Roads and Benches	Steve Richards
<i>Mining (2)</i>	Dragline Range Diagrams	Grant Wenker
<i>Field (1)</i>	GIS for Surveyors Using SurvPC & Esri	TBA
<i>Field (2)</i>	Meet the SurvCE Programmers - Questions & Suggestions	Programmers
<i>Survey</i>	The Good, The Bad, The Ugly of Field-to-Finish	TBA
<i>Survey</i>	Survey Legal Discription, Deed Reader, Enter Dead and New Cut Sheets	TBA
<i>Civil (1)</i>	Vehicle Path Tracking and Other Tools in Civil	TBA
<i>Civil (2)</i>	Intro to Carlson SiteNet for Cost Estimate	Gary Rosen
<i>GIS</i>	GIS360 Android	TBA

Session 6 – 10:30am to 12:00pm

<u>Track</u>	<u>Class</u>	<u>Instructor</u>
<i>Takeoff</i>	Takeoff Earthworks Advanced	TBA
<i>Construction Data Prep</i>	3D Utilities for a Project	TBA
<i>Mining (1)</i>	Elogger & Core Images	Steve Richards
<i>Mining (2)</i>	Natural Regrade	Nicholas Bugosh
<i>Field (1)</i>	New Features in SurvCE/SurvPC Version 5	TBA
<i>Field (2)</i>	Carlson Field New Features	TBA
<i>Survey</i>	Staking for Parking Lots, Buildings, and Roads in Survey	TBA
<i>Survey</i>	Annotation and Table Features	Jennifer DiBona
<i>Civil (1)</i>	Design Divided Roads by Using Different Templates	Mark Long
<i>Civil (2)</i>	P3D Hydrology Culvert Design	TBA

<i>Elective</i>	Intro to CAD	Gary Rosen
-----------------	--------------	------------

Session 7– 1:30pm to 3:00pm

<u>Track</u>	<u>Class</u>	<u>Instructor</u>
<i>Takeoff</i>	Drillholes & Trenches	TBA
<i>Construction Data Prep</i>	Preparing a Job for Stakeout	TBA
<i>Mining (1)</i>	Datamate Solution for Stockpiles	Ilan Solel
<i>Mining (2)</i>	Advanced Surface Timing	Grant Wenker
<i>Field (1)</i>	In the Field showing how Field to Finish works Part 1	TBA
<i>Field (2)</i>	Transferring Files and Linework to and From the Field	John Gerber
<i>Survey</i>	Carlson GIS for Surveyors – Shapefiles, Images, F to F and More	TBA
<i>Survey</i>	How to use LotNET for Surveyors	TBA
<i>Civil (1)</i>	Cross-Section, Plan & Profile Sheets for Roads and Sewers	TBA
<i>Civil (2)</i>	Meet the Desktop Programmers - Questions & Answers	Programmers
<i>Elective</i>	AgStar - Design Field.	Jim Reinbold

Session 8 – 3:30pm to 5:00pm

<u>Track</u>	<u>Class</u>	<u>Instructor</u>
<i>Takeoff</i>	Material Quantities and reports	TBA
<i>Construction Data Prep</i>	Data Prep for Machine Control	TBA
<i>Mining (1)</i>	Advanced UG Timing\New Surface Simulation/Representation for Carlson Mining	TBA
<i>Mining (2)</i>	Design Bench Pit and Fill Surfaces	TBA
<i>Field (1)</i>	Robotic/Reflectorless	TBA
<i>Field (2)</i>	In the Field showing How Field to Finish Works Part 2	TBA
<i>Survey</i>	Surface, Profiles & Volumes	TBA
<i>Survey</i>	Meet the Desktop Programmers - Questions & Answers	Programmers
<i>Civil (1)</i>	Carlson NEW 3D Rendering "Terravision"	TBA
<i>Civil (2)</i>	Advance Hydrology	Mark Long

Elective

Importing Images into CAD and More!

TBA