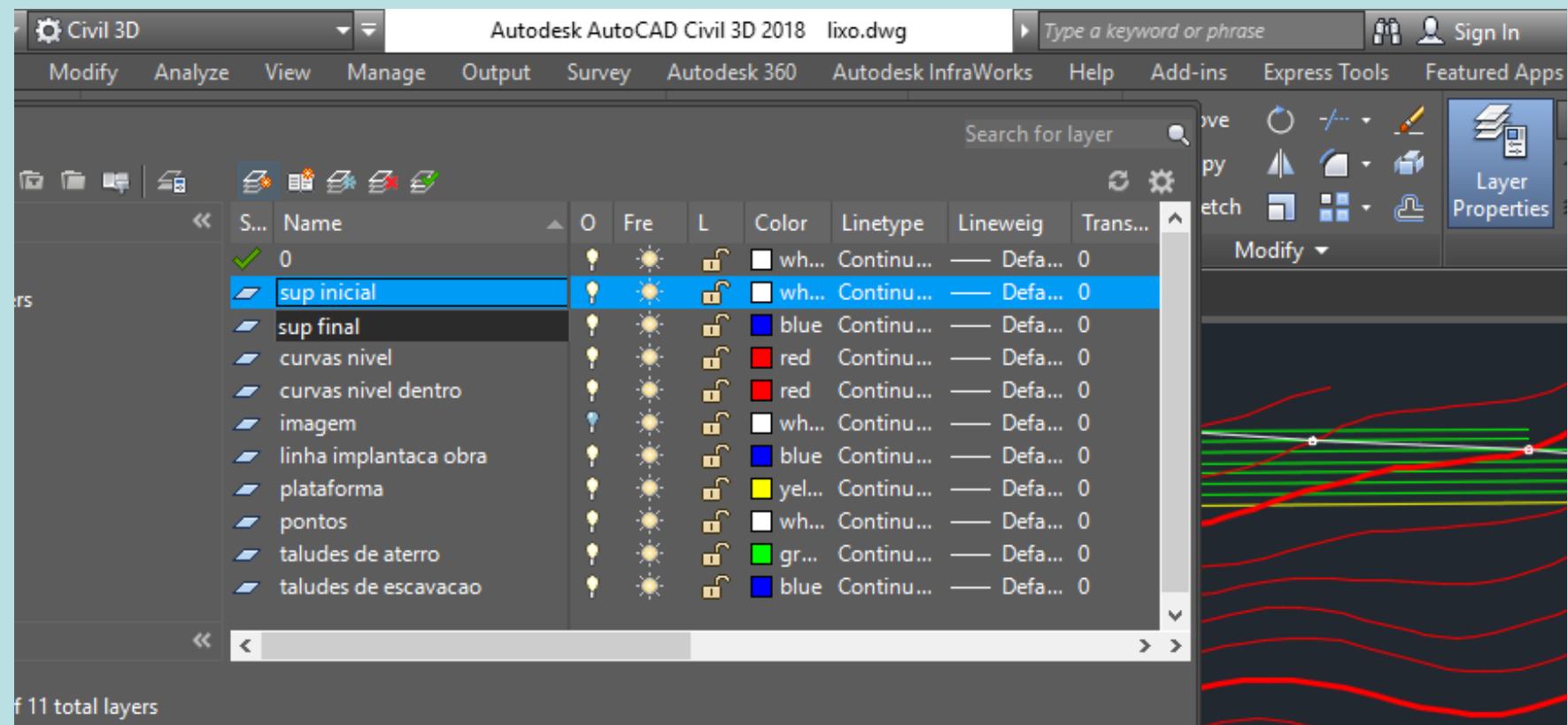


# Posicionamento Geoespacial II

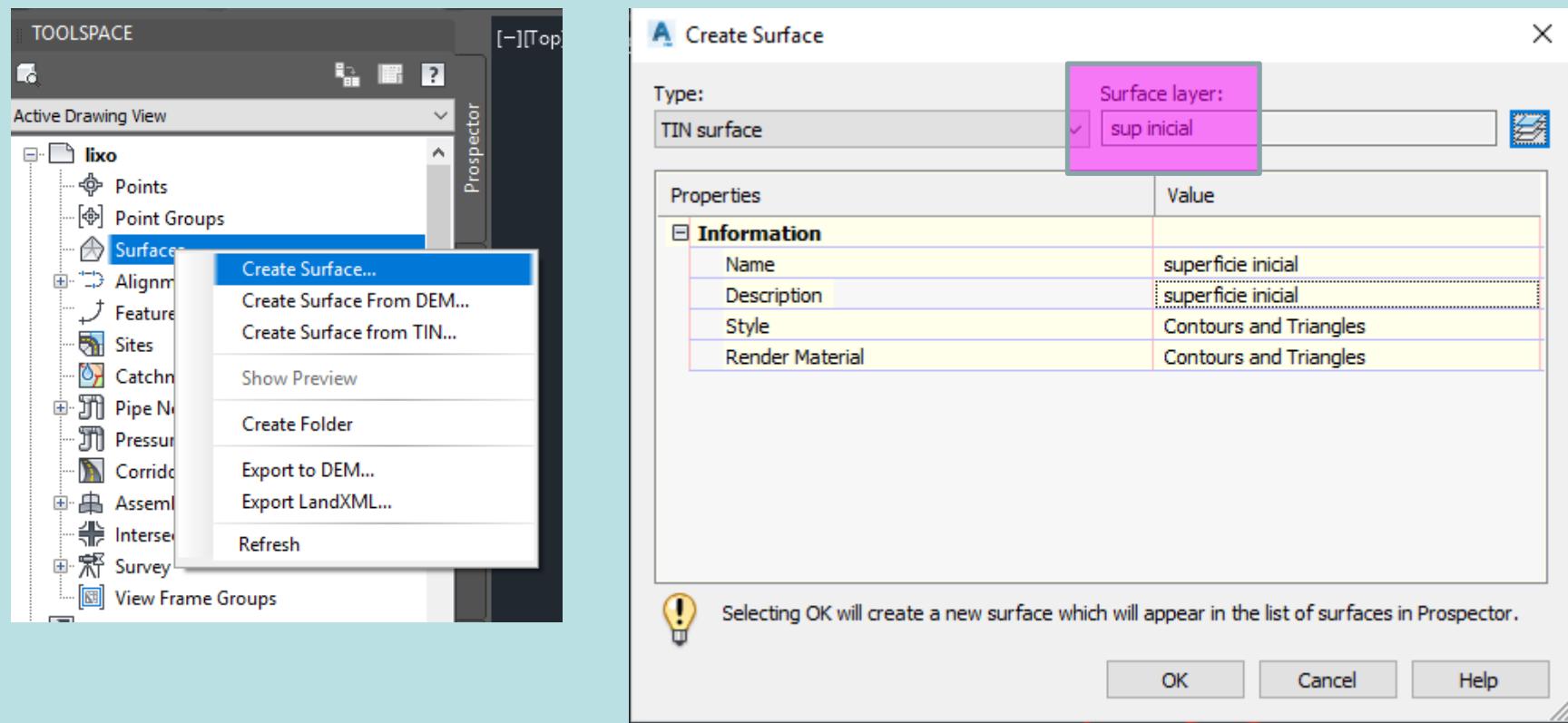
Cálculo de volumes de movimento de terras entre 2 superfícies com o Civil3D

## 1. Criar 2 layers adicionais, sup inicial e sup final

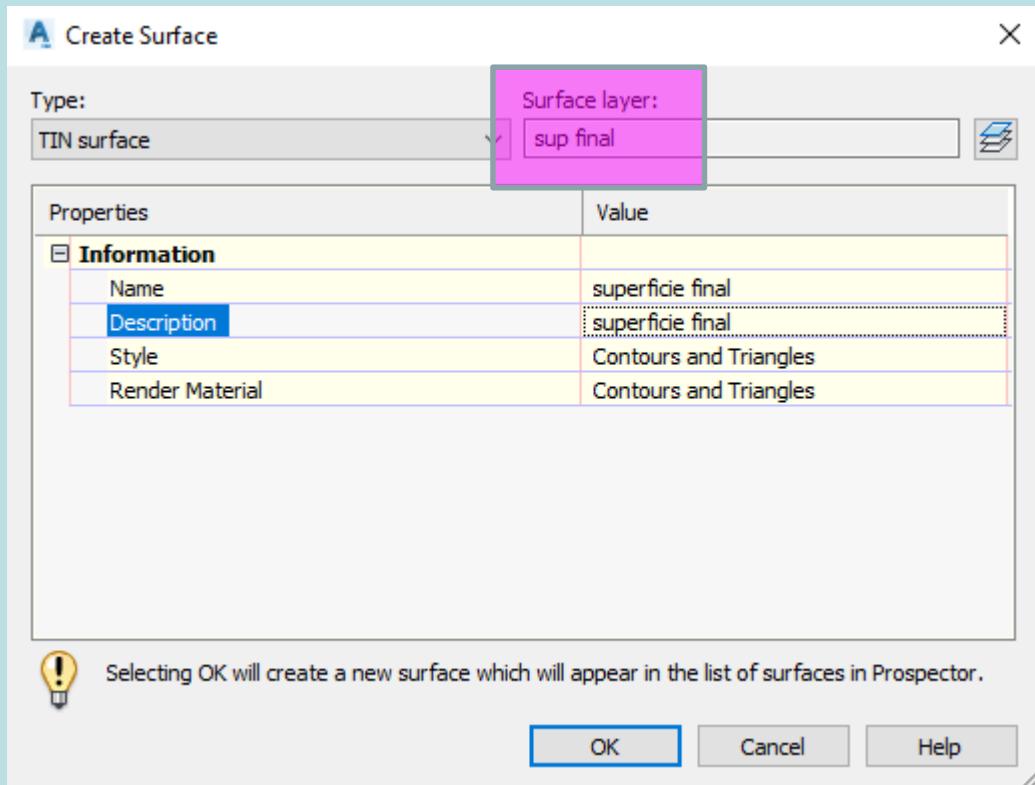
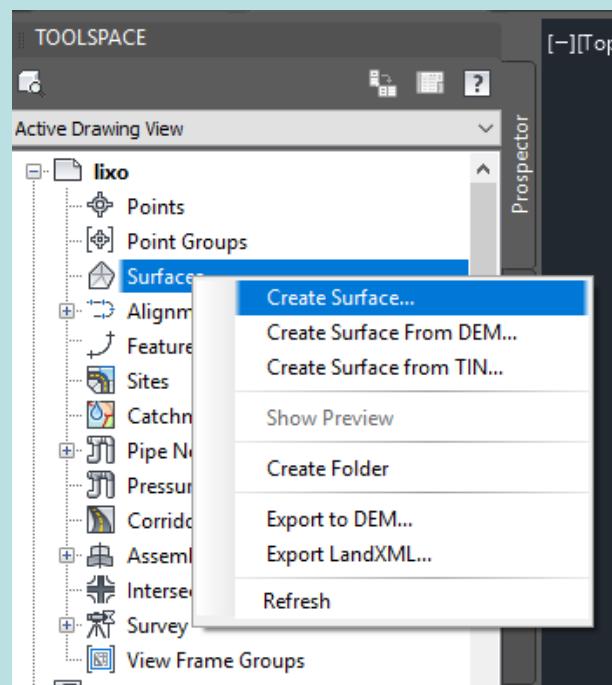


# Posicionamento Geoespacial II

## 2. Criar as superfícies inicial e final

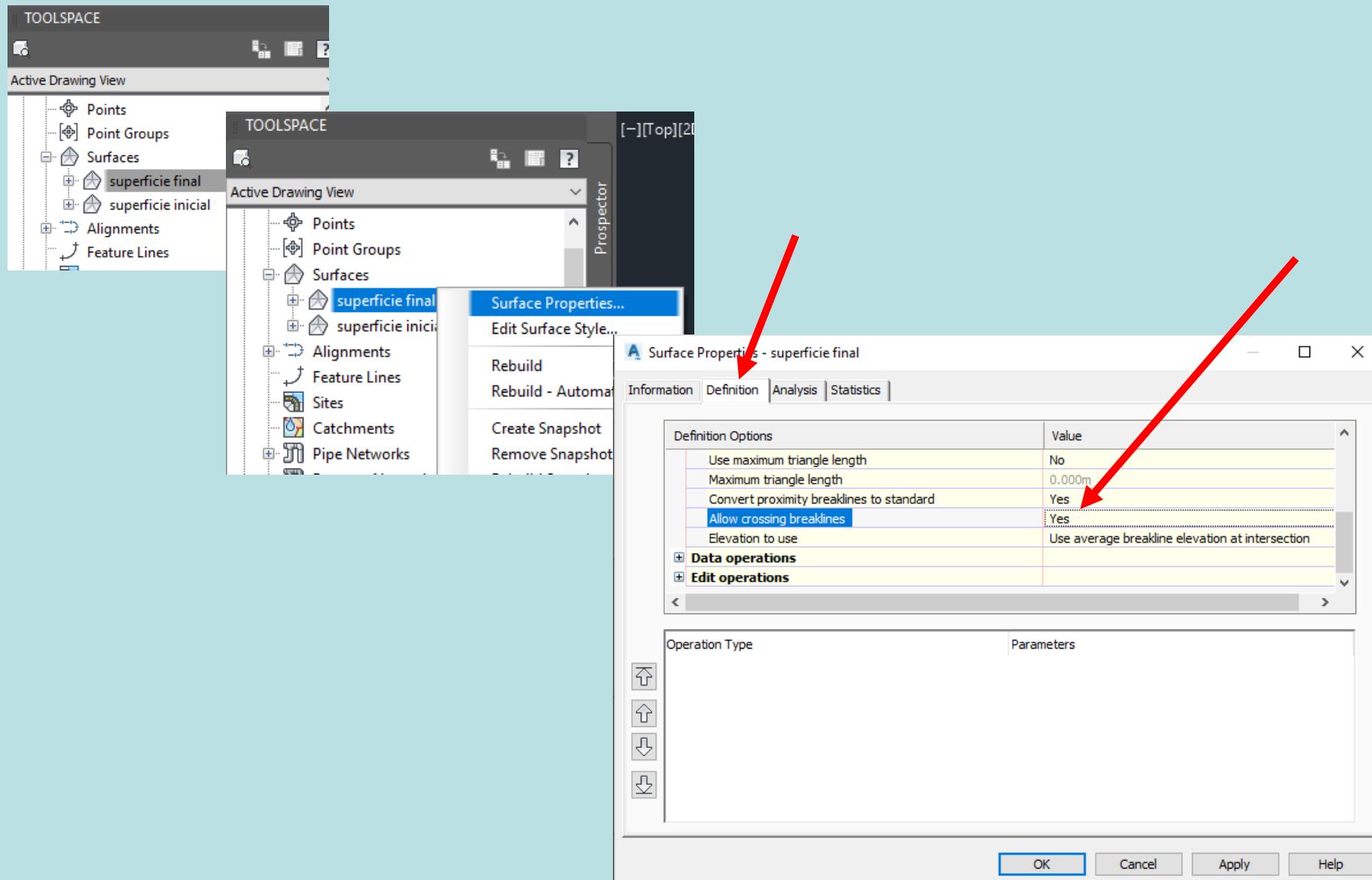


# Posicionamiento Geoespacial II



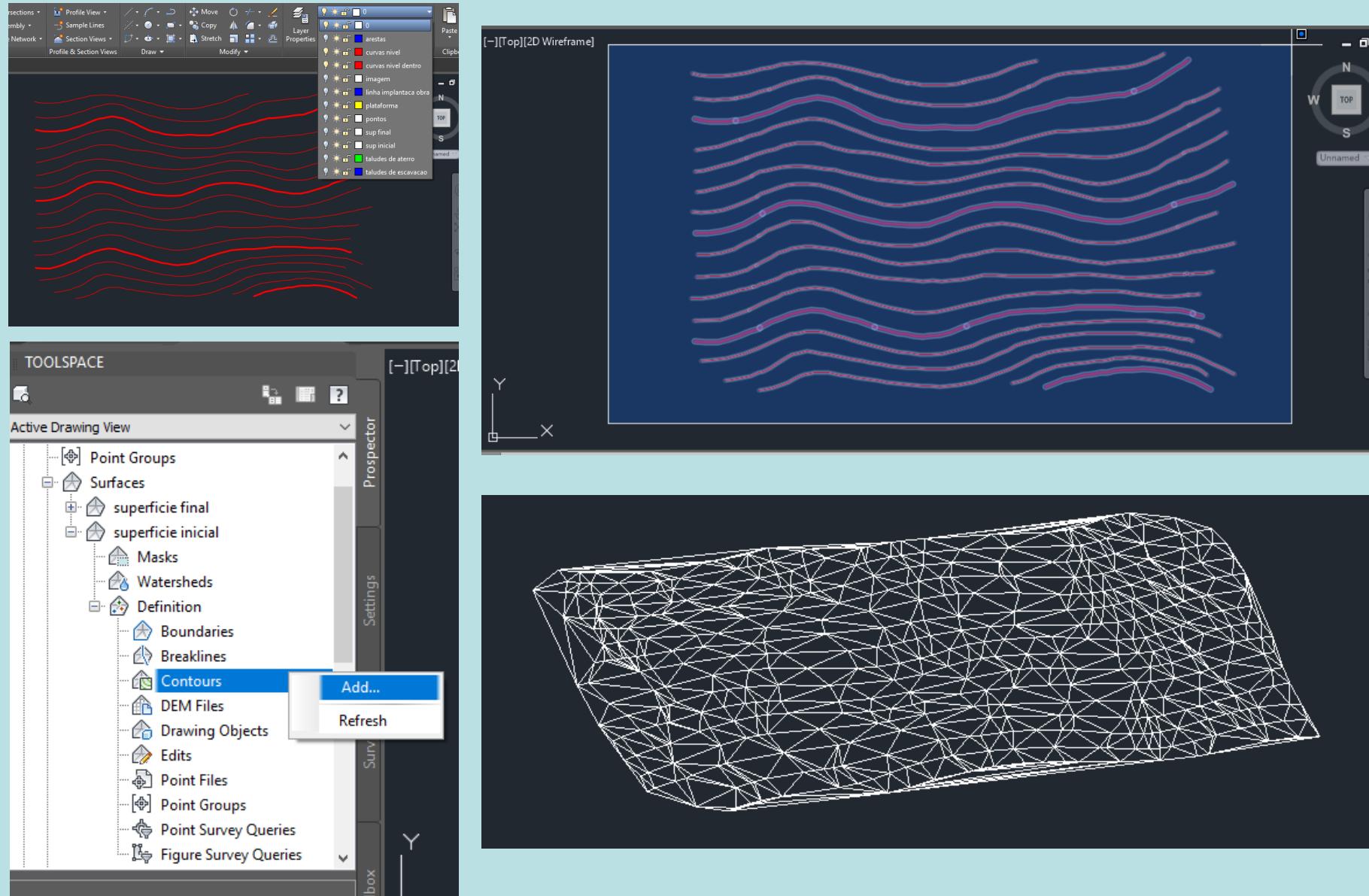
# Posicionamento Geoespacial II

## 3. Alterar características da superfície final



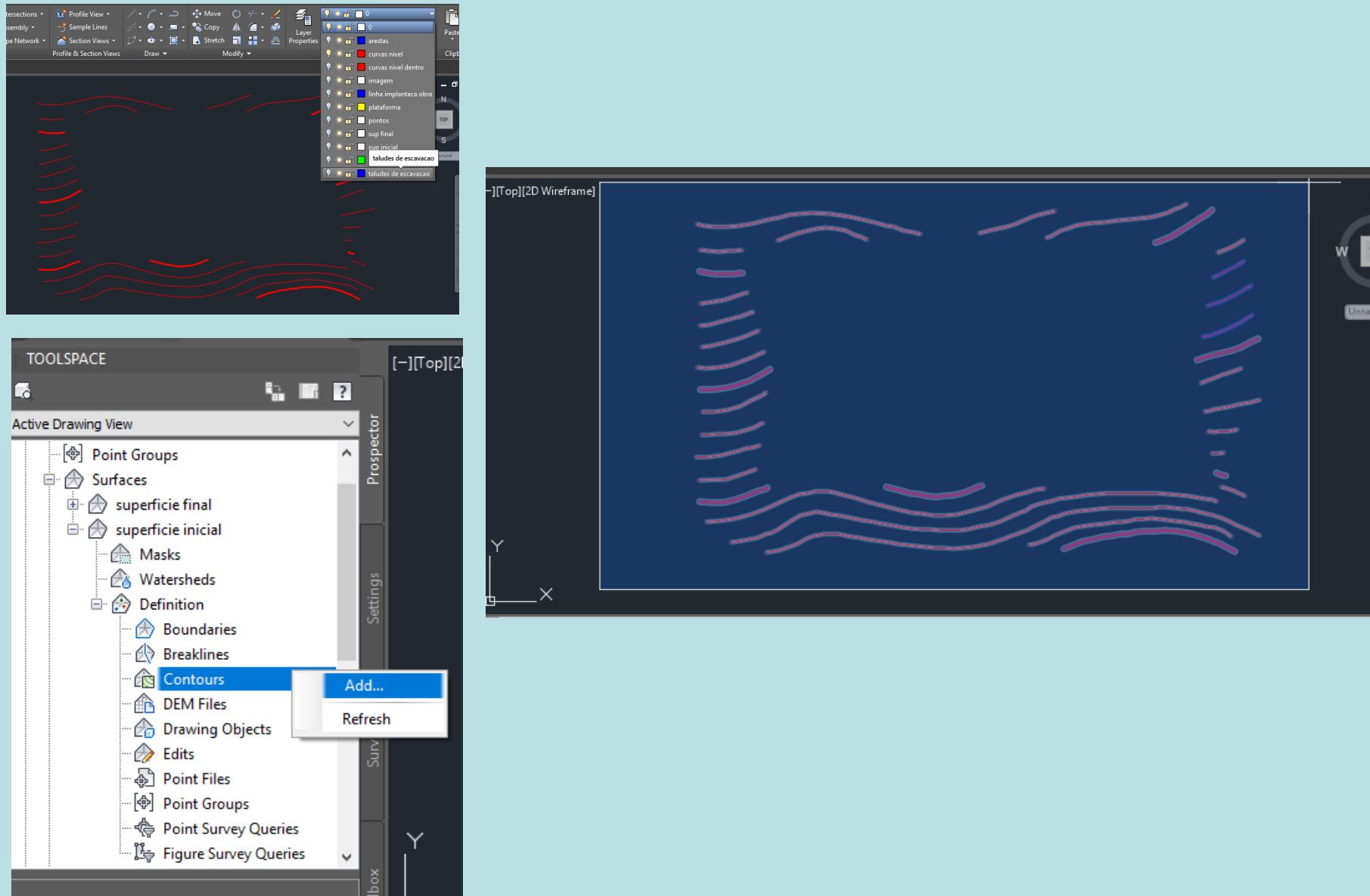
# Posicionamento Geoespacial II

## 4. Importar informação para a superfície inicial

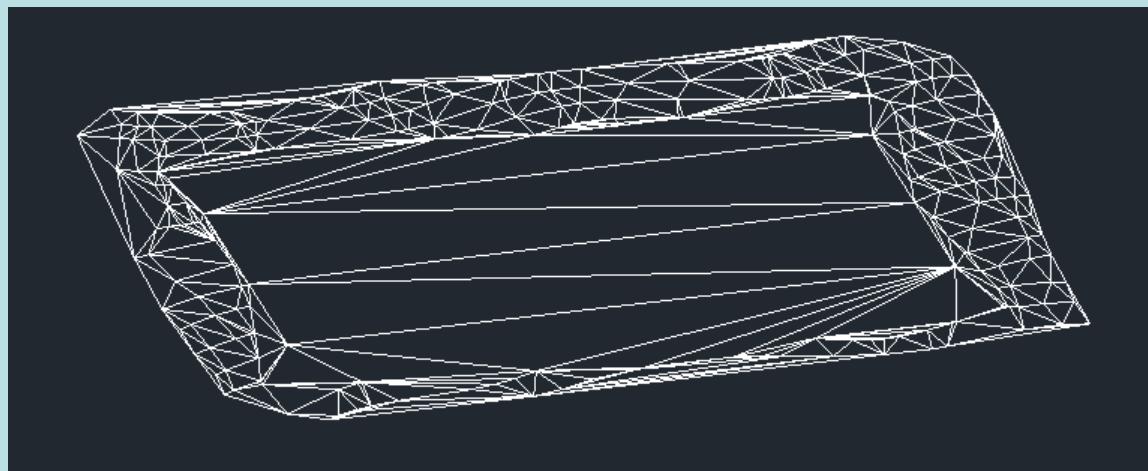
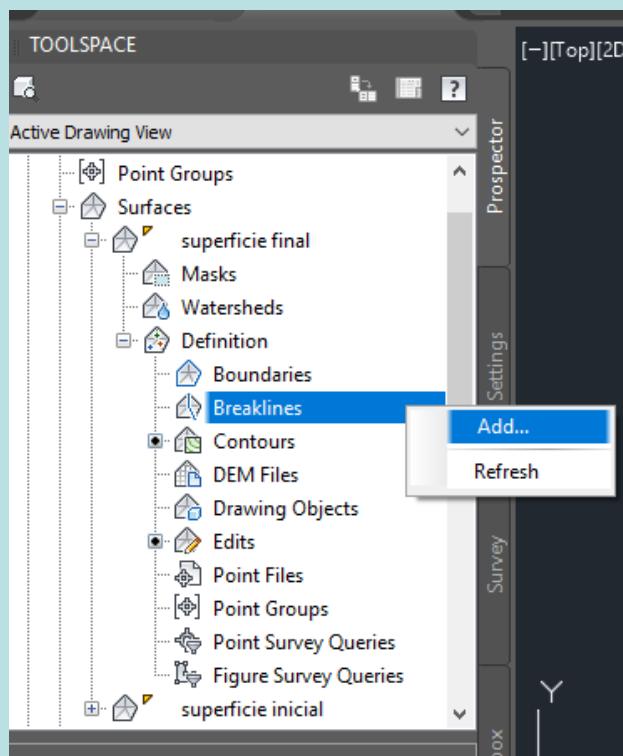
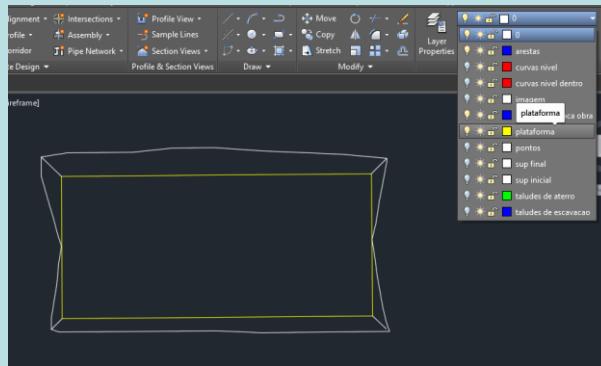


# Posicionamento Geoespacial II

## 5. Importar informação para a superfície final

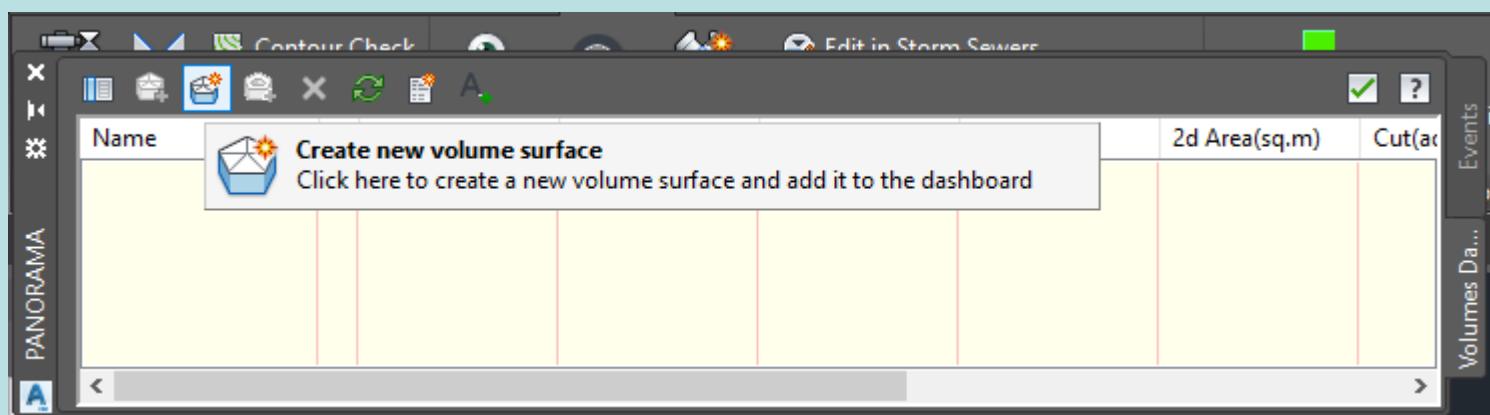
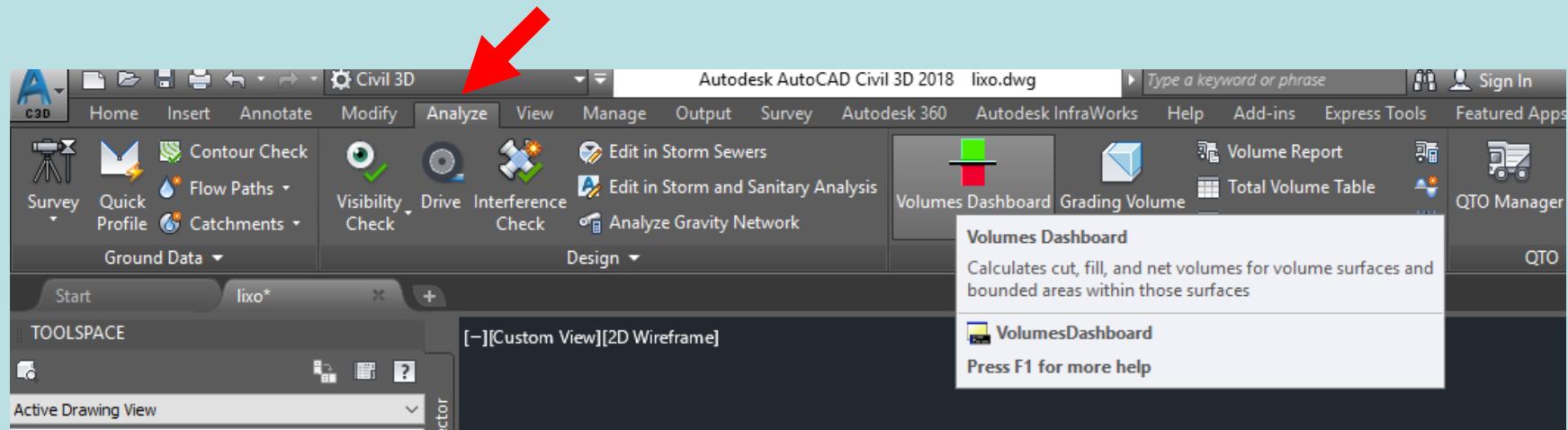


# Posicionamiento Geoespacial II

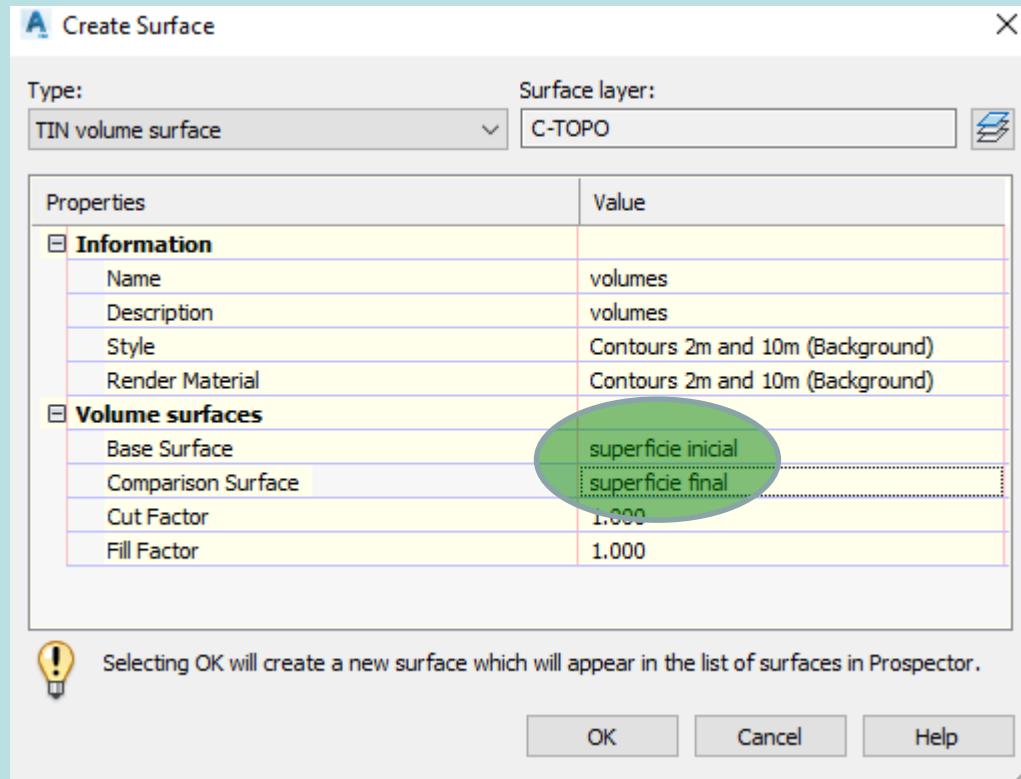


# Posicionamento Geoespacial II

## 6. Cálculo do volume de escavação e aterro



# Posicionamento Geoespacial II



volume de escavação (m<sup>3</sup>)

volume de aterro (m<sup>3</sup>)

