

## I must preface this article by saying that *this, in no way, should be used for payment or for replacing a hydrographic survey for your quantities.* That being said...

There is an easy way to quickly arrive at a volume from an "As Dredged" matrix surface. This matrix is a result of the cutter tool being measured against a survey matrix surface from DREDGEPACK® and writing a dredge depth to the MTX file. If you have created a matrix file from XYZ or LOG data and are updating a matrix based on dredge depth, the TIN MODEL program can do a calculation of survey depth relative to dredge depth and report the volume in cubic yards (CY) or cubic meters. (Your survey units are set in the GEODETIC PARAMETERS.)





1. Load your MTX file from the dredge into the TIN MODEL program. Load the same matrix file as both the Main Input File and the Additional File. In this configuration,

C: \HYPACK 2014\Projects\Manatee Harbor\Pre Dredge Nov	_2014.MTX
C:\HYPACK 2014\Projects\Manatee Harbor\Pre Dredge Nov_2014.MTX	
10	
Align TIN with LNW (Single Beam Data)	OK
	C:\HYPACK 2014\Projects\Manatee Harbor\Pre Dredge Nov_ C:\HYPACK 2014\Projects\Manatee Harbor\Pre Dredge Nov_ 10 Align TIN with LNW (Single Beam Data)

the TIN MODEL program knows to use the survey depth from the Main Input File and the dredge depth from the Additional File. TIN MODEL models each surface.

## 2. Select CALCULATE>VOLUMES.

3. In the Volumes dialog, select the TIN- to-TIN option and click [Calculate]. TIN- to-TIN calculations result in the following in the volume report:

TABLE 1. Sample TIN-TIN Volumes Report:



FIGURE 2. Calculating TIN-TIN Volumes

▲ TIN File Modify Calculate 2D Models 3D	Vlodels Sections Export Help	
Volume Calculation		
C TIN to Level C TIN to Channel TIN to TIN C Philadelphia		
MultiCHN Philadeplhia (Beta)		
Borders		
Area Name   File Name		
Add Border Remove Border		
Show Picture Step In Calculate Exit		
Volume Tin1 Above Tin2 = 961398.3 Area Tin1 Above Tin2 = 6391391.3 Volume Tin1 Below Tin2 = 0.0 Area Tin1 Below Tin2 = 3684528.6	*	