



Kennecott Utah Copper Implements Autodesk® Civil 3D®



Aerial Photo of Bingham Canyon Mine

→ THE CUSTOMER

Kennecott Utah Copper, the second largest copper producer in the United States, is primarily a mining, smelting, and refining company. For over 100 years, Kennecott has been uncovering the rich minerals buried within our planet. The company produces over 17% of America's copper output from the Bingham Canyon Mine, the world's first and largest open pit copper mine, located about 28 miles southwest of Salt Lake City, Utah.

→ THE CHALLENGE

Kennecott wanted to keep up-to-date on the latest surveying technology. They were looking for a solution that would help them simplify the process of creating surfaces from aerial contours.

→ DESIRED OUTCOME

It was important to streamline their surveying operations and calculate their material volumes more quickly, so more time could be spent on other industrial duties in the field.

→ THE SOLUTION

"I saw a demonstration of Autodesk Civil 3D 2007 by IMAGINiT's Industry Specialist Michelle Rasmussen and was immediately attracted to the software's capability of taking contour lines and creating surfaces," stated Surveyor Steve Lee. Steve, who has responsibilities in all 94,000 acres of the Kennecott Mine where most of the surveys are aerial and received in contour form, noted "I saw the potential for Civil 3D 2007 to save a significant amount of time on this time consuming task."

Take AIM (Assured Implementation Method) a proven repeatable process, was introduced by IMAGINiT. Kennecott understood the benefits of the multi-phased plan that included reducing the overall risk and impact during product implementation. Steve stated, "IMAGINiT set up a template according to our company standards and focused the implementation on our project goals. Michelle provided step-by-step training through a few projects; I was very impressed with the learning situation, and the overall experience."

→ THE RESULT

"I particularly like the new creation tools of 2007, which allows a surface to be made from contours. An additional plus is that they look like the original contours without having to create a ton of breaklines. We are using Civil 3D 2007 and are able to create surfaces much quicker and get pile calculations much faster than ever before. What was once a seven hour process, in some cases, has been reduced to less than an hour," reported Steve.

"Any time I can decrease the amount of time in the office – I'm happy. This liberation allows me to spend more time in the field monitoring one of my other duties, Blue Stakes digging on our property. If someone digs in the wrong place, or punctures a line, there is the potential to shut down the entire operation, so my time in the field is very valuable," stated Steve.

"Every year I compute millions of dollars of payments to our contractors who are paid by volume. It is imperative that we use the latest and greatest technology so our process and calculations are unquestionable. The parametric technology of Civil 3D provides greater accuracy and improved efficiency. This keeps our contractors happy and everyone feels they are getting paid what they deserve," concluded Steve.