

Craig Nazareth

Bridge Safety Inspection & Ratings Database Information Manager

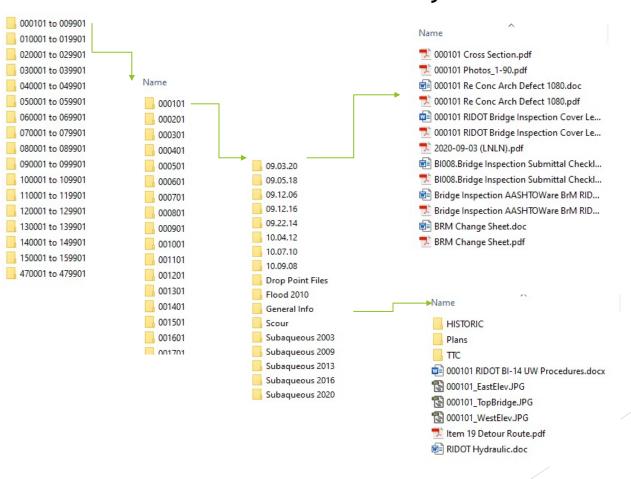
Craig.Nazareth@dot.ri.gov

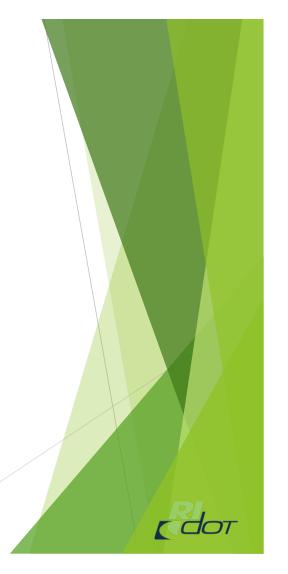
Multimedia

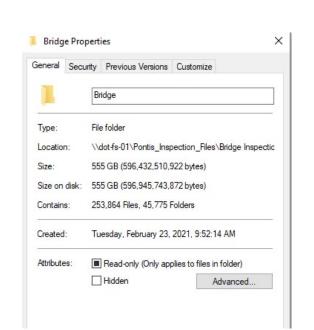
Rhode Island Department of Transportation Bridge engineering wanted to tie BrM multimedia and its official bridge record together. With BrM's new multimedia, we decided to give it a try, this is what we produced. It is one way of using the new multimedia to tie all the bridge information together in one place. This is not the only way that the new multimedia tab and features can be used. This is just the way that the Rhode Island Department of Transportation decided to do it.



The Old way





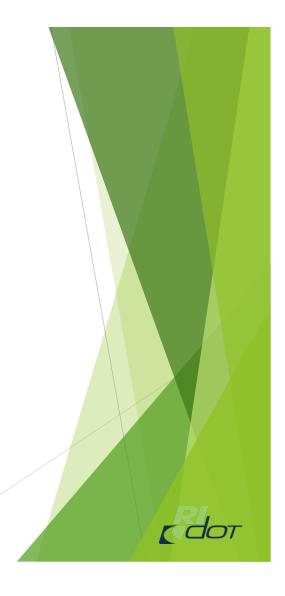




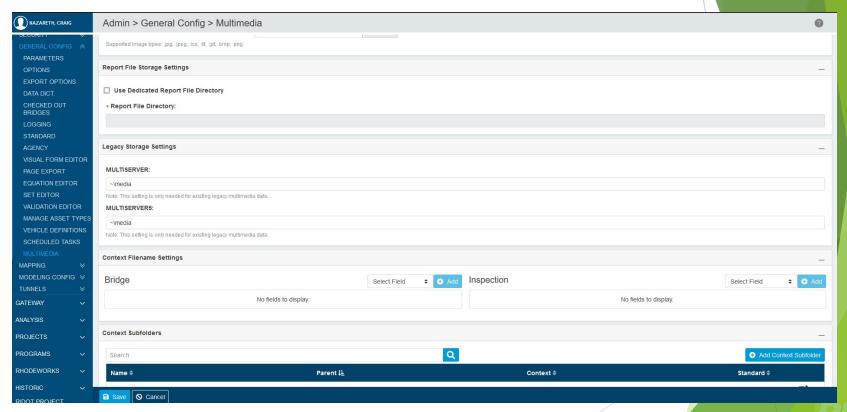
The Setup

Bridge

- ∟ Contract 1
- ∟ Contract 2
- - ∟ As-Built Plans
 - ∟ Const Photos
 - ∟ Material Certifications
 - ∟ Material Testing
 - ∟ Shop Drawings
 - L Value Engineering
 - ∟ Other
 - ∟ RFI
- ${\color{gray}{\llcorner}} \; \textbf{Correspondence}$
- ∟ CM Agreement
- ∟ Design Files
 - $\, \, \bot \, \, \mathsf{AutoCAD} \, \,$
 - ∟ Des Calc
 - ∟ Contract Documents
 - ∟ Design Exceptions
 - ∟ Scope of Work
 - L Subsurface Reports
 - ∟ Hydraulic Reports
 - ∟ Des-Material Testing
- ∟ Environmental Event
 - ∟ Flood 2010
 - ∟ Flood 2017
- ∟ Historic
- ∟ Load Ratings (Keith only the reports to be linked)

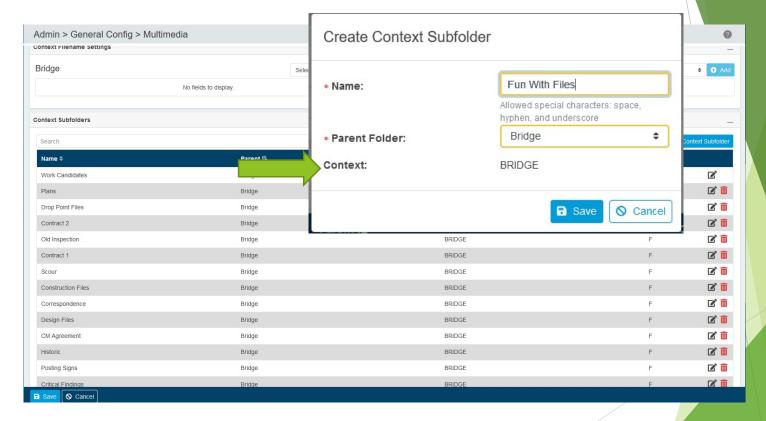


BrM Setup



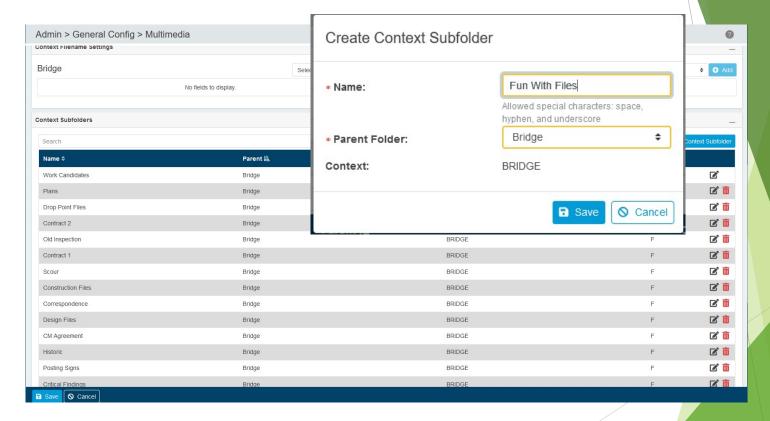






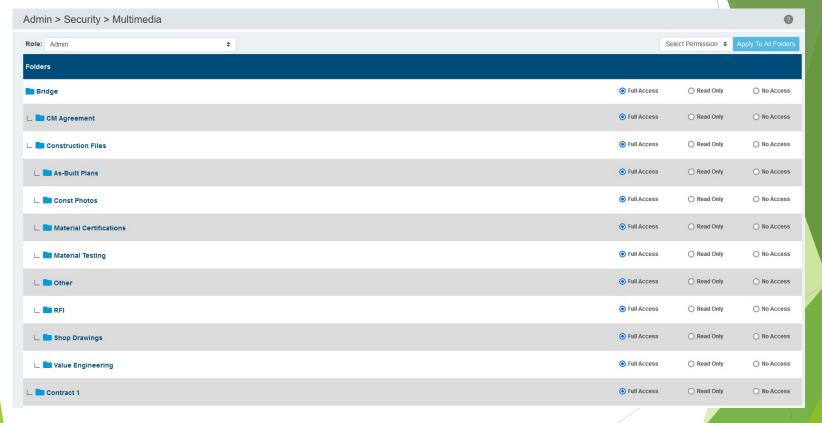


BrM Setup



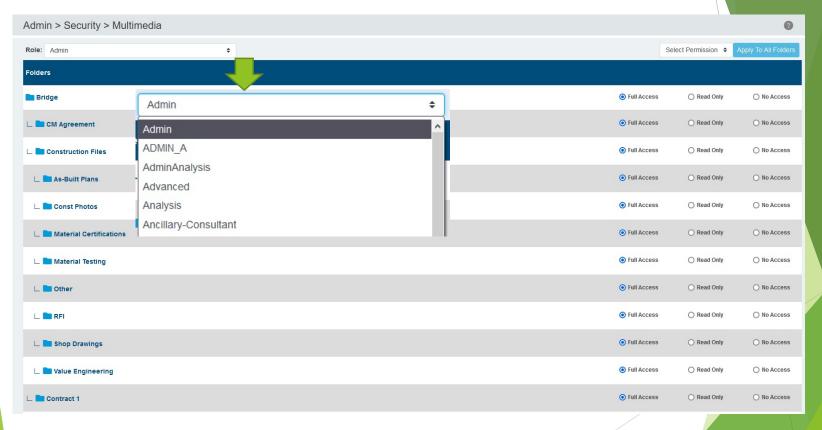


BrM Security



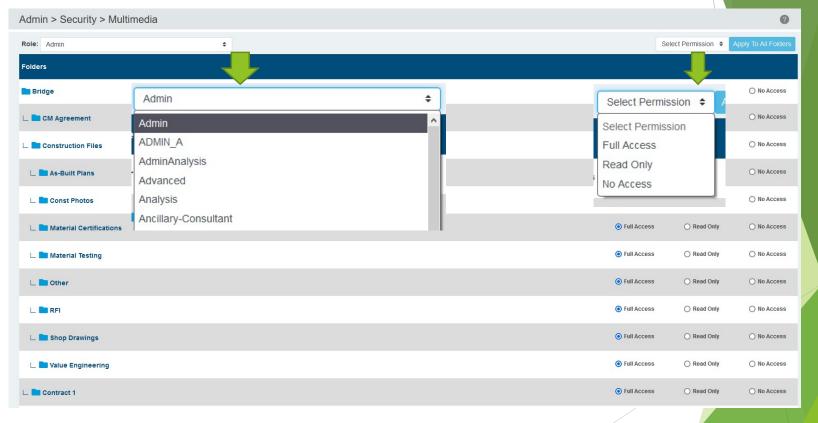


BrM Security





BrM Security





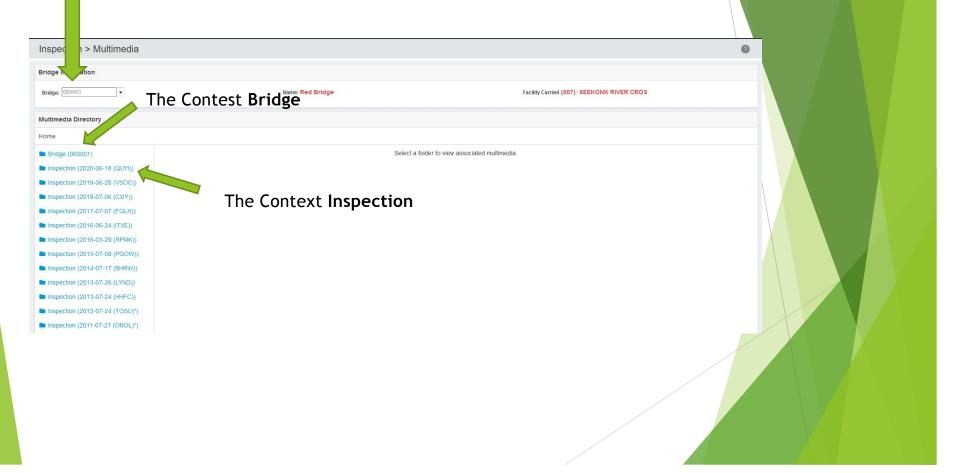
So now, with the BrM framework setup, this was where the fun began. First, we set up meetings to train people on how to move the files and, select what Files Go into what folders.

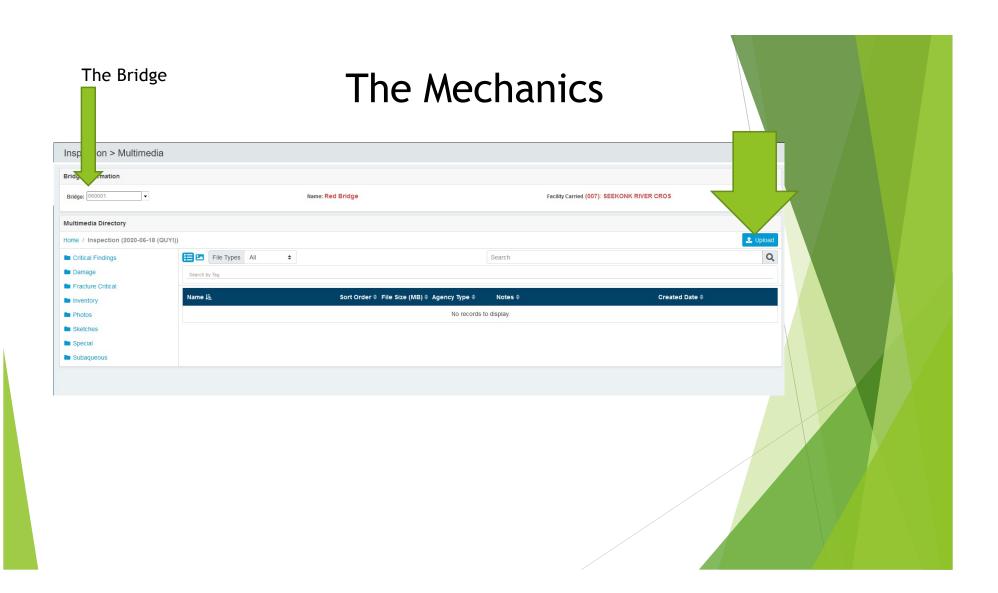
So it's not just showing the mechanics of BrM how to upload a file. It was showing the people what files they were supposed to put into what folders.

But first, the mechanics.

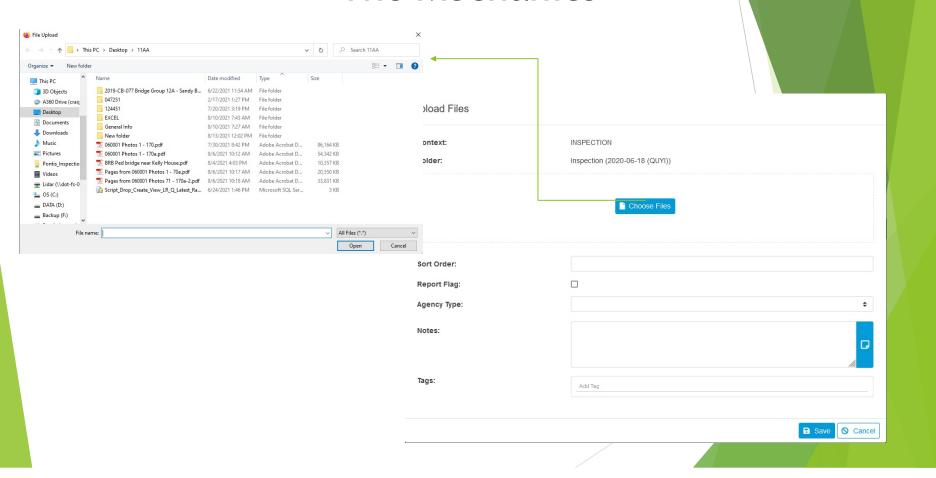
The Bridge

The Mechanics

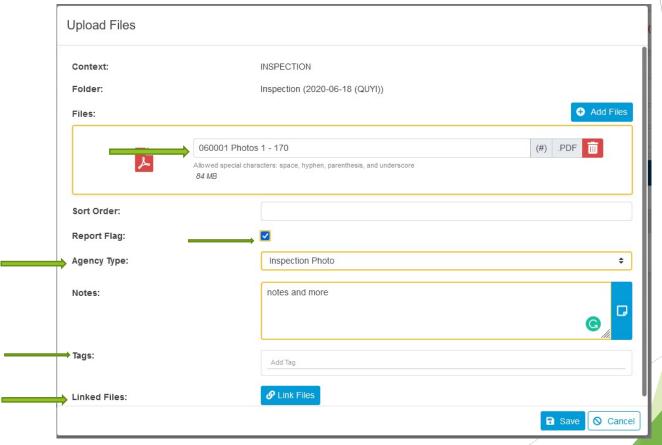




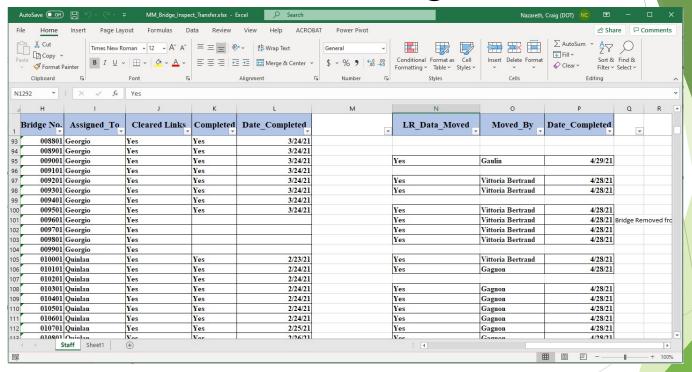
The Mechanics



The Mechanics



The Doing



Questions?



