Greetings!

You are registered for the workshop:

- PostGIS 3D
- Time: Tuesday afternoon (13:00 17:00), 09 September 2014
- Location: 1 Cramer Hall (CH 1)

on the Portland State University (PSU) campus. This document is designed to help you find the workshop and lunch with other workshop attendees, and generally facilitate a productive and enjoyable experience of the workshop and the uniqueness of Portland and PSU.

Getting to PSU

PSU is conveniently located on MAX (Metro Area eXpress light rail), Portland Streetcar, and Tri-Met bus lines. The <u>Tri-Met website</u> provides a trip planner and an <u>app store</u> with mostly free apps that will find nearby stops, arrival times, and allow you to download tickets to your phone. The <u>MAX stops</u> serving PSU are:

- PSU Urban Center/SW 5th & Mill St
- PSU Urban Center/SW 6th & Montgomery St
- PSU South/SW 5th & Jackson St
- PSU South/SW 6th & College St

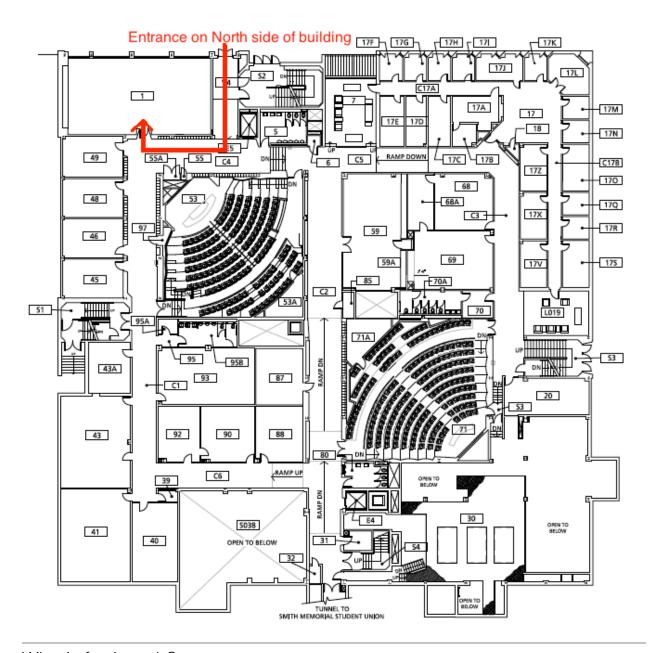
Coming from the Oregon Convention Center area, take the Green or Yellow line heading to PSU/City Center.

Finding Your Workshop

If you arrive on MAX, get off at one of the PSU Urban Center stops (if you're coming from the Convention Center area, this would be the one at SW 5th and Mill Street). Go (nominally) west past SW 6th Avenue and Broadway along Mill Street to Cramer Hall, enter via the door near the middle of the north side of the building, then go down the hall. CH 1 will be on your right. The map on the next page shows the general location of Cramer Hall on campus. The basement floor plan on the page after that shows the path to CH 1.

You can also enter through the door on the south side of the building, but you will be on the first (ground) floor and will need to go down one level to the basement.





What's for Lunch?

A box lunch (sandwich, fruit, cookie, bottled water) will be provided from 11:30 - 13:00 in the Viking Food Court dining area. The food court is on the first floor of Smith Memorial Student Union, which is the building immediately to the south of Cramer Hall.