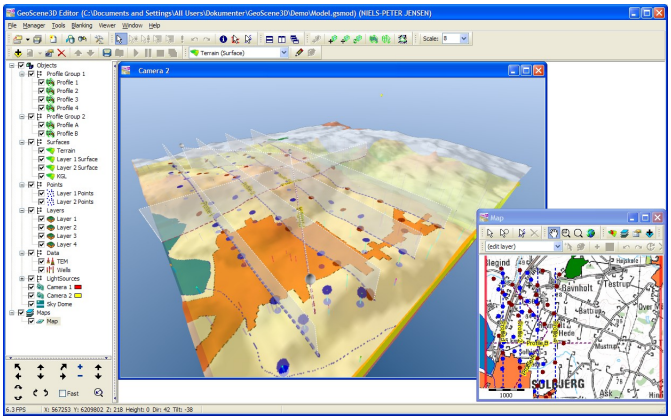
I•GIS GeoScene3D - Modelling and visualization of Geological Data

GeoScene3D is a software for visualizing, interpreting, editing and publishing geological data and is perfectly suited for both groundwater and environmental use.



With GeoScene3D you can visualize many different types of geological data, for example drill holes, geophysics, water chemistry, terrain and geological layers.

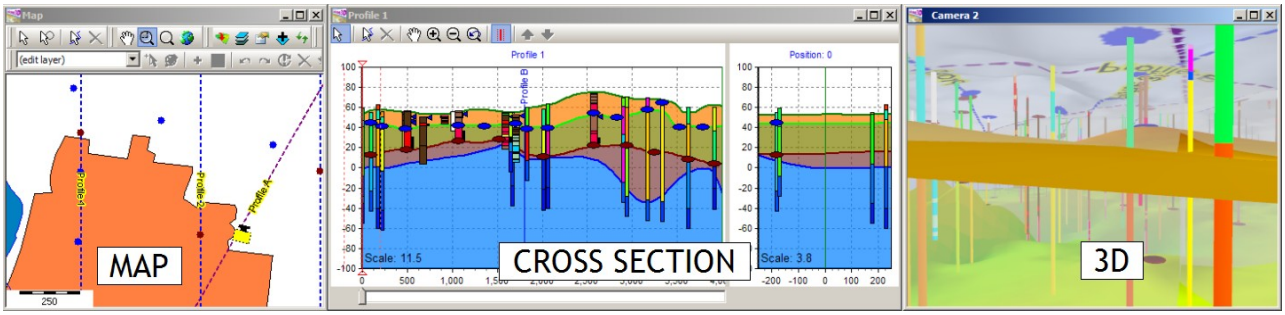
It is possible to create and edit points and layers, as well as creating and editing pixel models. There are built in functions for both 2D and 3D interpolation.

Large datasets

Very large datasets can be edited and visualized, by using a technique of moveable scene extents. This means, that hundreds of gigabytes of data can be handled by GeoScene3D, and both local data as in environmental investigations and regionally widespread data as in groundwater projects can be handled.

Rich visualization and editing environment

GeoScene3D has rich visualization capabilities and you can visualize geology in 2D cross sections, on maps and directly in 3D views. Geological interpretation is possible by editing points, editing layers (GRID) or editing Pixel models. Pixel models are a way to visualize geology in boxes which allows modelling of very complex geological problems.



The three visualization and editing environments

All datatypes can be edited directly in 3D views, cross sections, or in maps with a large range of tools. There are built-in 2D and 3D interpolation routines to create 2D and 3D GRID's on the fly.

Publishing scenes

GeoScene3D includes tools for creating flythrough animations, both as native GeoScene3D animations that can be distributed and viewed in a GeoScene3D viewer, and as recorded movies. Animations can include onscreen explanatory text.
Publishing scenes in native GeoScene3D format is easily done by distributing a single file.

Datatypes

Data can be imported from MIKE Geomodel, MIKE SHE, Aarhus Geophysics Workbench, ArcMap and MapInfo.

A long list of data types can be used: Drill holes, geophysics, GRIDs for terrain and layers, XYZ point data, 3D GRIDs, GRID time series (Surfer, ASCII, dfs2, dfs3), logs, 3D profiles, blanking regions,

I•GIS - Voldbjergvej 14A, 1. sal - 8240 Risskov
www.i-gis.dk - e-mail: i-gis@i-gis.dk - Tlf. 87 31 00 80

planes, water chemistry and TINs (triangulated networks) and bitmaps for draping. Also a variety of GIS data formats can be used including ERSI shape and MapInfo TAB.

Versions

GeoScene3D exists in 3 versions:

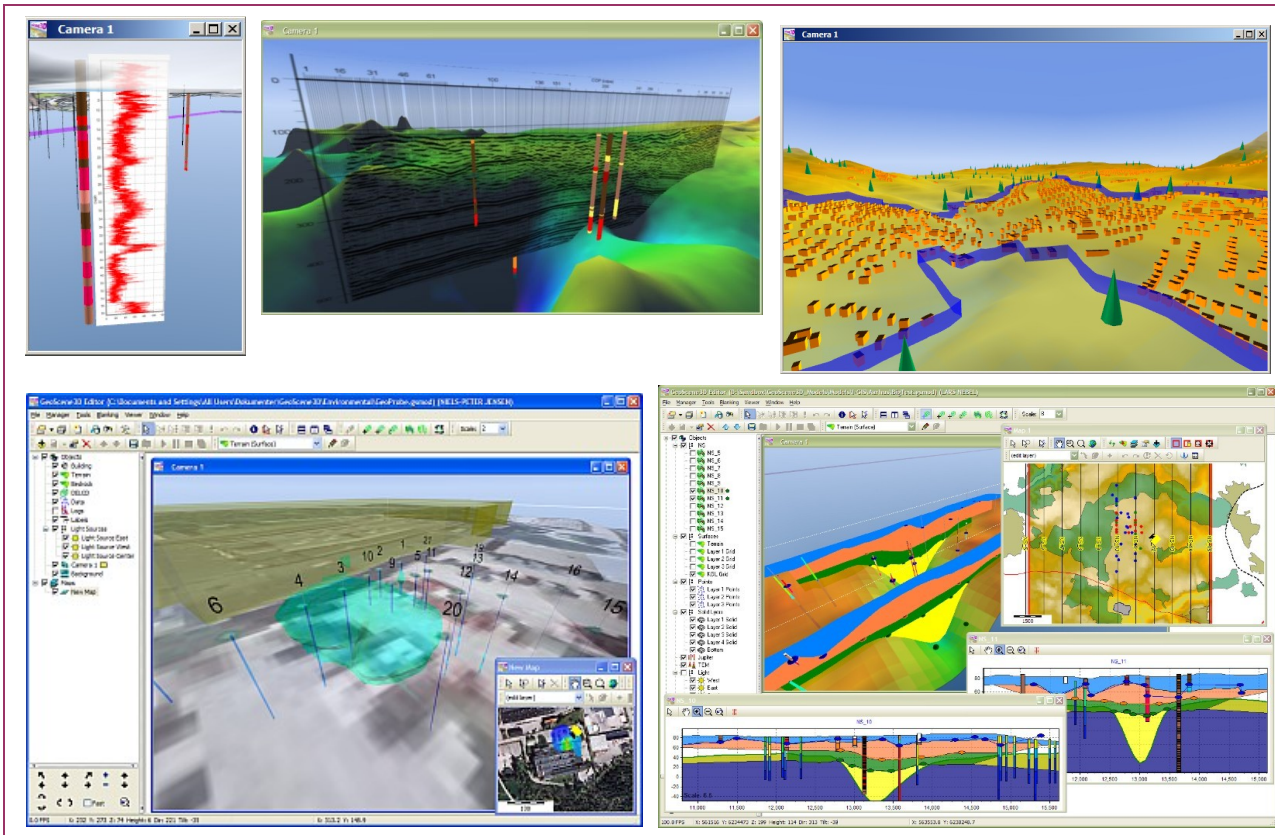
1: *Viewer* that is *free of charge*.

2: *Standard* that can build projects and visualize and analyze data and distribute projects.

3: *Editor* where data can be created and edited.

GeoScene3D is compatible with Windows XP, Windows Vista and Windows 7.

	Viewer	Standard	Editor
Navigation	*	*	*
Objects on/off	*	*	*
Multiple 3D Viewes	*	*	*
Playing animations	*	*	*
Import of existing data		*	*
Creation of a project		*	*
Move scene extent		*	*
Symbols		*	*
Creation of animations		*	*
Creation of new data			*
Editing points			*
Editing grids			*
Editing pixel models			*
Interpolation in 2D and 3D			*



I•GIS - Voldbjergvej 14A, 1. sal - 8240 Risskov
www.i-gis.dk – e-mail: i-gis@i-gis.dk – Tlf. 87 31 00 80