

CommunityViz[®] component **Scenario 3D™** is 3D visualization software that quickly creates realistic, interactive, geospatially accurate 3D scenes from two-dimensional maps.

3D VIEWER

Fully Interactive 3D scenes

<i>Navigation Modes</i>	Maneuver, fly, walk, zoom, select, full extent. Adjust height above terrain; change speed
<i>Scenarios</i>	Alternate 3D models of same location, matching Scenario 3D scenarios
<i>Layers</i>	Turn layers on and off independently Change layer transparency interactively
<i>Feature Attributes</i>	Objects in the 3D scene have the same attribute values as their 2-D counterparts Select features in the scene to see their attribute values
<i>Environmental Effects</i>	Shadows, fog, lighting, backgrounds.

Share and Display

<i>Sharable 3D Scenes</i>	3D scenes can be created in a portable format to share with others
<i>Flythroughs</i>	Stored navigation paths that can be retraced in any direction at any speed
<i>Bookmarks</i>	Stored view locations
<i>Movies</i>	Record movies in standard formats.
<i>Screen Shots</i>	Save snapshots in standard image formats.

Formats

<i>3DS</i>	Widely used 3D object format is compatible with most CAD, gaming models
<i>KMZ</i>	Format used by Google SketchUp, Google Earth, and Google's free online 3D Warehouse
<i>Ogre 3D Materials</i>	Dynamic surface coverings interact with the scene: reflective water, rough bricks,

3D EXPORTER

2D – 3D Interaction

<i>Create</i>	Exporter works as an extension to ArcMap
<i>Refresh</i>	Recreate selected layers or features in 3D scene after changes in 2D map
<i>Real-time Links</i>	2D and 3D synchronize scenario, visible layers, and feature selection "View cone" on 2D map shows observer's position in 3D scene

3D Objects

<i>Model Library</i>	Over 350 CommunityViz-exclusive pre-made models of houses, trees, and other objects.
<i>Extrusions</i>	Extrude polygons and lines in a vertical and/or horizontal direction.
<i>Photos</i>	Use existing or imported photos and graphics to give a photo-realistic look to surfaces such as walls, ground, and roads.
<i>Materials</i>	Cover surfaces with colors, textures, or dynamic Ogre 3D materials
<i>Height and Orientation</i>	Can be controlled by feature attributes.

Terrain

<i>Terrain Creation</i>	From features with elevation data such as contour lines, or from rasters
<i>Textures</i>	Drape aerial photos, maps, or other images conforming to the terrain.

