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Training Course Outline

Training the GIS Professional

Working with 3D Using ArcGIS 10.x - 2 Days

Overview

At version 10, ArcGIS 3D Analyst supports a complete solution for 3D GIS. This course teaches fundamental concepts of 3D GIS as you learn how to visualise, edit, model, and analyse GIS data within a 3D context.

Who should attend

At version 10, ArcGIS 3D Analyst supports a complete solution for 3D GIS. This course teaches fundamental concepts of 3D GIS as you learn how to visualise, edit, model, and analyse GIS data within a 3D context.

Goals

- Visualise GIS data in 3D globes and local perspectives.
- Create and import 3D data.
- Edit and maintain 3D vector data in a 3D environment.
- Perform 3D analyses including viewshed, visibility, volumetric, and terrain analyses on vector and raster data.
- Use best practices to optimise 3D views for use on the desktop.
- Visualise temporal data in 3D by enabling time and creating 3D animations.

Topics Covered

Using 3D GIS

Working with ArcScene vs. ArcGlobe

Working with 3D data

Rasters, TINs and terrains

Visualising GIS data in 3D

3D symbols, temporal and animations

Editing features in 3D

Creating textured 3D objects

Analysing data using 3D tools

Skylines and visibility analysis

Optimising 3D performance

Preparing raster data and application settings

Solving problems with 3D GIS

Subsurface and Virtual City workflow

Prerequisites

Completion of ArcGIS 2 - Essentials of ArcGIS 10.x for Desktop

Contact Us

For GIS training enquiries and bookings visit www.esriuk.com/training, email us at training@esriuk.com or call us on 01296 745504

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Topics in detail

Using 3D GIS

- Considerations for incorporating 3D into GIS workflows
- Working with ArcScene vs. ArcGlobe
- Navigating a scene using ArcScene
- View a scene from multiple perspectives
- Navigating 3D data in ArcGlobe

Working with 3D data

- Understanding z-values and z-aware features
- Rasters, TINs, and terrains
- Creating an elevation raster from a digital elevation model (DEM)
- Interpolating a surface
- Creating 3D features

Visualising GIS data in 3D

- Using 3D symbols
- Visualising temporal data in 3D
- Creating animations

Editing features in 3D

- Editing workflow
- Creating textured 3D objects
- Editing features and 3D networks

Analysing data using 3D tools

- Functional surface types
- Suitability models
- Determining optimal aspect, slope, and elevation
- Performing suitability analysis
- Creating skylines and skyline barriers to perform visibility analysis

Optimising 3D performance

- Preparing raster data and feature data
- Layer property and application settings
- ArcScene optimisation techniques
- ArcGlobe optimisation techniques

Solving problems with 3D GIS

- Subsurface workflow
- 3D Virtual City workflow
- Coastal flood inundation

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