Surface View ...

SGL SurfaceView
Simply 3D

Surface View is a product developed for viewing vector and raster TIN and grid information. It allows users to create surface models from data, interpolate the raster surface, create and add features to the Triangulated Irregular Network (TIN). The software supports surface analysis functions.

Features

3D Navigation and Viewing

Surface View has powerful navigation and viewing tools comprising of zoom in/out, extent, pan and identify (for TIN information). You can drag the data or rotate the image clockwise or anticlockwise. Seamless viewing options are available for surface data views and subsurface information from relief features. 'Centering on target' tool for quick positioning of the selected view on the 3D viewer window.

Slope and Aspect

You can derive slope, aspect and create contours from the image which can be exported in tabular or ASCII text format.

Drape Images

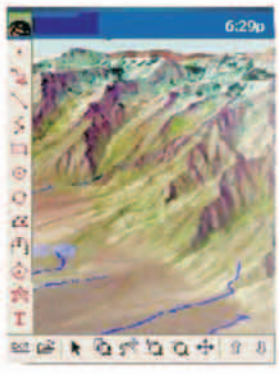
The raster data often contains other kinds of discontinuous (non surface) data about an area such as landuse data in remote sensing images. Users can drape an image containing an image or a 2D feature over a surface like TIN This is useful in presenting relationships between the raster images and surface data.

Band Analyzer

Band color analyzer and modifier for multi spectral remote sensing images like MSS or LISS data from IRS or LANDSET data. The user can view, modify and change the bands color property and sequence to effect change on the surface data. He can also switch the band layer on/off or select the particular band layer for display.

Surface Analysis (Digital Elevation Model)

A set of facilities are provided for the 3D raster data viewing for your existing data set from a predefined set of viewing tools. The user can view data using camera position, light enhancement and position the raster image through manual entry of the x, y and z values. The 3D tools are interactive tools which allows the user to query the image properties like x, y, z coordinates, pixel value (RGB) and aspects. The user can also change the coordinate system of the surface



Rendering

3D data can be displayed from the features embedded with z values-PolylineZ, PolygonZ, PointZ and other such geometric objects. Rendering functions can be performed by the user specific data of the z values from the selected features.

3D Animation

Surface View also contains tools for creating and modifying 3D animation. You can also set properties for such animation by vertical exaggeration, animated rotation, background colors/ images, extent and illumination. The 3D animation has multiple viewers so that any change in one viewer may be seen in all the other viewers.

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