community*viz*®

Scenario 3D™

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

Scenario 3D Version 5.2

3D VIEWER

Fully Interactive 3D scenes

Navigation Modes	Maneuver, fly, walk, zoom, select, full extent. Adjust height above terrain; change speed
Scenarios	Alternate 3D models of same location, matching Scenario 3D scenarios
Layers	Turn layers on and off independently
	Change layer transparency interactively
Feature Attributes	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
Environmental Effects	Shadows, fog, lighting, backgrounds

Share and Display

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

Formats

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

3D EXPORTER

2D – 3D Interaction

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

3D Objects

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

Terrain

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

For more information about CommunityViz®, please visit www.communityviz.com.