Models in 3D Scene

SuperMap Software Co., Ltd.

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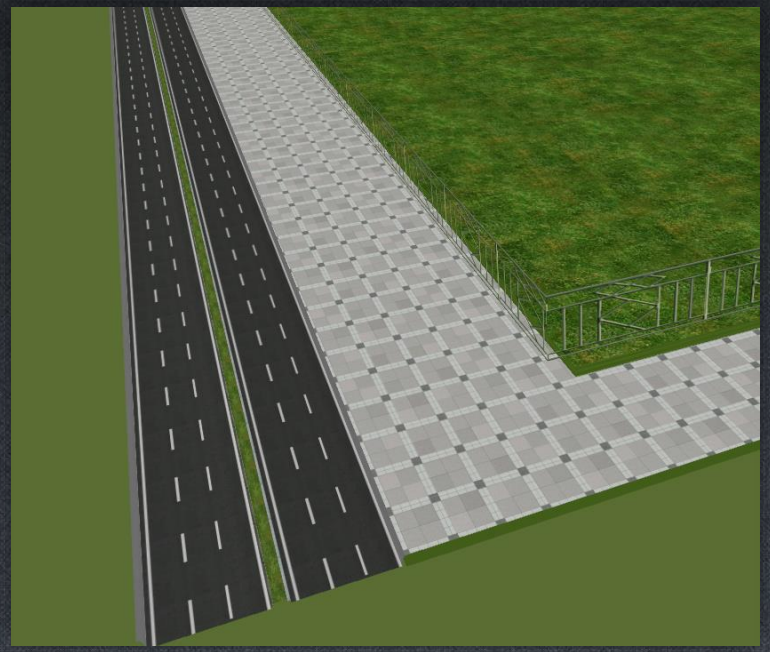
Overview

- 3D Symbolization
- Rapid Modeling by Vector Stretching
- 3Ds Max Model
- Animation Model
- Oblique Photographic Model
- BIM

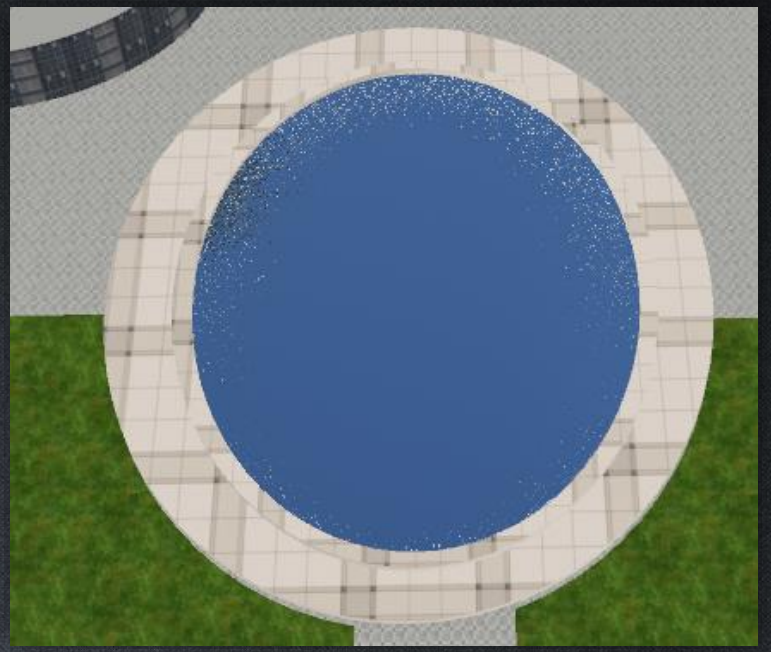
3D Symbolization

- Vector rendering
  - 3D Symbolization of point, line and polygon

Symbolize 2D Point



Symbolize 2D Line



Symbolize 2D Polygon

Exercise:

- Data for exercise: \Data\RapidModeling\Rapidmodeling.smwu

- Open RapidModeling workspace, add all datasets in the RapidModeling datasource into a new spherical scene and reorder the layers

- Render the StreetLamp point layer by Right Click -> Layer Style Settings…
- Import the marker symbol library from the Data\SymbolResources to help rendering
- Render the Tree point layer by Right Click -> Create Thematic Map…
- Render the Car point layer and the Trashcan point layer

Exercise:

- Render the Road layer by Right Click -> Layer Style Setting…
- Import the line symbol library from the Data\SymbolResources to help rendering

- Render the Water layer by Right Click -> Layer Style Setting…
- Import the fill symbol library from the Data\SymbolResources to help rendering
- Set the Water layer's Altitude Mode under the Styles menu to Absolute

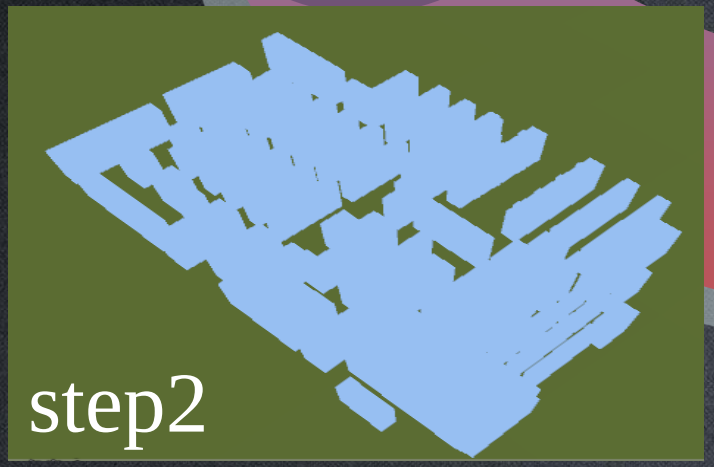
- Render the ParkingSpace layer

Rapid Modeling By Vector Stretching

step1

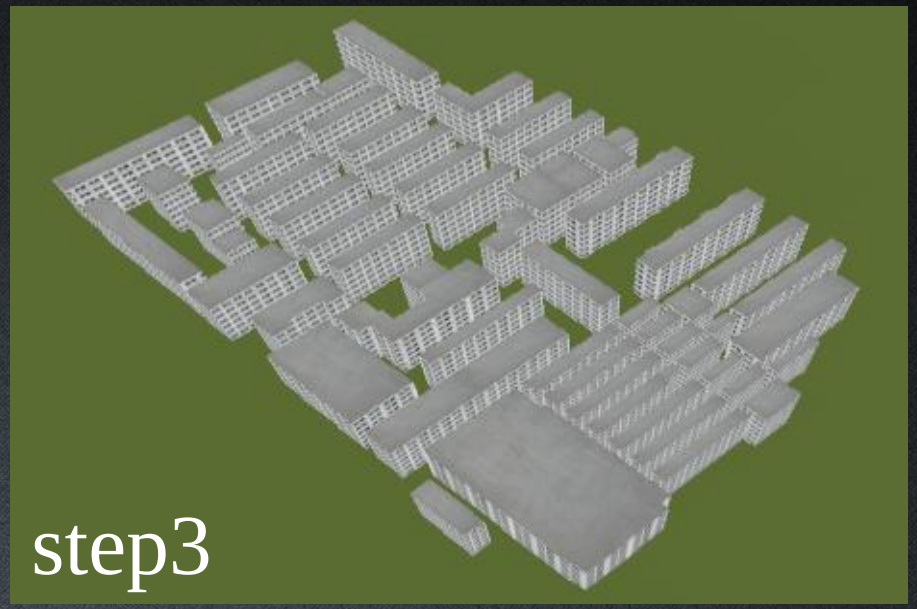
Data Loading

Bottom Altitude & Extension



step2

Texture Setting



step3

2D Data

3D Model

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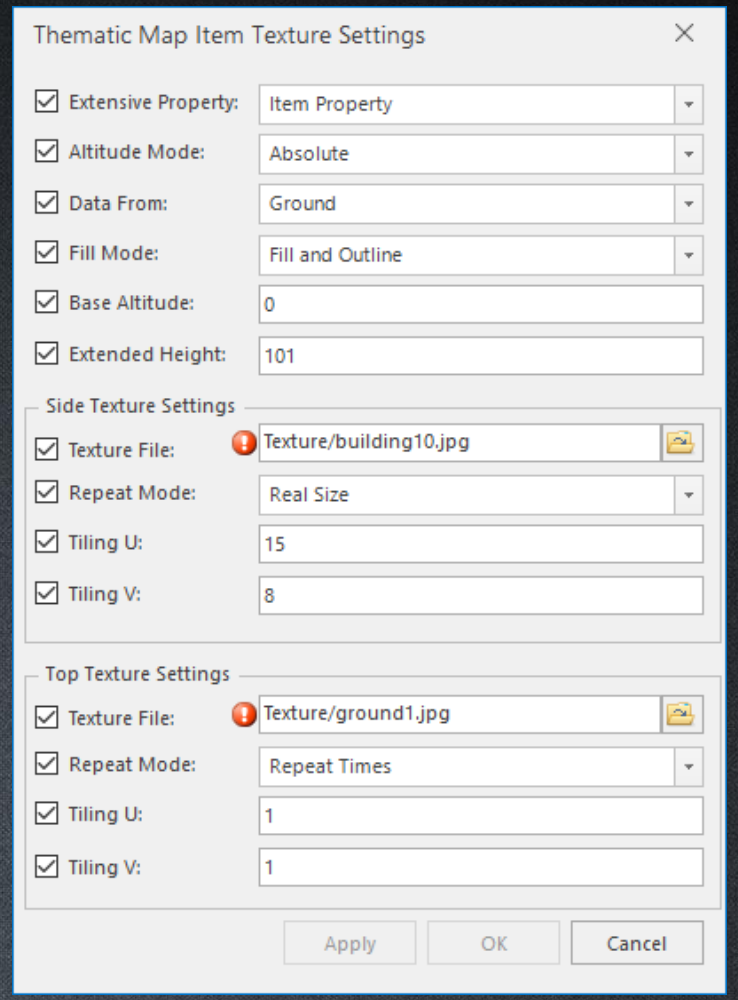
Exercise:

- Make some models by vector stretching.
  - Fence layer
  - Building_2 layer
  - Ground layer
  - PoolEdge layer
- Make unique thematic map, stretch each item and set their textures
  - Building_1 layer

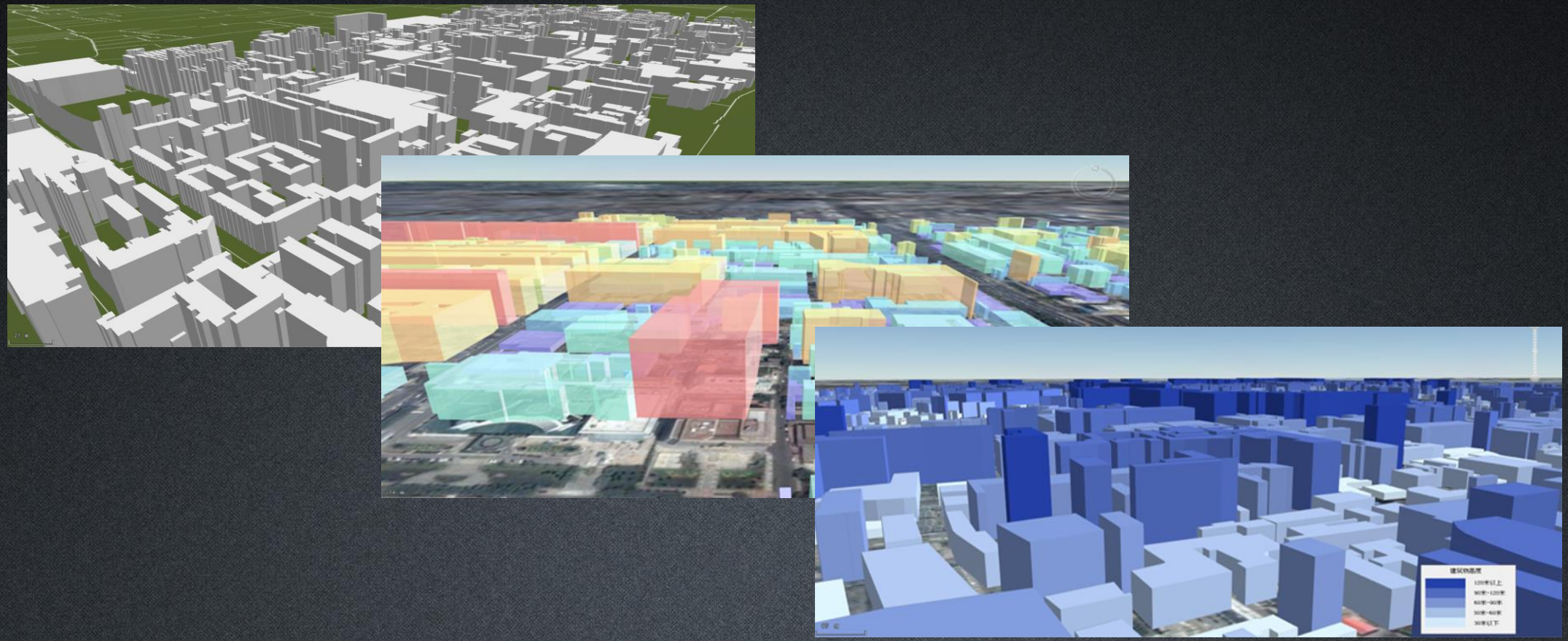


Preparation for vector stretch Modeling

- Data preparation：
  - 1. Make/Get the 2D vector dataset
  - 2. Take the texture images of actual buildings
  - 3. Edit the texture images in Photoshop, especially the pixels
  - 4. Add fields for datasets and edit their values like:
    bottom altitude, extension height, top and side texture paths, etc.

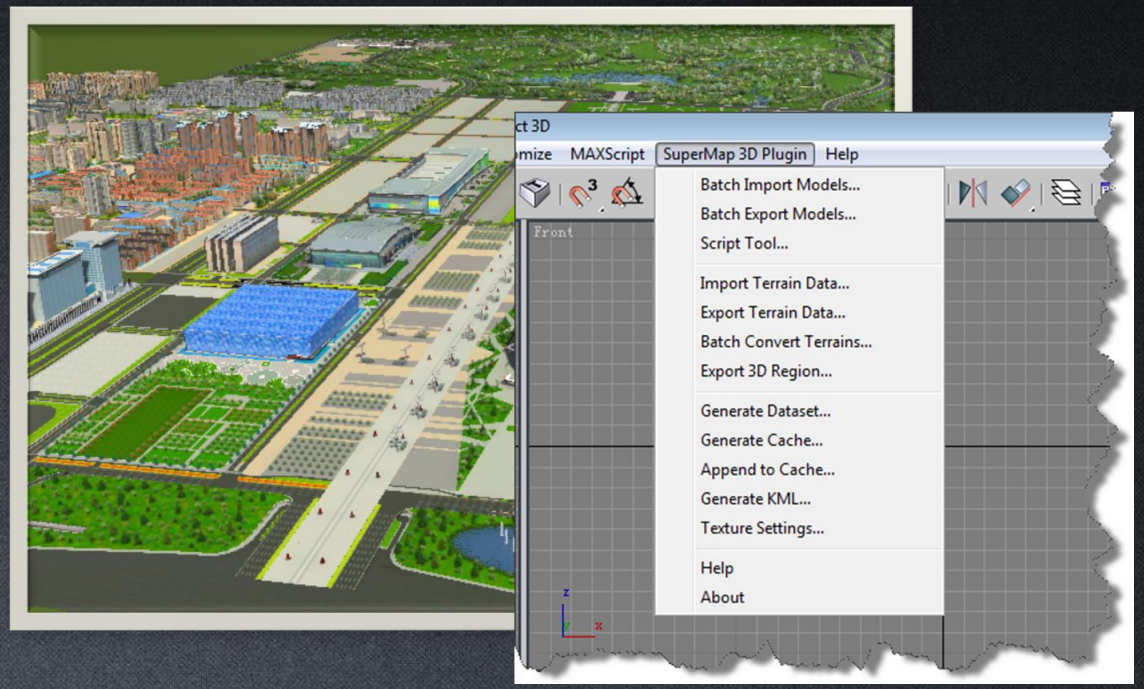
Rapid Modeling By Vector Stretching

- Applicable to the data of large and non-important area

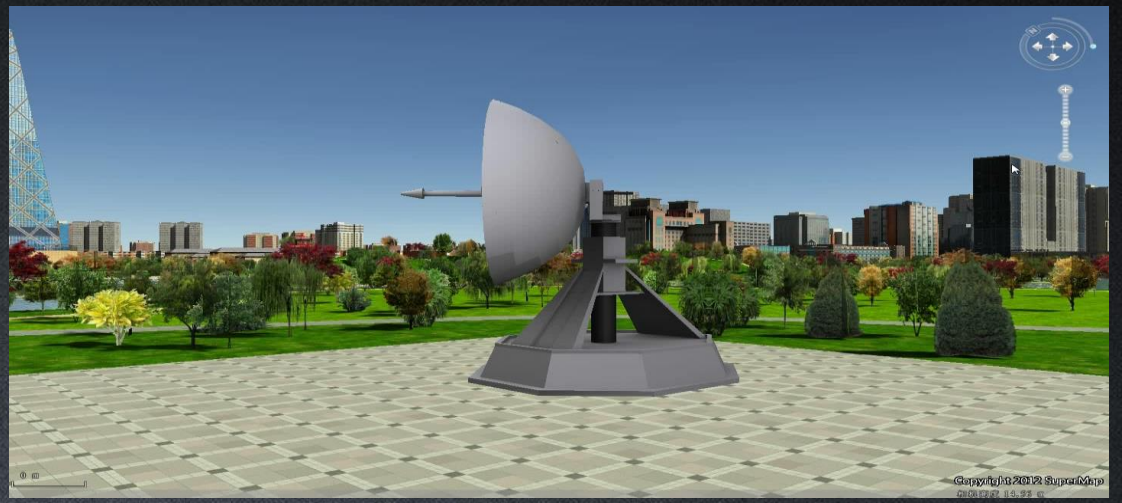


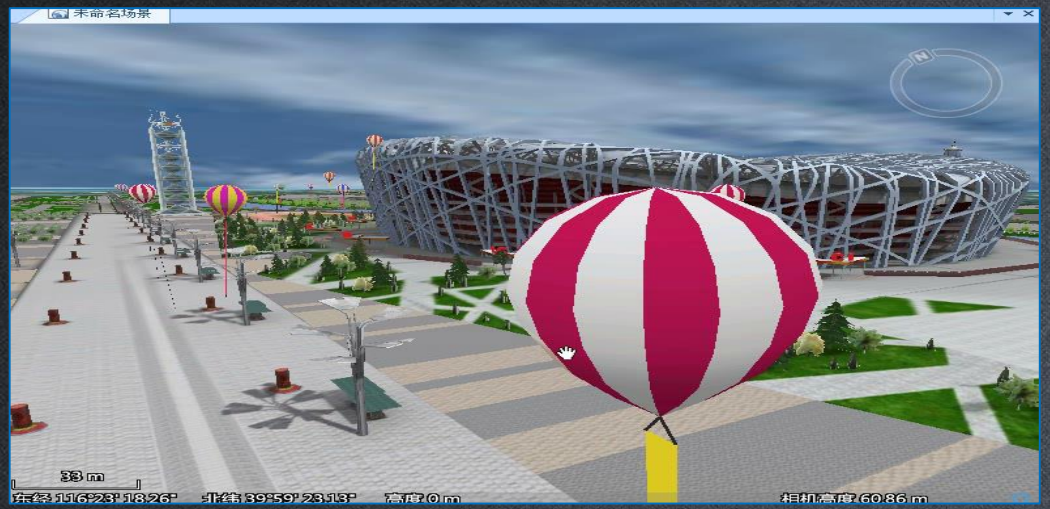
3Ds Max Model

- Applicable to important buildings in a small area
- Process to apply the 3Dx Max model
  - Make models in 3Ds Max
  - Install SuperMap 3D Plugin in 3Ds Max
  - Export models into the dataset saved in a file datasource
  - Add the dataset which stores models into a 3D Scene
- Download link:
  - http://support.supermap.com.cn/DownloadCenter/ProductAuxiliary.aspx



Animation Model





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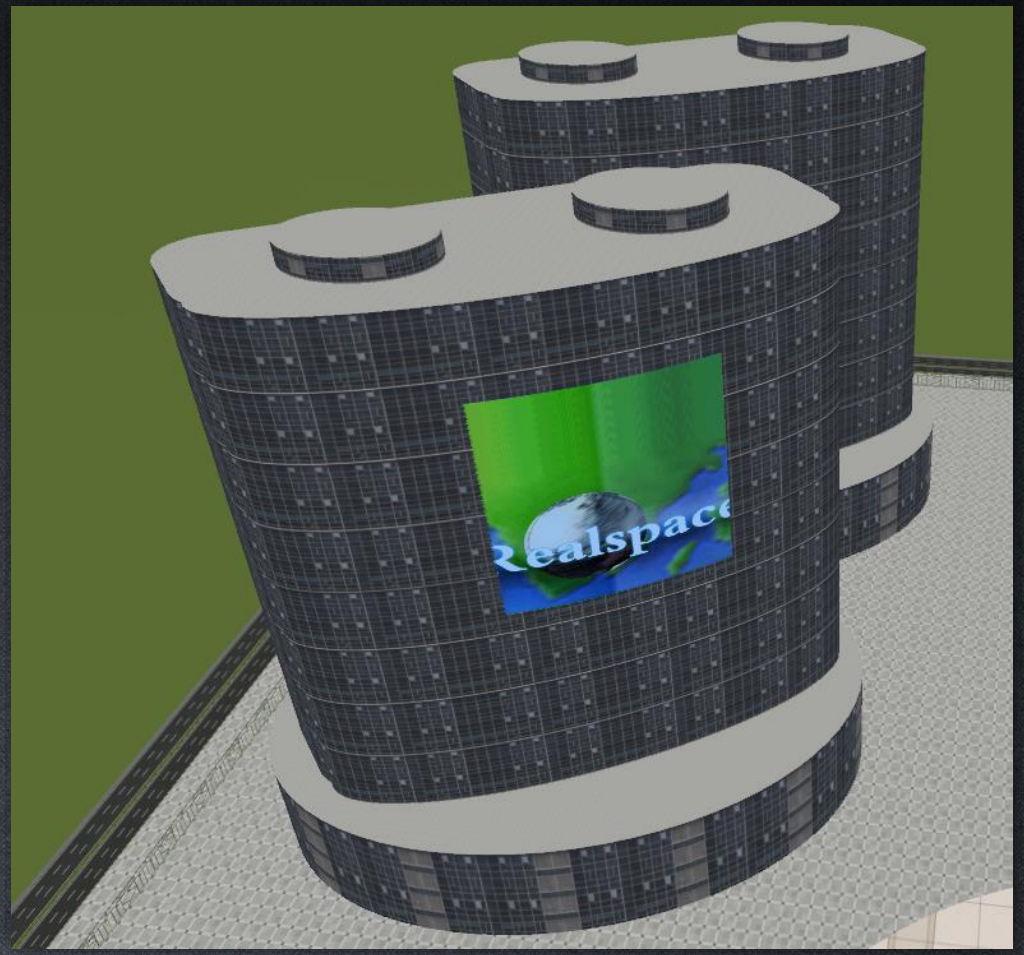
Exercise:

- Render the Adboard layer by vector stretching
  - Set the layer's Altitude Mode to Absolute
  - Set its Bottom Altitude as 80
  - Set its Extension value as 50
  - Set its texture path as:
    \Data\RapidModeling\Texture\Realspace.gif



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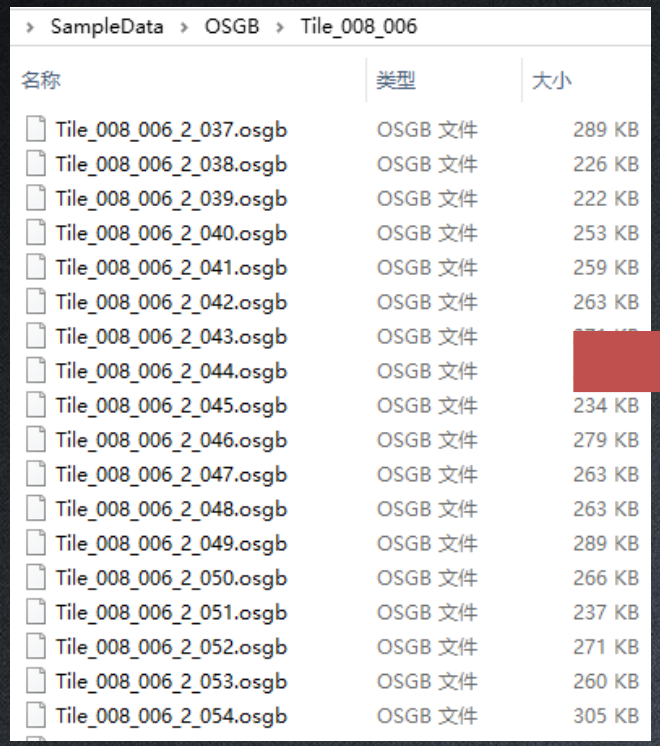
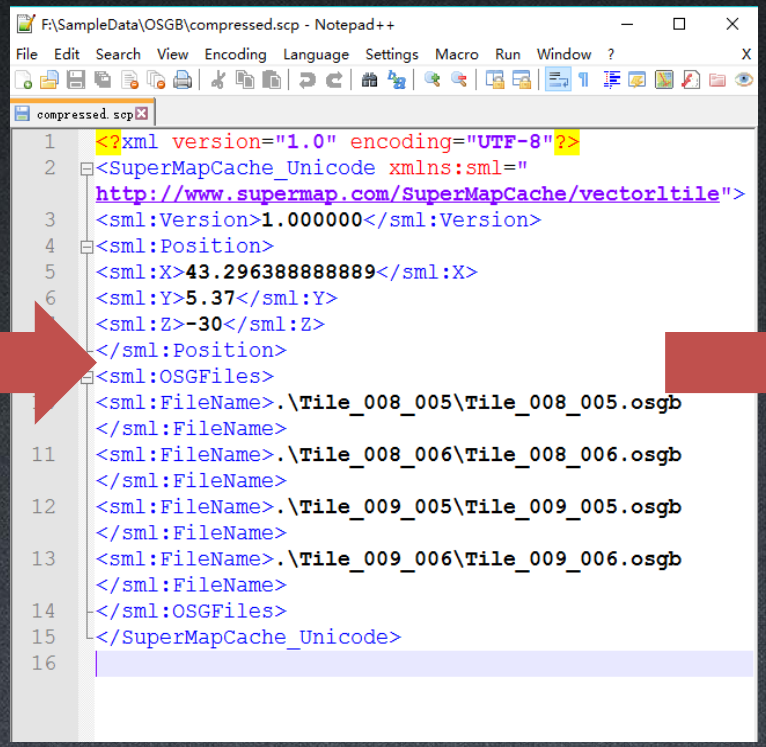
Oblique Photographic Model

- S3M/OSGB files -> Generate OSGB Config File -> Add OSGB Cache Layer





BIM

1. Use specific plugin to export the BIM models into a file datasource
2. Open the dataset which stores the BIM models in iDesktop
3. Optimize the BIM models in iDesktop
4. Add the BIM models into a 3D scene

Thank You!

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