Profile and Plan Panes in 3D Simulation

New features in the 3D Simulation process (Display / Spatial Data / 3D / New 3D Simulation) add Profile and Plan panes to MPEG or AVI movies. The Profile pane shows a scrolling elevation profile and the viewpoint position above it. The Plan pane is an overhead 2D view that shows the simulation path, a scrolling image background, and the current viewpoint.

Design your 3D simulation in the display process using surface objects, drape images, and layers of point and line symbology. Visit each of the control tabs in the Simulation Controls window to select the program settings you want. When the design is complete, click the Record Movie button in the Simulation Controls window. The Profile and Plan features are offered in the Profile / Plan tab of the Record Movie window.

This sample MPEG uses the Crow Butte 8-bit elevation and 8-bit composite TM image drape raster.

The playback controls vary according to the media viewer you have on your system. The Profile and Plan panes move with the 3D simulation to show the current viewpoint.

The Profile pane shows a scrolling terrain profile, flight path, and current position. The Plan pane shows a scrolling 2D image, the current viewpoint, and flight path.

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The styles you choose are previewed in the sample panel at the bottom of the Record Movie window. A Sample Height slider moves the path line closer to or farther from the terrain profile.

Click the Styles button to select or create a style object. Then click Path, Viewer, and Terrain buttons to apply line, point, and fill styles.

The Profile and Plan features in the Profile / Plan tab of the Record Movie window let you toggle each feature on and off independently. You can choose background colors, line styles, and point symbols. You can also set the map scale for each pane separately in order to zoom in or zoom out.

The Styles button lets you select or create a vector style object for point, line, and fill styles. Once you have a style object selected, use the Path, Viewer, and Terrain buttons to create, modify, and assign styles. The Path button lets you choose a line style that shows the path the viewpoint follows. The Viewer button lets you choose a point symbol, such as an airplane or satellite, showing the viewpoint. The Terrain button lets you choose border and fill styles for the terrain profile.

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