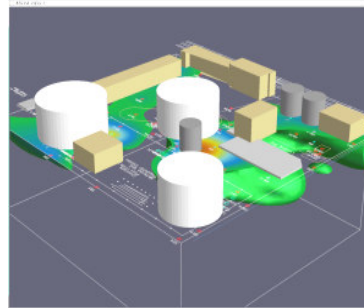
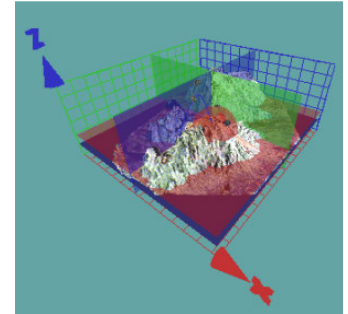


Version 2.1

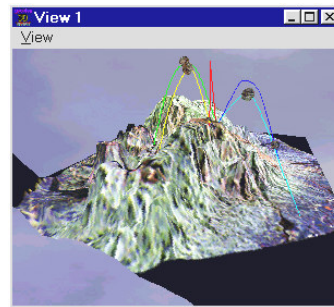
- ▶ For **True 3-D GIS** Visualization, Modeling and Simulation applications (static, dynamic, or process)
- ▶ **3-D Object Oriented Design** for flexibility and control
- ▶ **Model** Processes, Simulate Scenarios, Animate Objects (change color, shape and attributes in time)
- ▶ **Time Step Animation Editor** for total control of animations such as walk-throughs, fly-bys, drive-bys and morphing. Animations can be saved as AVI files.
- ▶ Track / Monitor any object in **Realtime 3-D** using a **GPS** together with surface models
- ▶ **Highly Interactive** zoom and pan with four independent camera views
- ▶ Can do **3D Spatial Analysis** (query and manipulate 3D object attribute information including object hyperlinks)
- ▶ **Point and Click** Object Query and Analysis
- ▶ **Overlay** images and GIS maps on 3-D Terrain models
- ▶ Supports **3D Stereo Viewing** with **LCD Glasses**



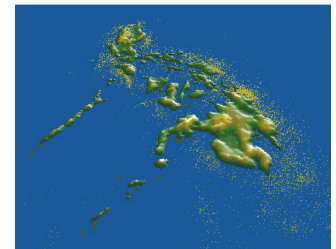
Structures and Complexes



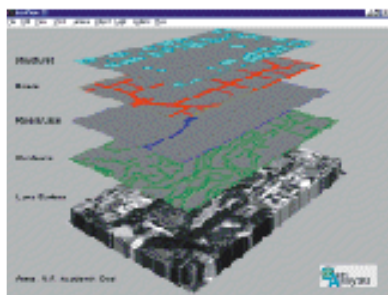
Interactive Display Control



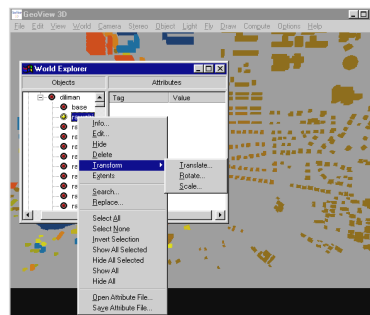
Simulate Processes with Image Overlays



Model Surface, Subsurface and Objects within Objects with Ease (sample earthquake 3-D epicenter plot)



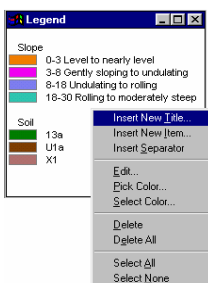
Hypermap Database Links between 2D Maps and 3D Objects



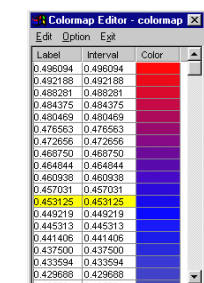
Object Oriented Design



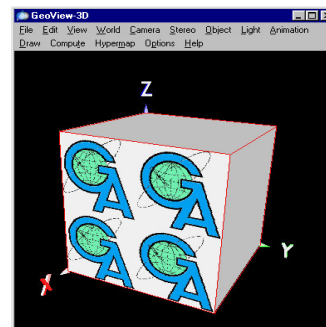
Create Interactive Photo-Realistic Models



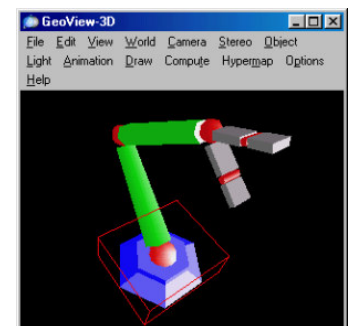
Create Legends



ColorMap Interpolation



Flexible Texture Mapping



Hierarchical Structure Design (with dependent model local axes)

Salient Features

Object Property Editor - change the surface, color, texture and lighting

Object Polygon Editor - manipulate the make-up (vertices) of the objects themselves for ultimate control

Object Transform Editor – translate, rotate and scale objects

Object Attribute Database Editor - attach useful Information (textual/numerical/images/audio) information to object and analysis. **ODBC** support for MS Access (.mdb) databases.

Object and World Explorer - displays information about objects comprising the world and showing database of information, object hierarchy and topological relationships.

Sprite Editor – create illusions of multiple objects

Import CAD/GIS Data - Read Mapinfo, ArcView, Surfer, Idrisi, AutoCad, Grass, 3D studio, Text, Etc

Independent Relational Database with spreadsheet capabilities. Relational links to ODBC databases.

Compatible with most 3D modelers

Virtual Reality (VR) Stereo (Shutter) Glasses Support - see your world creations float out of your screen and in front of you. True Stereo and Depth perception!

Hypermaps ! – dynamically overlay and link GIS maps and 3D objects together for true 3D GIS functionality.

Fast 2D/3D Surface TIN and Mesh Generator – create surfaces directly from text x,y,z points or polylines.

Data Reduction/Simplification Feature – simplify huge models of 3D objects

Multimedia Support - Attach sounds, pictures, text files, videos to objects for added information. Open them up using your favorite multimedia players, graphics/paint programs, and text editors with just a mouse click!

Program Activation Support - Launch programs from GeoView 3D. Applications include real-time data acquisition, electronic mailing, image or data generation/processing/analysis, device activation, i/o controls, at programmed times.

3D Digitizer - digitize, capture, or layout new or old objects on any surface in 3D! Export them into popular GIS/CAD formats

GPS Input - read, display and render **realtime** 3D GPS positions for walkthroughs, fly-throughs, and tracking in realtime

ColorMap Editor – create your own colormaps for added visual interpretability

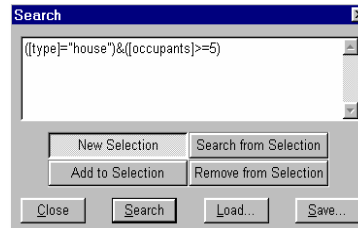


Suggested Applications

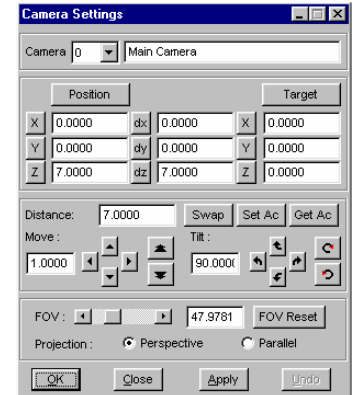
- 3D/4D GIS
- Visual Planning and Modeling
- Science and Engineering
- Environmental Applications
- Medical Imaging
- Civil/Geotechnical/Geology Applications
- Architectural Modeling
- Landscape Modeling
- Virtual Reality Systems
- Data/Object Tracking Systems
- Industrial/Chemical Applications
- Virtual Museums
- CyberCity Modeling

Id	Description	Path	Centroid	No. ...	No.
11	Sphere	C:\My Documents\models\Sphere.g...	3.375 3.923 0.000	66	128
9	Disc	C:\My Documents\models\Disc.gv3	0.250 1.000 0.000	4	3
6	Block	C:\My Documents\models\Block.gv3	-4.355 2.192 0.000	8	6
10	Hemisphere	C:\My Documents\models\Hemisph...	3.894 -0.856 0.000	41	64
7	Cone	C:\My Documents\models\Cone.gv3	0.750 -2.817 0.000	8	6
12	Grid	C:\My Documents\models\Grid.gv3	-1.169 -2.598 2.220	4	1
8	Cylinder	C:\My Documents\models\Cylinder....	-4.298 -3.019 0.000	14	9

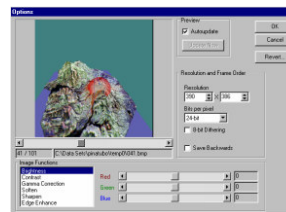
Object Database Viewer



Use SQL (Structured Query Language)



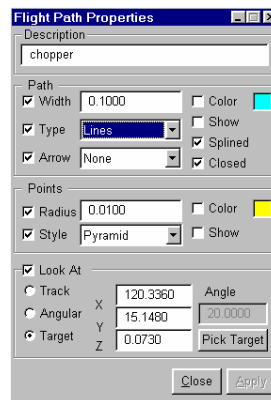
Total Control of Camera Viewing Parameters (including moving cameras!)



Animation Controller



3D Shutter Glasses Support



Flight Path Controller

Object Id	Object Name	Transform	Parameter
7	Block	None	None
8	Cone	Hide	None
9	Cylinder	Show	None
10	Disc	Translate	-3.2811 0.9858 0.7610
11	Hemisphere	Rotate	35.0000
12	Sphere	Scale	50.0000 50.0000 100.0000
13	Grid	Color	
7	Block	Opacity	1.0000
10	Disc	Flight Path	plane
9	Cylinder	Colormap	colormap
12	Sphere	Texture	lego

Animation and Transform Editor

System Requirements

Operating System	Windows 98/NT/2000/XP
CPU	Pentium II Minimum
Ram	64 Mb Minimum
Disk Space	20 Mb Minimum



Developing Advanced Technologies for Today's Needs

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