

Surface Modeling

The Surface Modeling process can be used to generate surface rasters, vector contours, and TIN objects that represent many types of functional surfaces, such as ground surfaces, groundwater surfaces, ore-bodies, or contaminant plumes.

The Surface Modeling operations previously available as a number of separate processes are combined in a new process accessed by selecting Interpret / Surface Modeling... from the TNTmips menu. You can consecutively create surface rasters, vector contours, and TIN objects from a variety of source objects using many new features and model surfaces in a visual and interactive environment to compare and evaluate new surface objects immediately.

The Surface Modeling process lets you create surface rasters from 3D vectors, TIN objects, and databases; create vector contours from surface rasters or TIN objects; and create TIN objects from 3D vector objects.

The Surface Modeling window is used to select operations, methods, and options for surface modeling (lower-left). For example, a surface raster can be created from a database containing x, y, and z coordinates as depicted by spatially located points (upper-right). Contours derived from the surface raster (center-right) and a TIN object created using the vector contours (lower right) reflect the versatility of the integrated new Surface Modeling process.

