

# 3D-GIS vs Advanced Visualization

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# 3D-GIS vs Advanced Visualization

## Visualization Strategy

### At source data level:

visualization of engineering geological, geotechnical site investigation data

- georeferencing (boreholes, maps, plans, samples etc.)
- display of engineering variables, and geological characteristics in various display formats
- support for interactive engineering geological interpretation
- correlation and visual analysis of various data formats in a single canvas

### At results level:

Visualization of engineering geological, geotechnical interpretation results

Visualization of ground-structure interactions

Visualization of complex, abstract information in understandable format

Dissemination of results to decision makers and general public

## Engineering Geological, Geophysical, and Geotechnical Data sources for 3D Modeling and Visualization of 2nd Heinenoord Tunnel

15 Boreholes with lithological descriptions, total ? Parameters (source NITG-TNO)

10

2

11

13

44 CPT logs 4-9 variables (no lithological description) (source GD)

3 ACAD drawing files (source GD)

2 seismic lines (in ASCII, SEG Y and TIFF formats) (source TUD)

# **METHODOLOGY**

## **Conversion & import of available source data to 3D GIS**

- hole data (boreholes, CPTs, Electrical Soundings)
- map data (electrical mapping, cross-sections, seismic lines)
- engineering plans, layouts

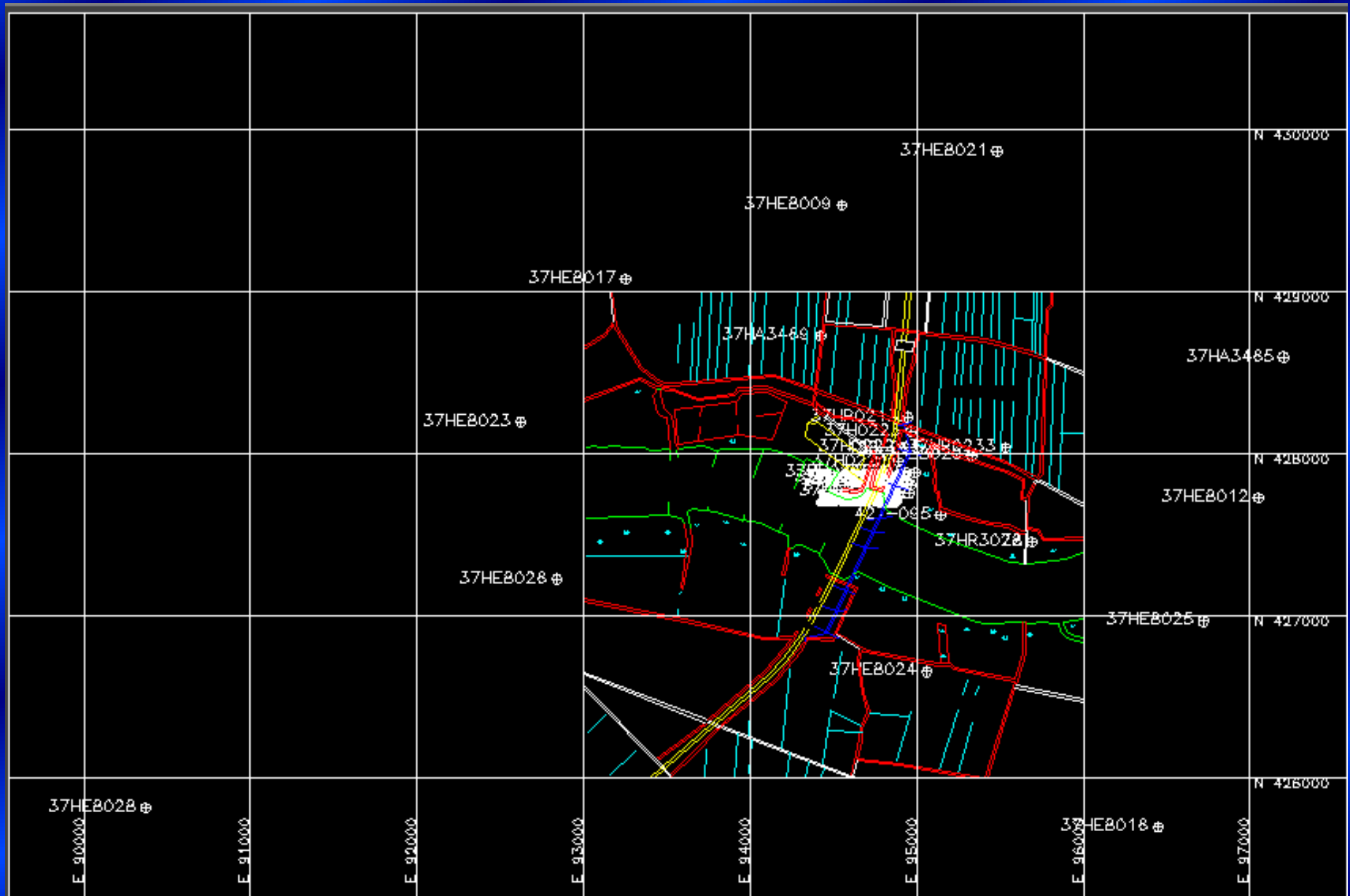
## **Analysis and interpretation of geotechnical data**

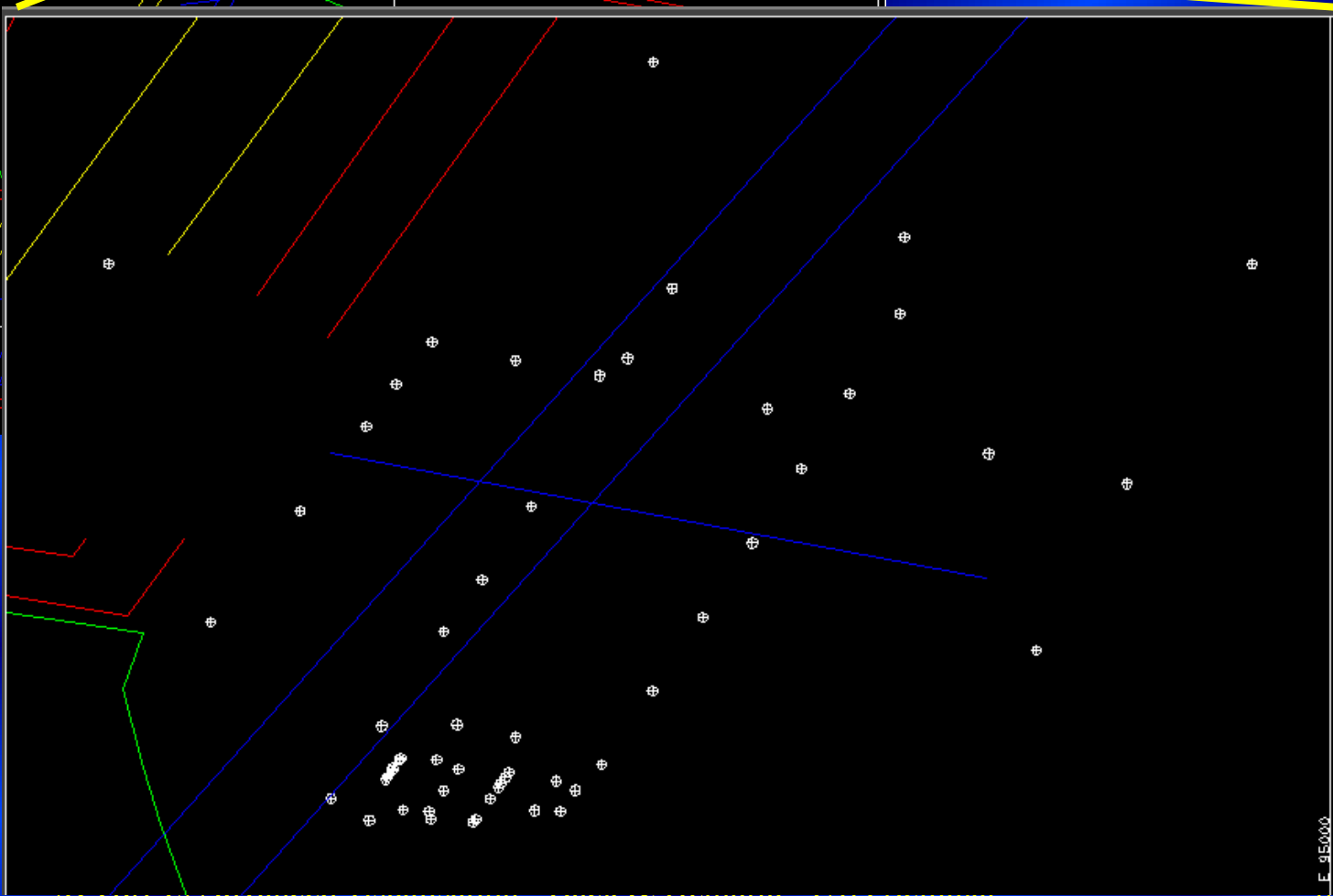
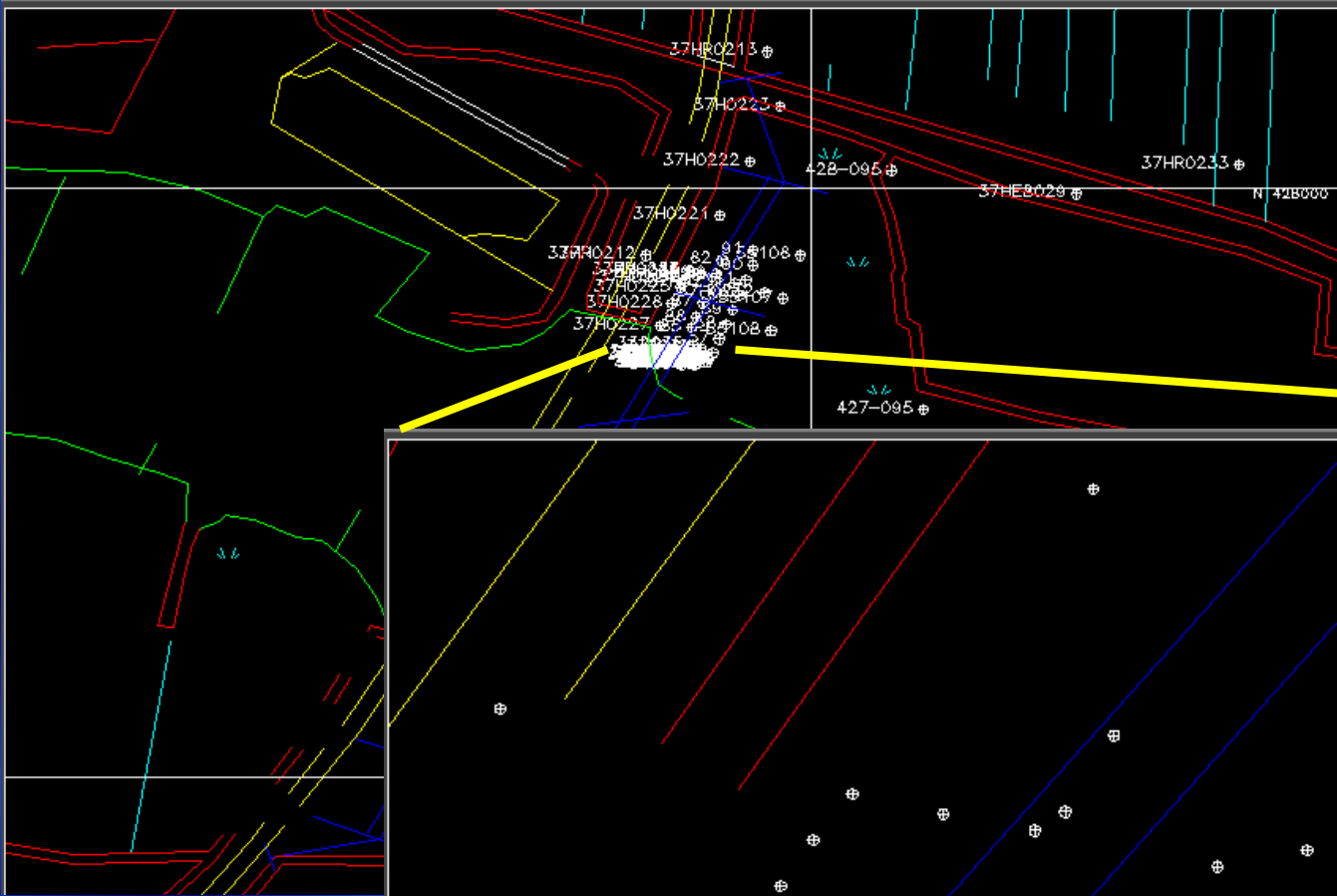
- geostatistical database (analysis and interpolation of geotechnical variables for identifying relationships, trends etc.)
- volume data (geometry of subsurface geology, tunnel geometry)
- grid data (continuous distribution of geotechnical, engineering variables)

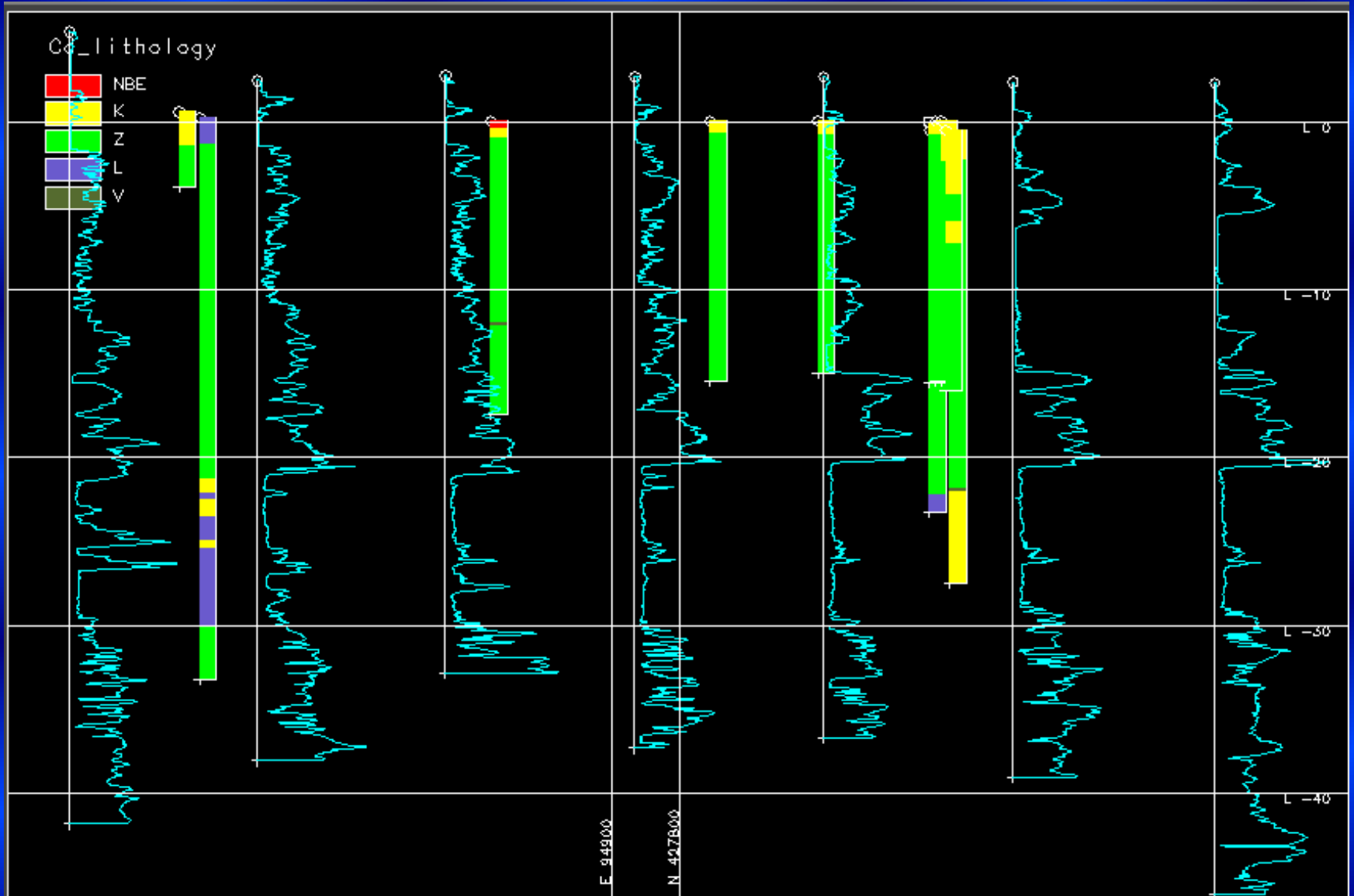
## **2-3-4D display and visualization of geo-information and results**

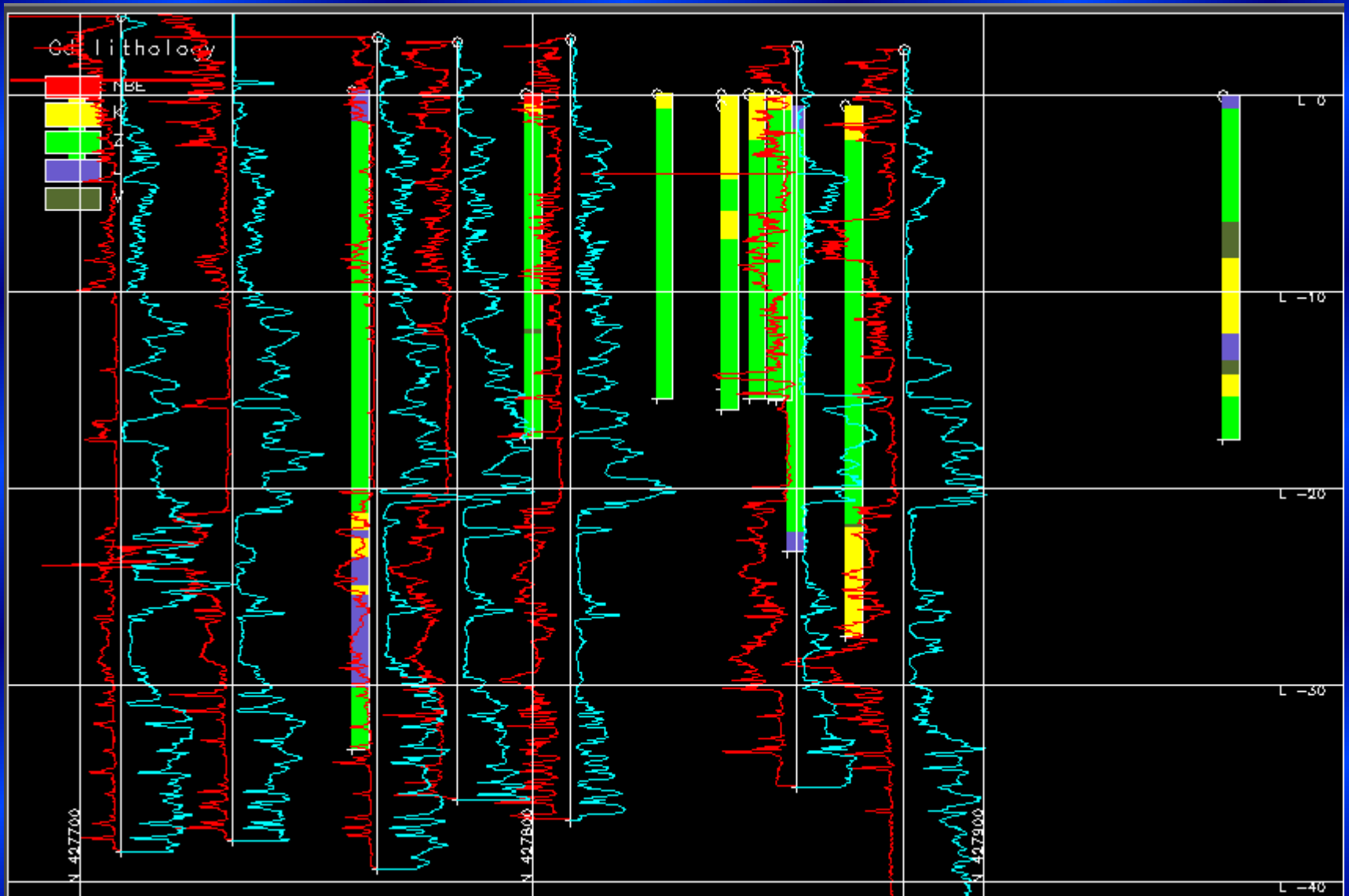
## **Development of simple, friendly user interface**

For the visualization control; color effects, making display of objects on or of etc., export of visualization routines to VRML and Video

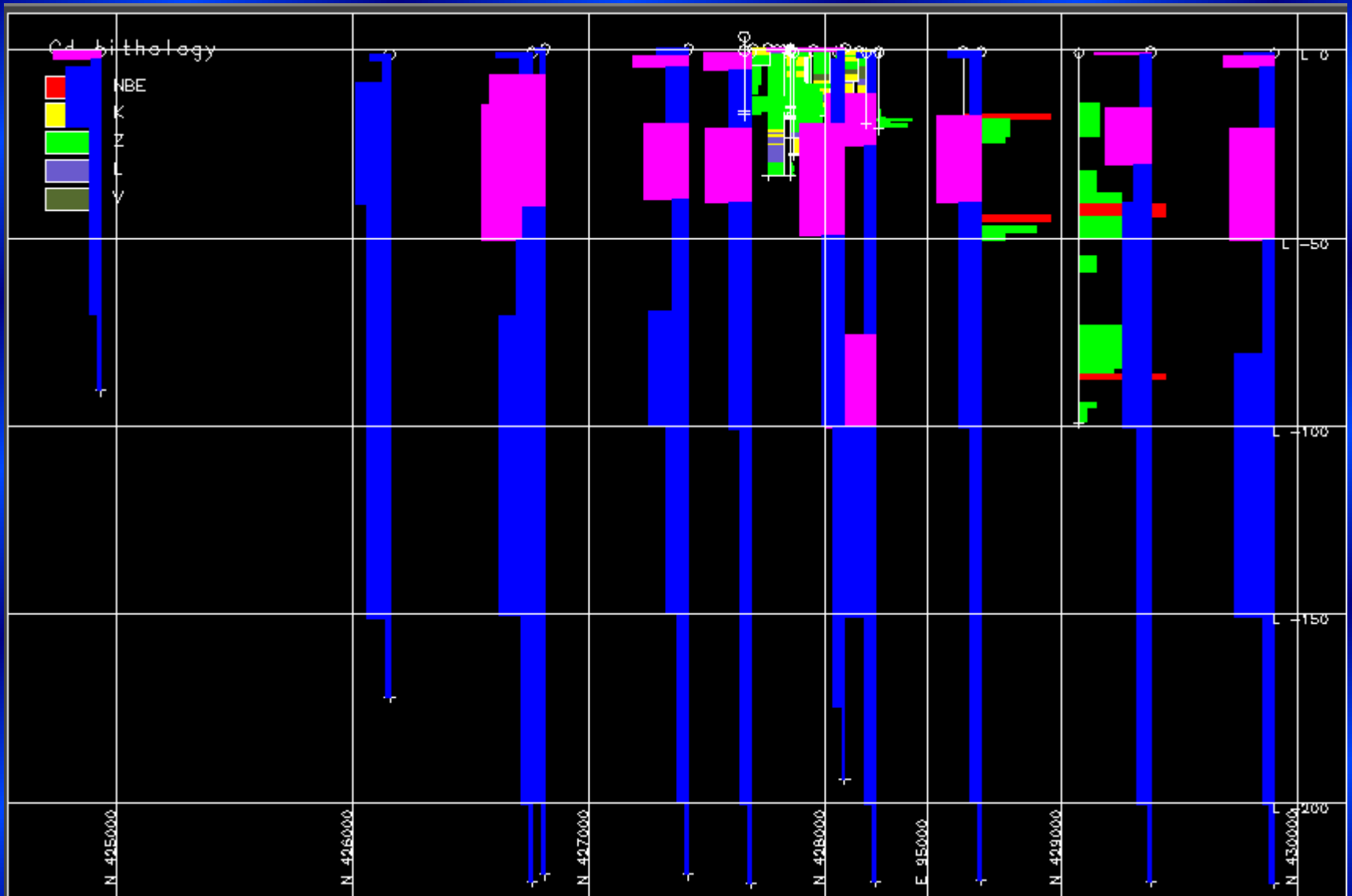


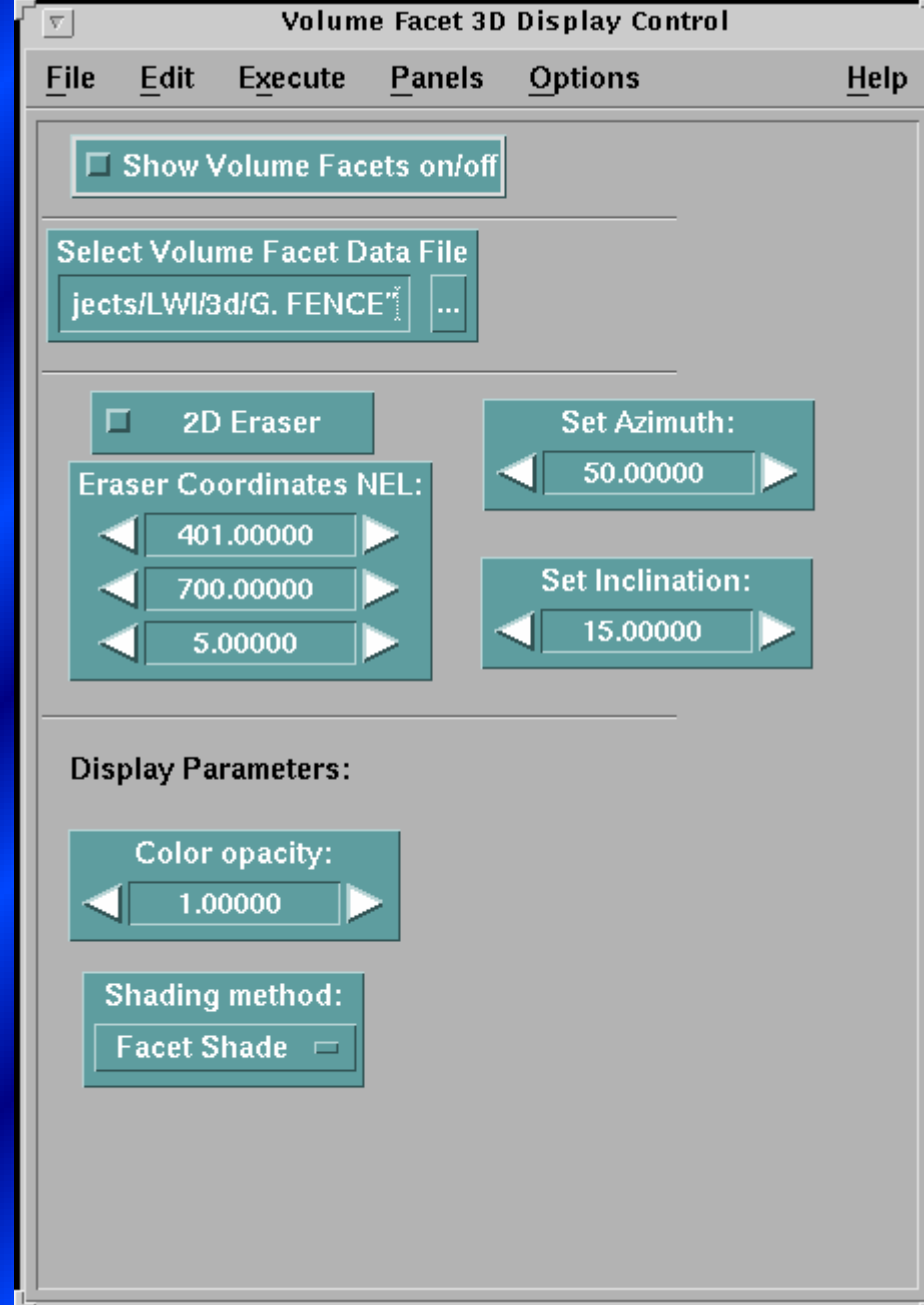
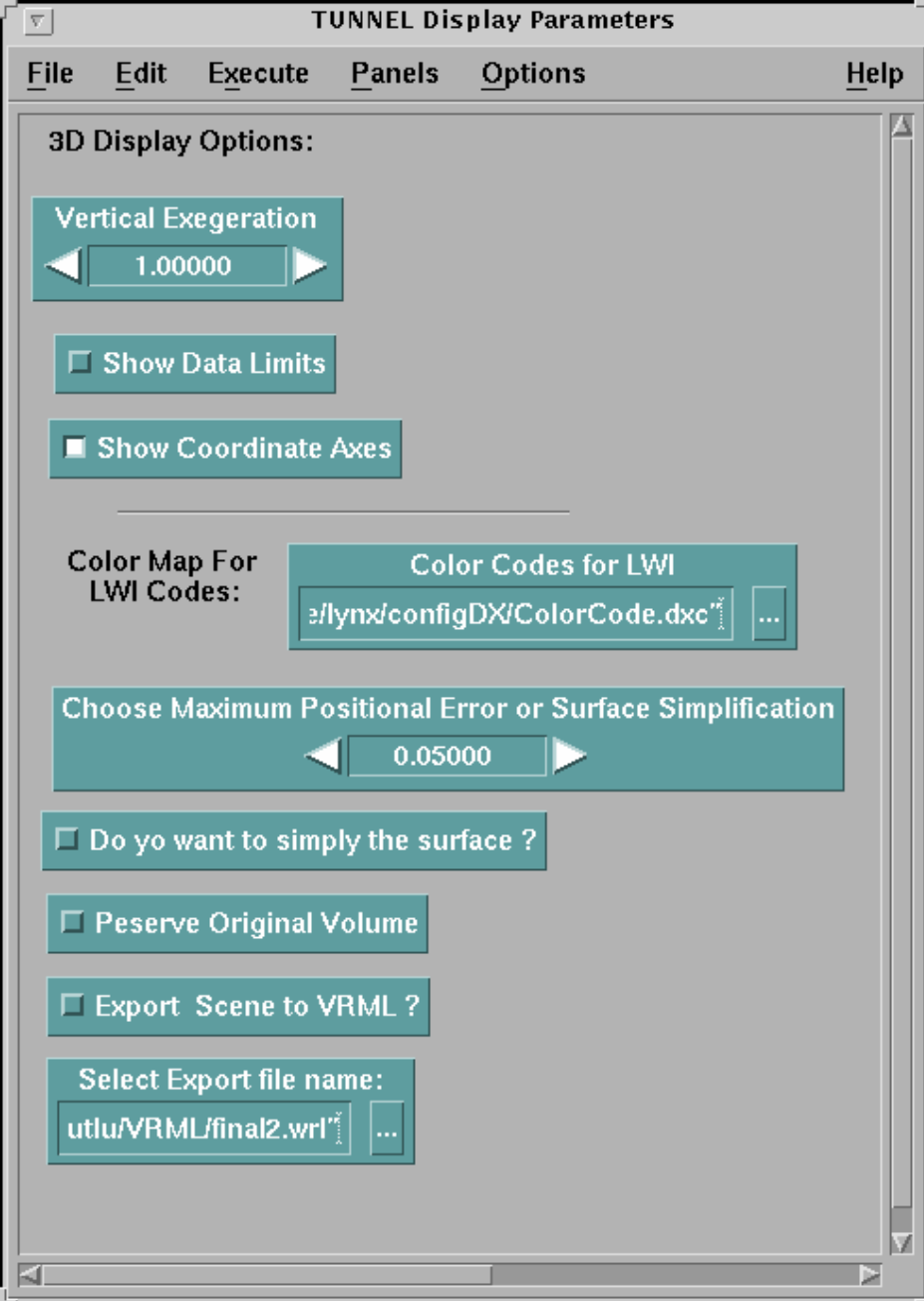


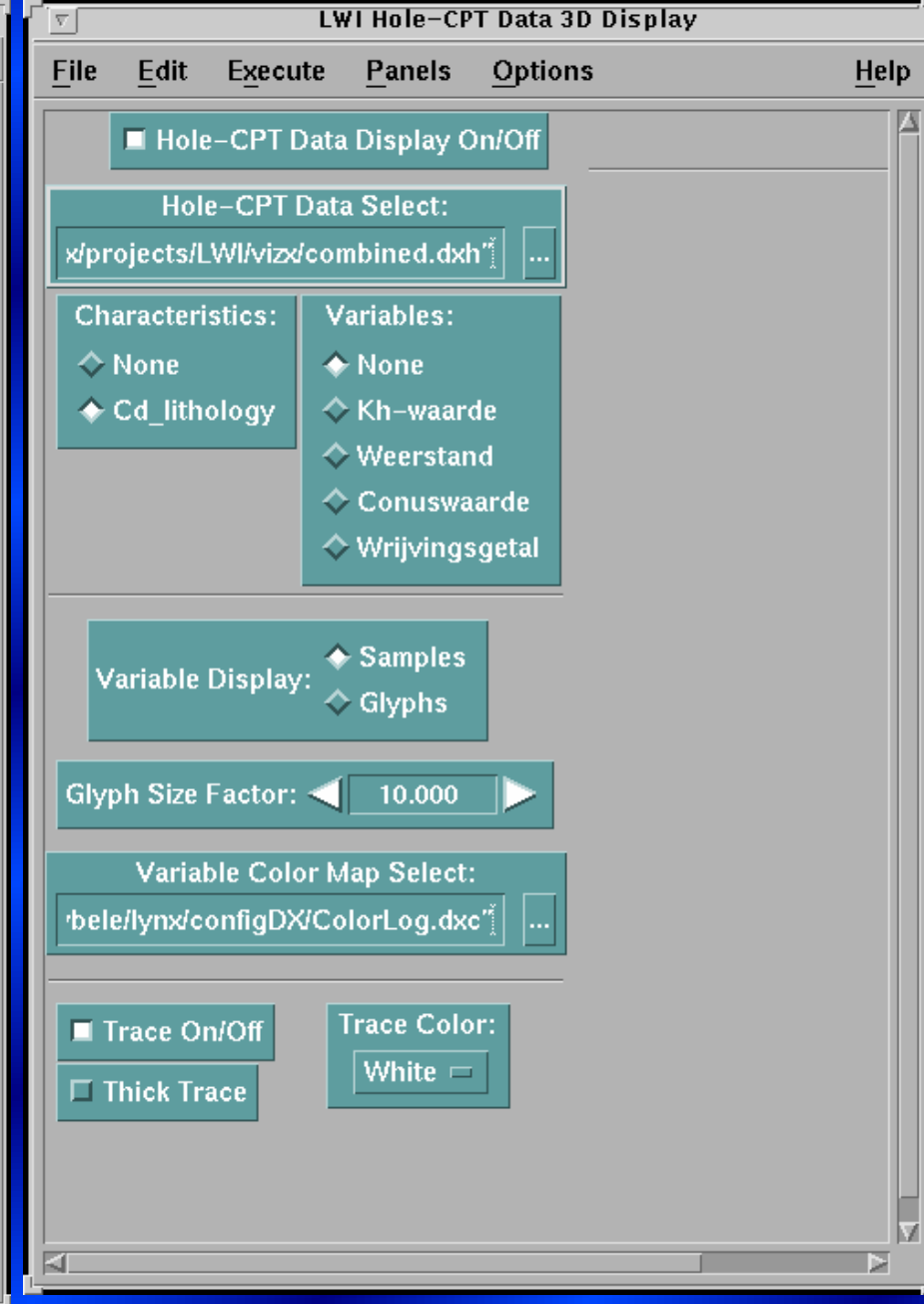
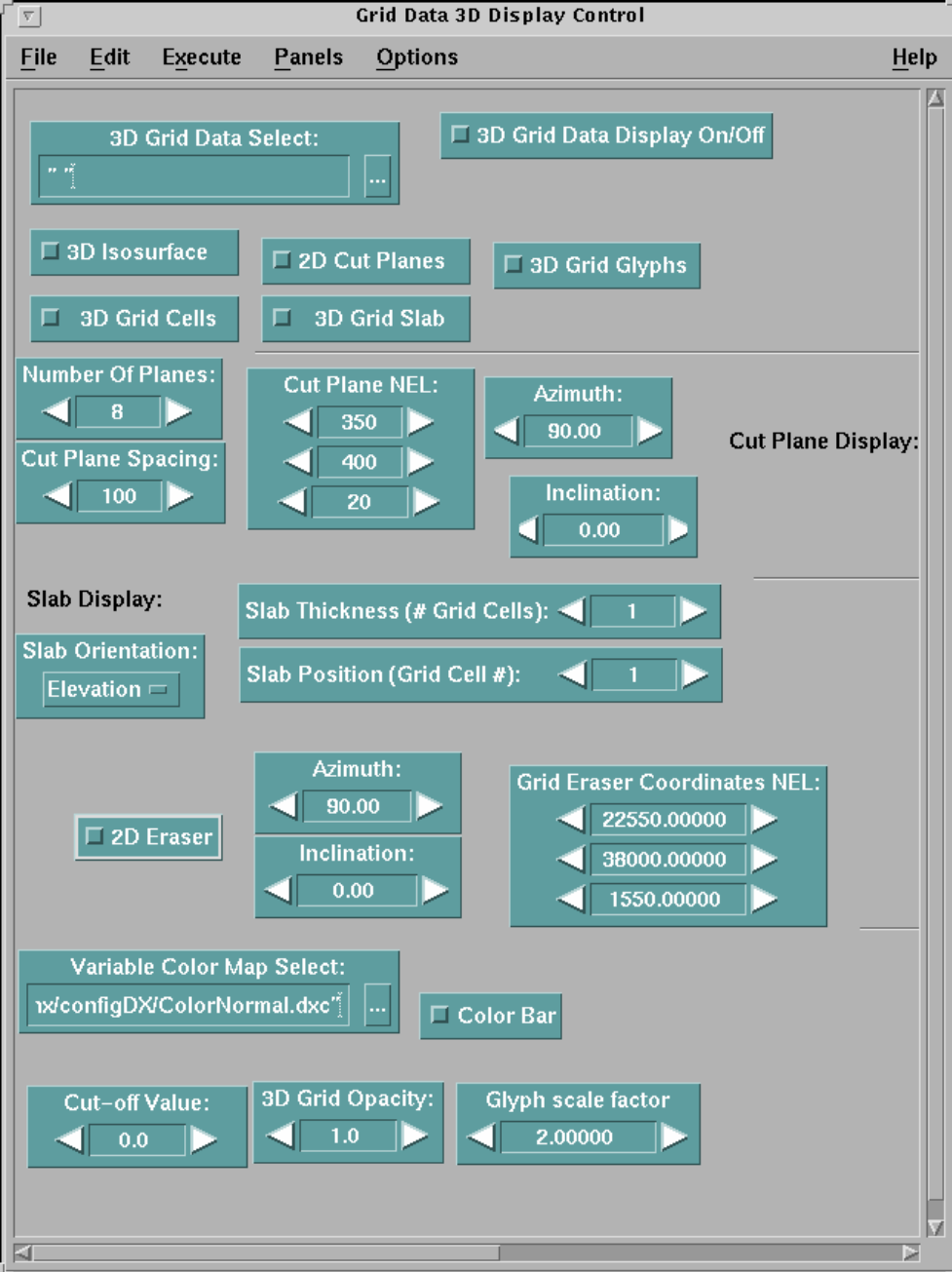




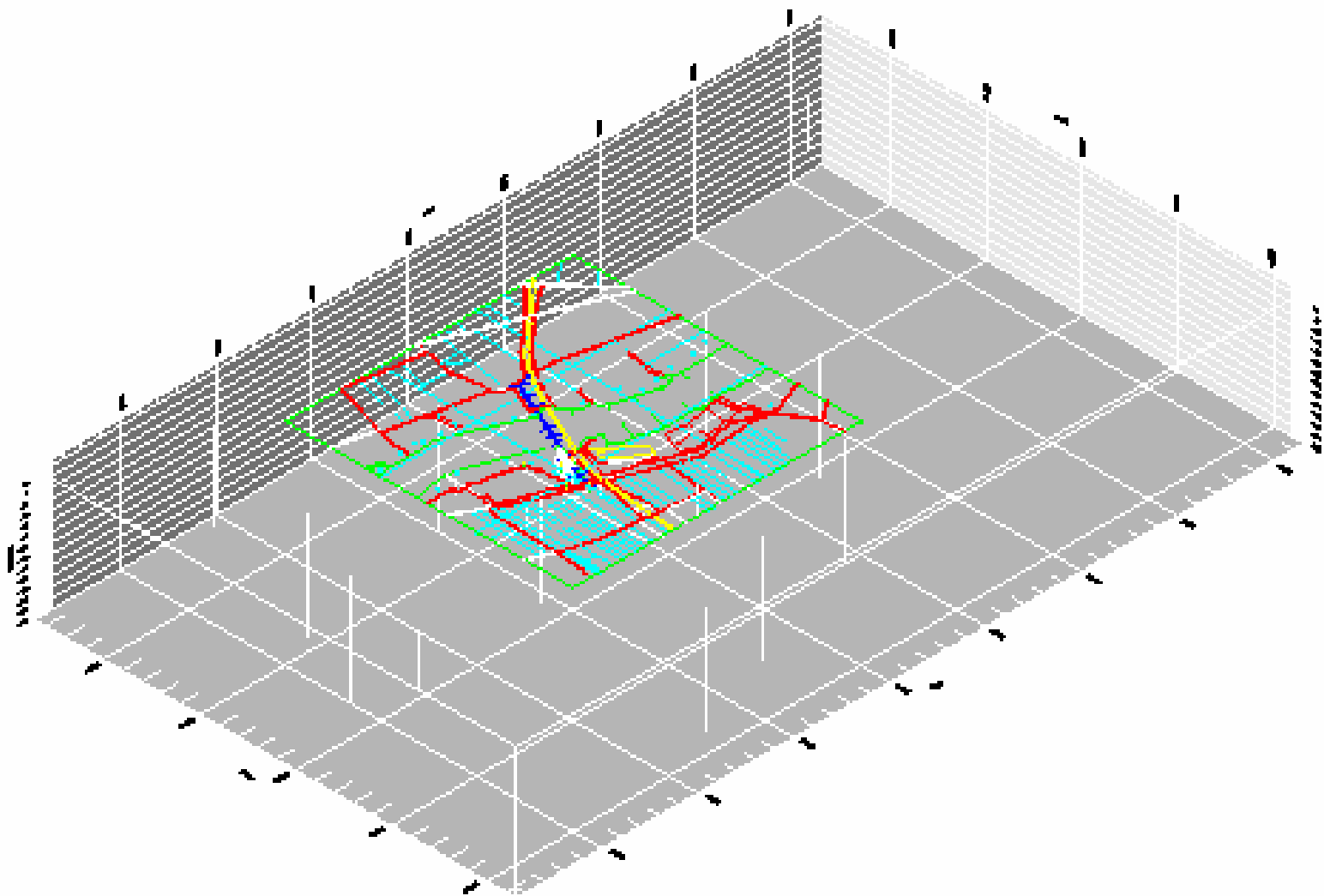


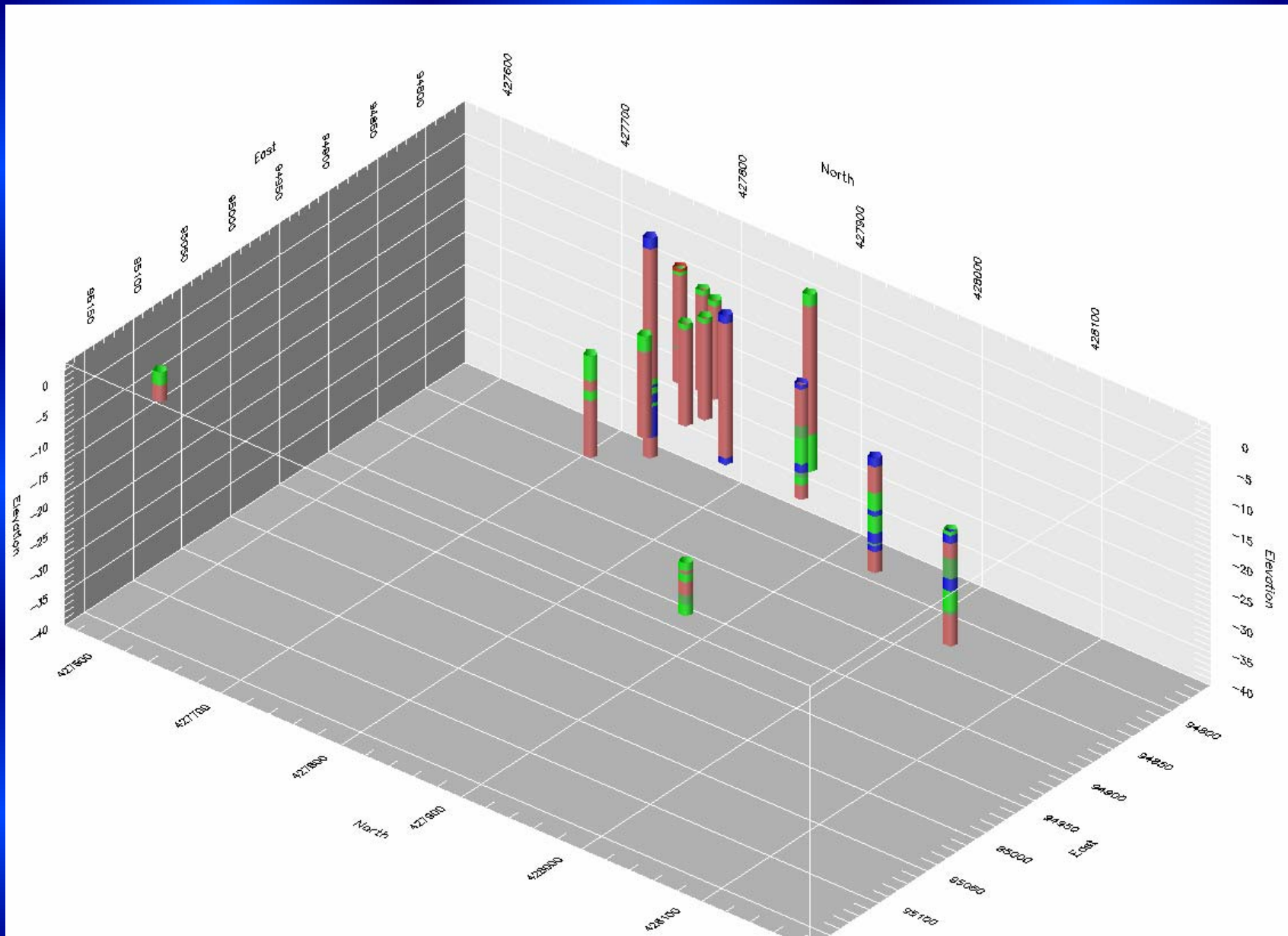


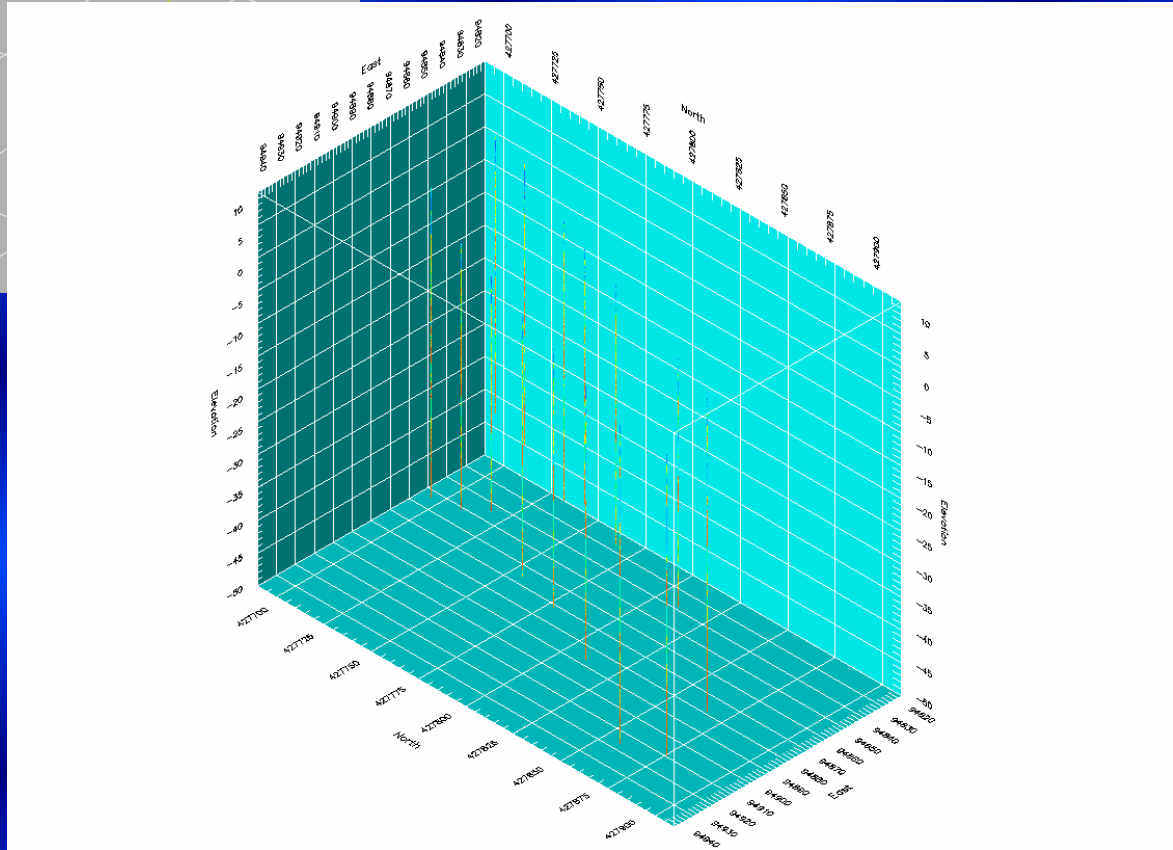
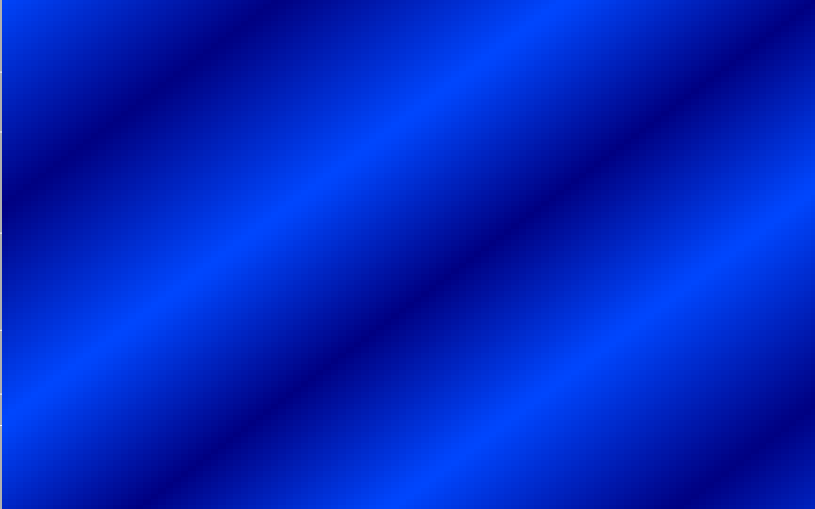
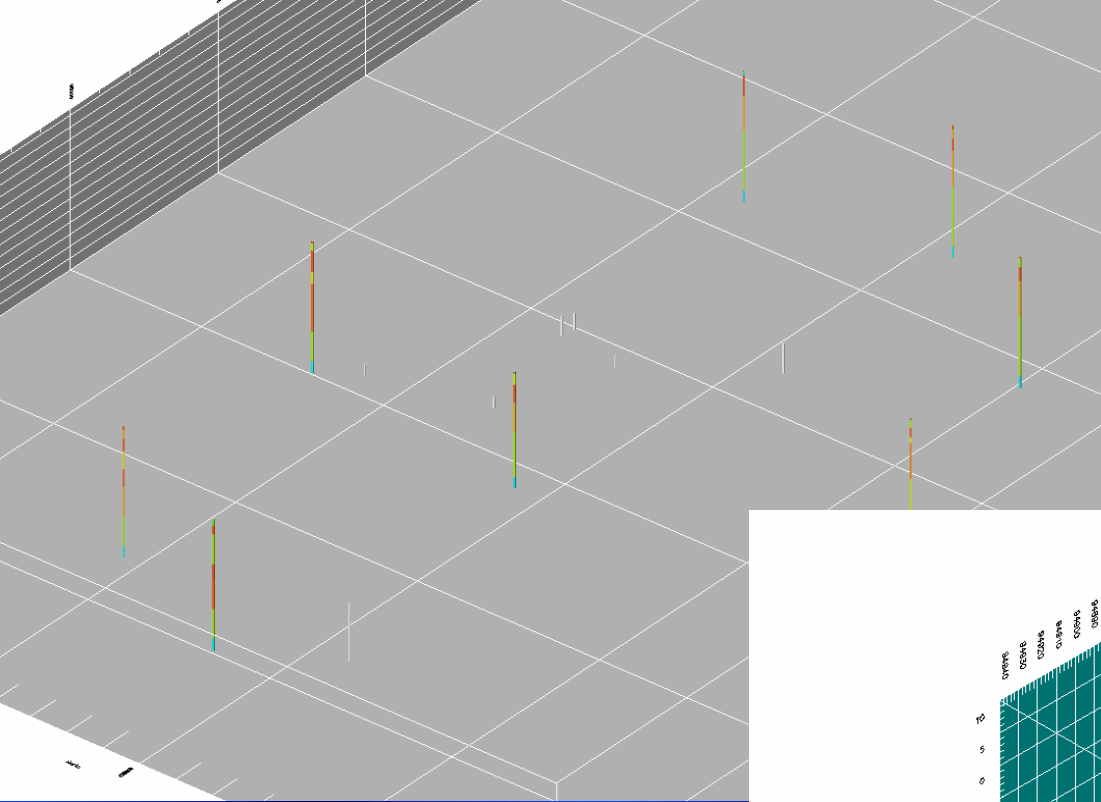


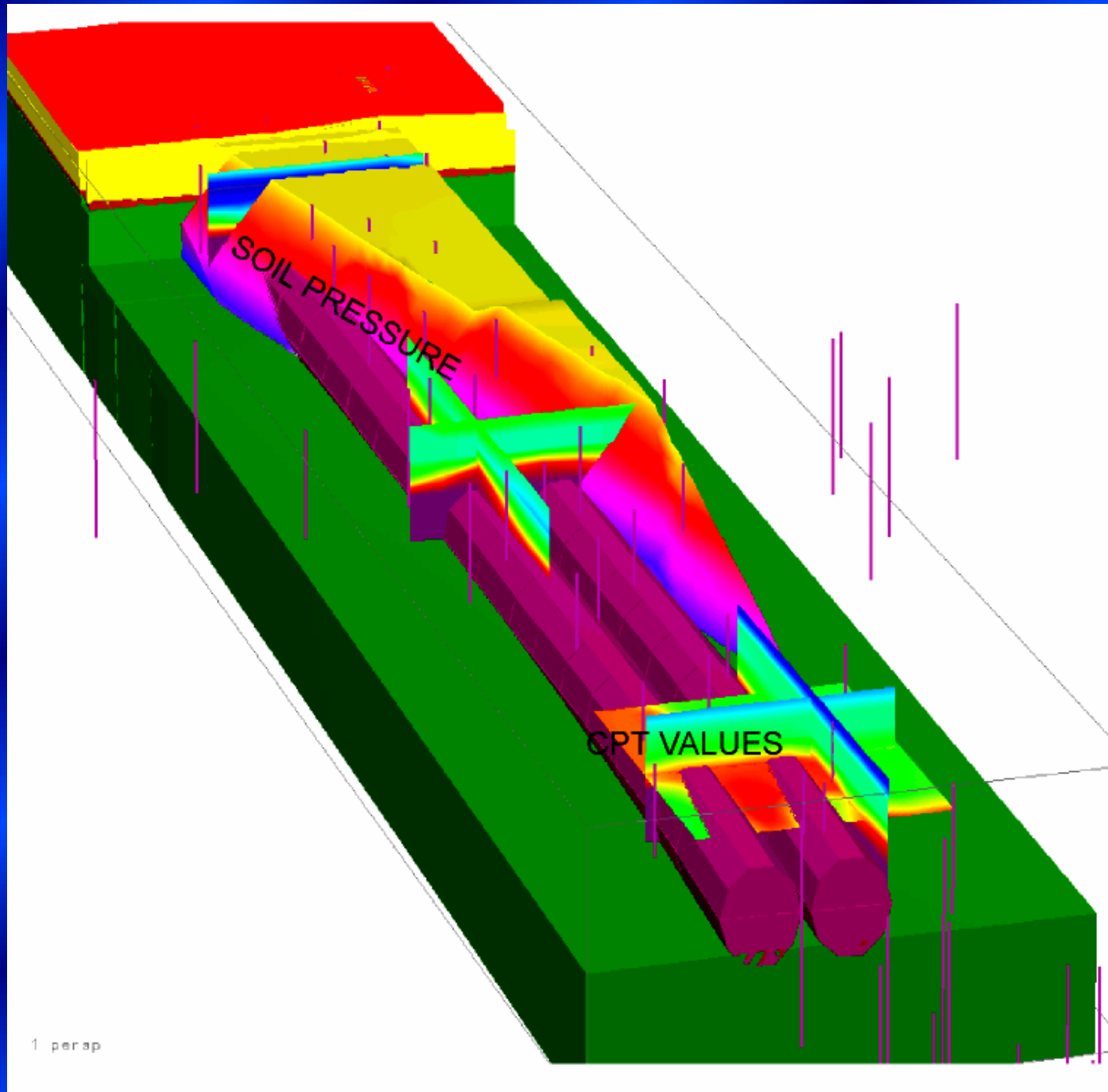












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