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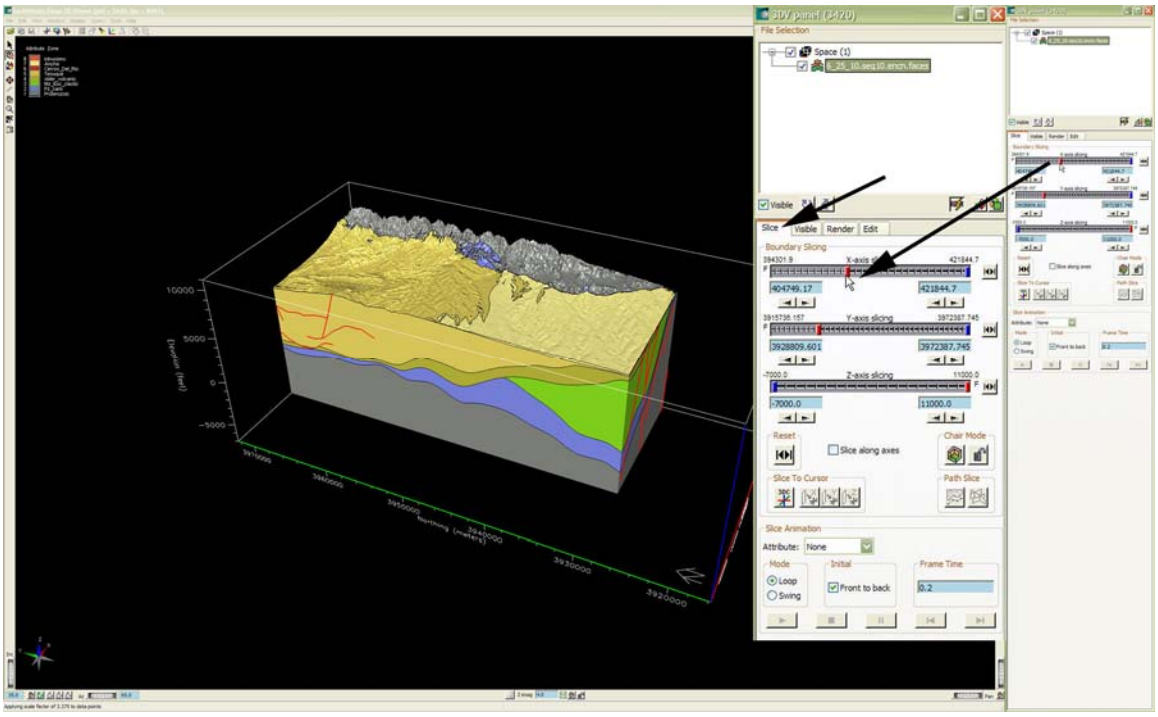
INTRODUCTION

The following Quick Help tutorial is generic for all platforms, with the exception of the first image that is Windows™ specific. This tutorial shows some basic functions of EarthVision™; additional information is found in the "3DviewHelp" folder or from Dynamic Graphics Inc. (DGI) at www.dgi.com. Due to the relatively slow speeds of most CD-ROM and DVD-ROM readers, it is recommended that the viewing software and contents be copied to a local hard drive. Also see Systems Requirements.

QUICK START

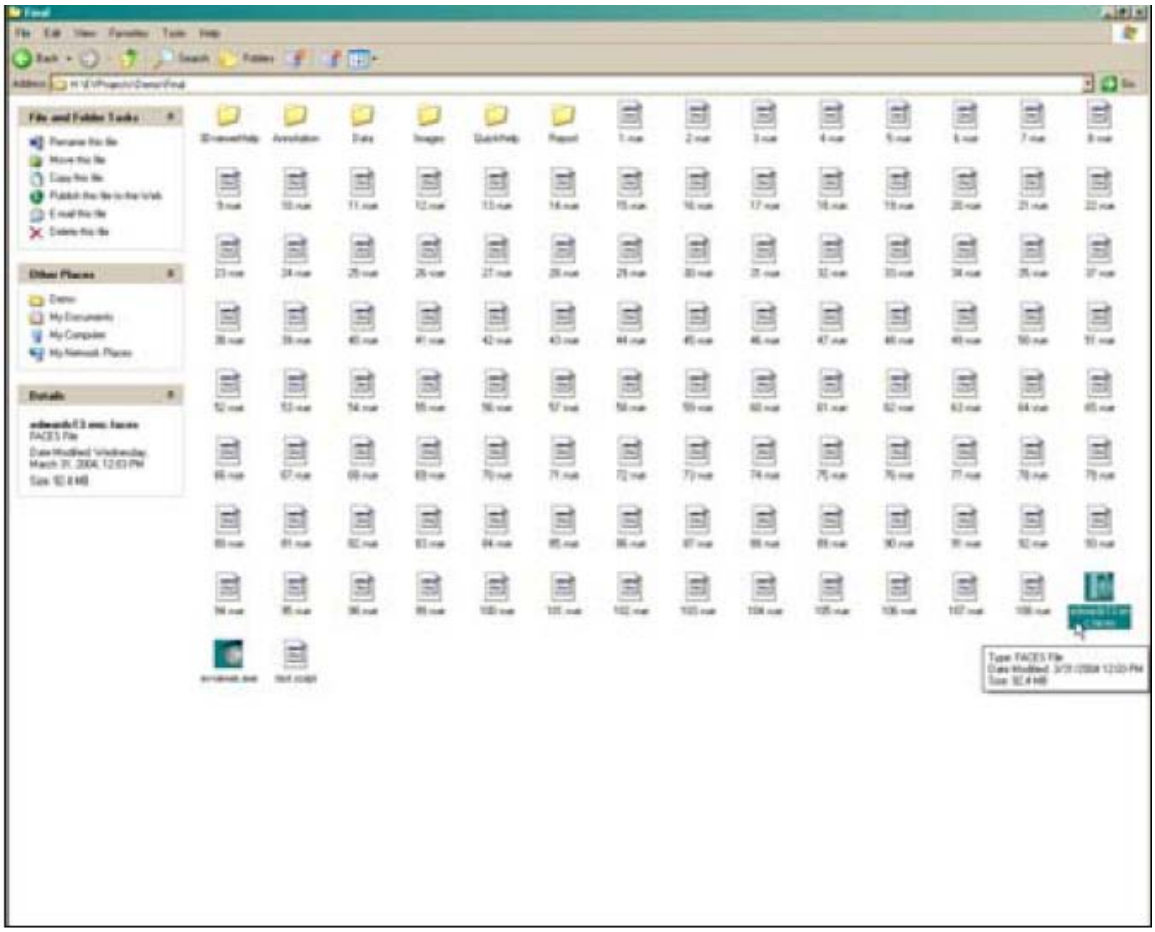
NAVIGATION

There are multiple ways to access files and model manipulation this "Quick Start" maual show one way. Navigation can be done using mouse and keyboard commands or via commands on the menus. Primary menus such as MAIN are identified in this text with upper case characters.

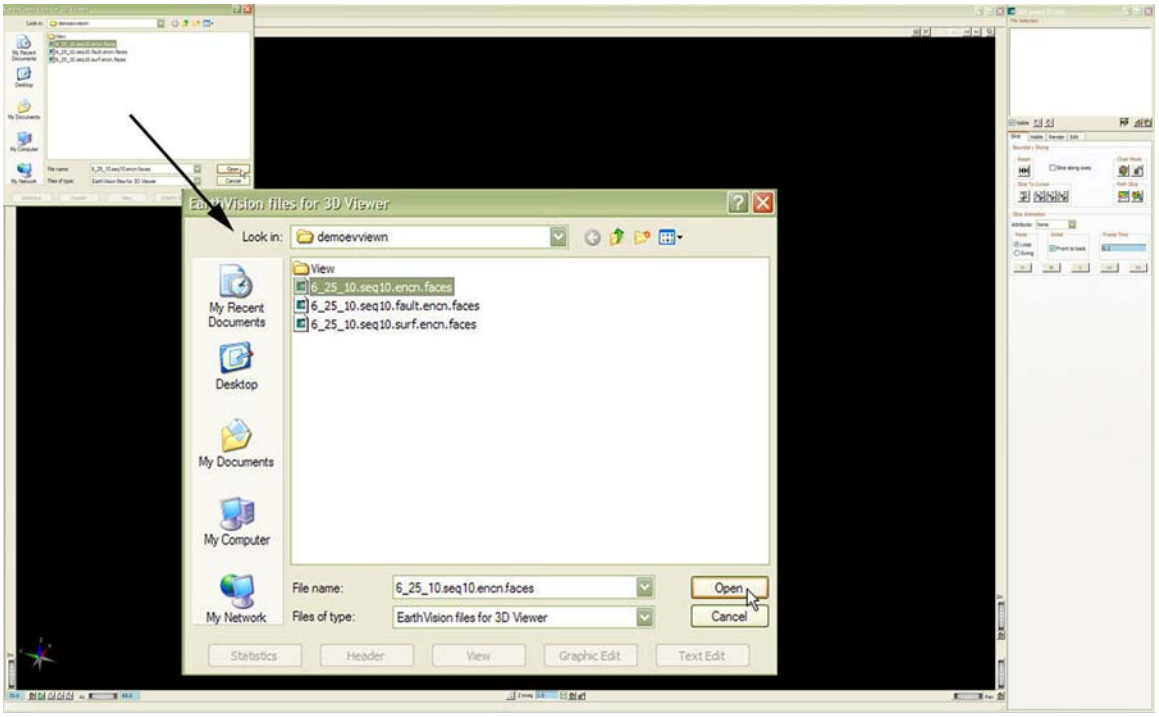


Some useful "Hot Key" commands are: pressing the "CTRL" key and a mouse button shows a wire frame of the model; when keys are released model is rendered. Pressing the "SHIFT" key and a mouse button shows real-time rendering; speed of rendering is dependent on speed of hardware. Left mouse button rotates model in space; right mouse button moves model right, left, up, and down; middle mouse button zooms in and out of the model. F1 thru F6 keys slice the model; the "d" and "s" keys stretch and flatten the "Z" exaggeration.

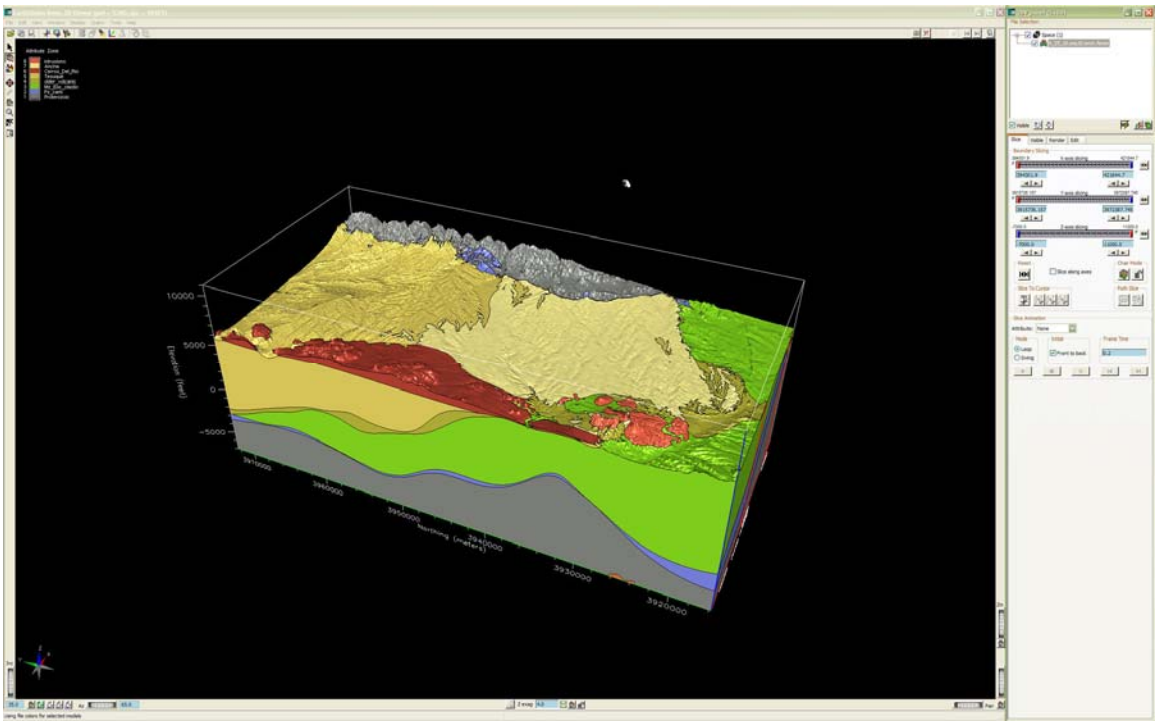
Regardless of platform, go to Directory where the EarthVision viewer software and files are located (evviewer.exe). Following example is for Windows ™. Start viewer with a double click on the viewer icon or by command line.



After viewer starts, there are three windows: the “3D Display window”, the “Viewer menu” window, and the file selection window. Shown is the model selection window inside the 3D Viewer window, and the MAIN application control menu on the right. Pressing the “ESC” key on the keyboard at any time will close the viewer.

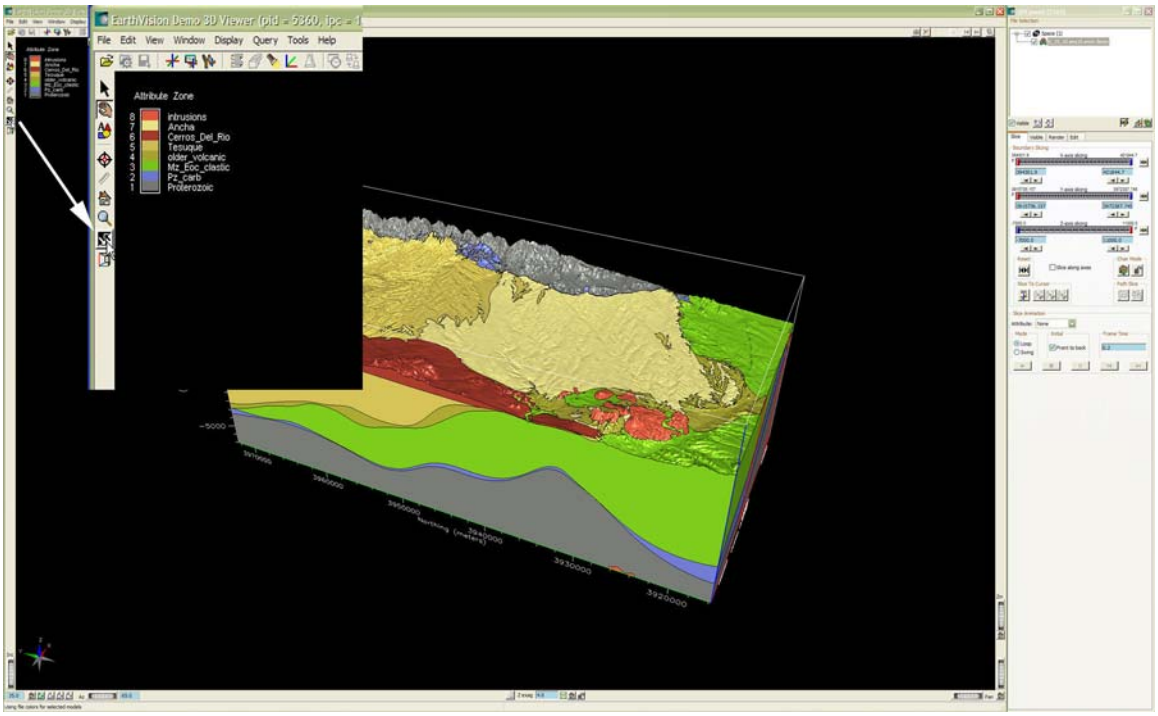


Select one or more “.encn.faces” file(s).

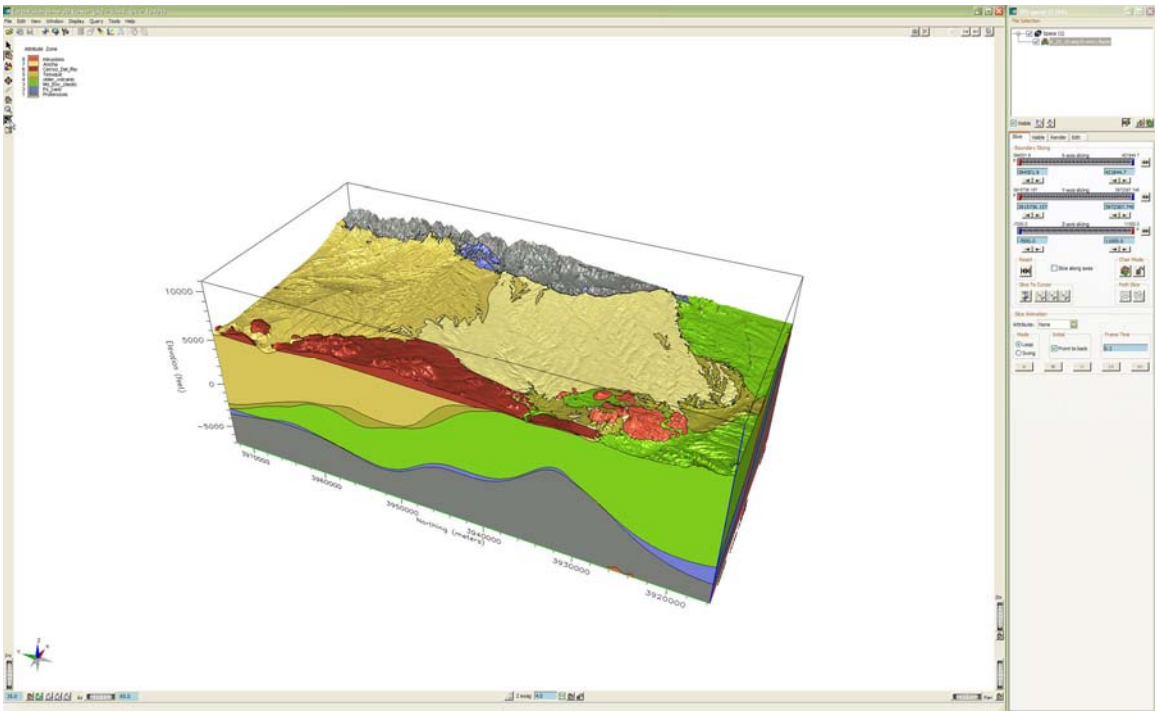


BACKGROUND COLOR

Depending on need, a light background may provide for better viewing of the model. From the quick menu on the left side of the display window select "reverse background color" icon.

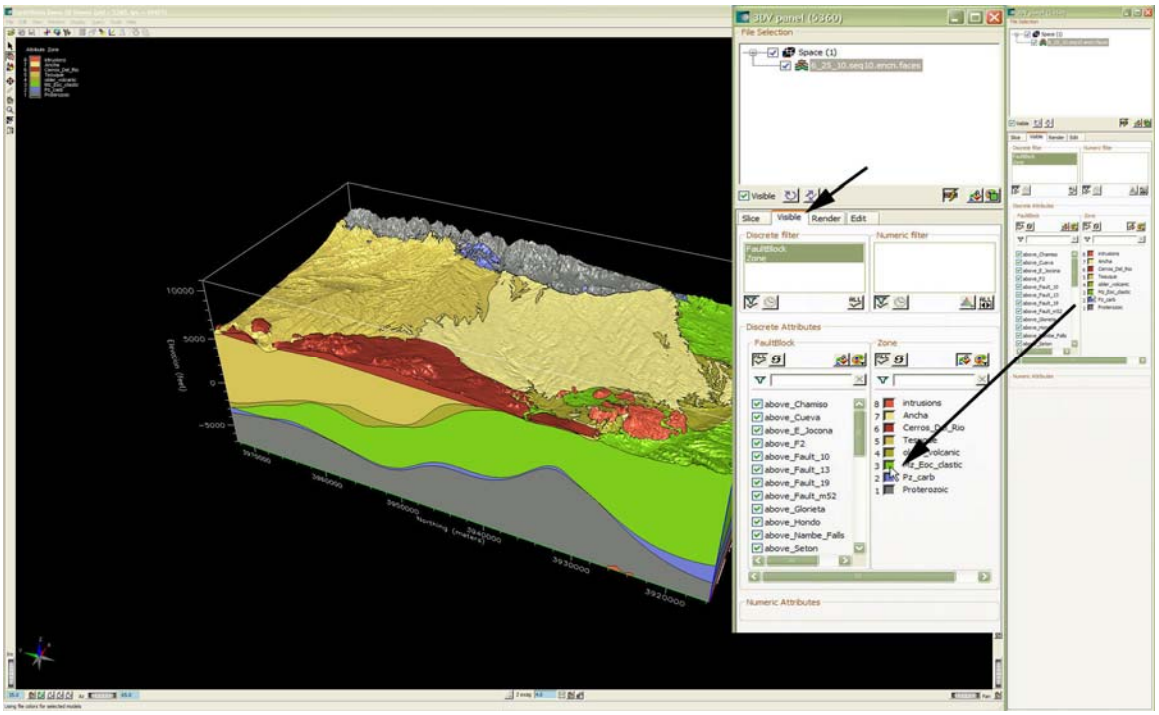


Left click on the “reverse background color" icon to change the background to white or black.

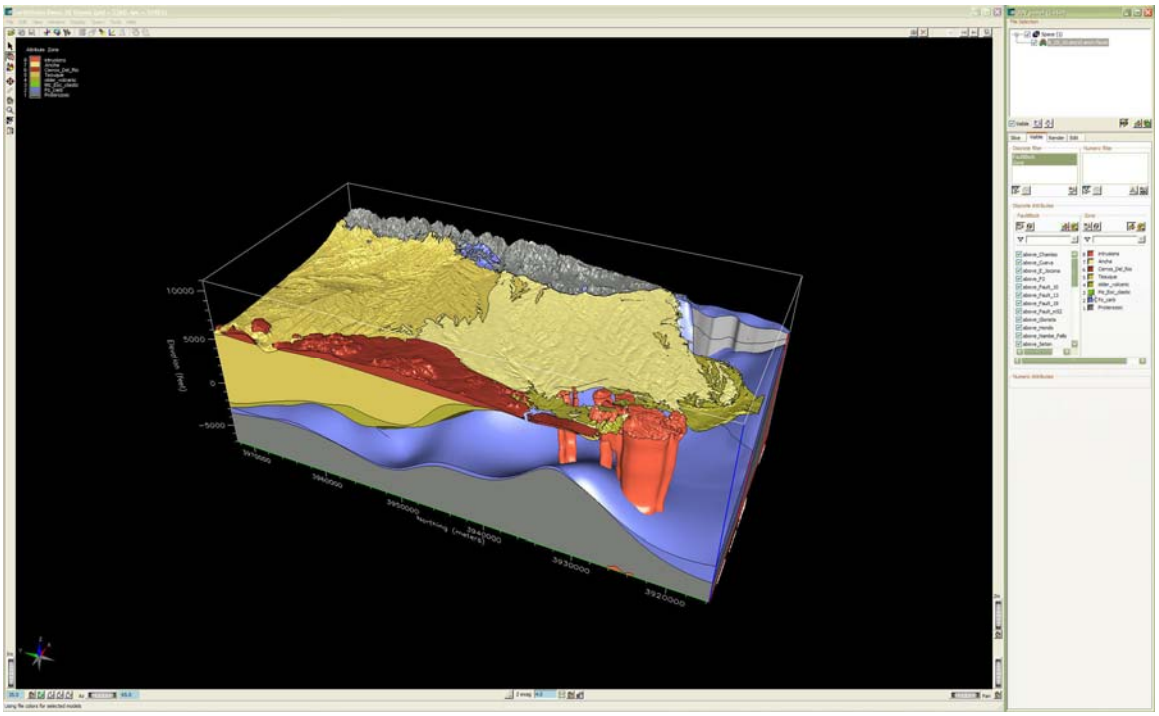


DISPLAYING LAYERS

From the MAIN menu select the “visible” TAB.



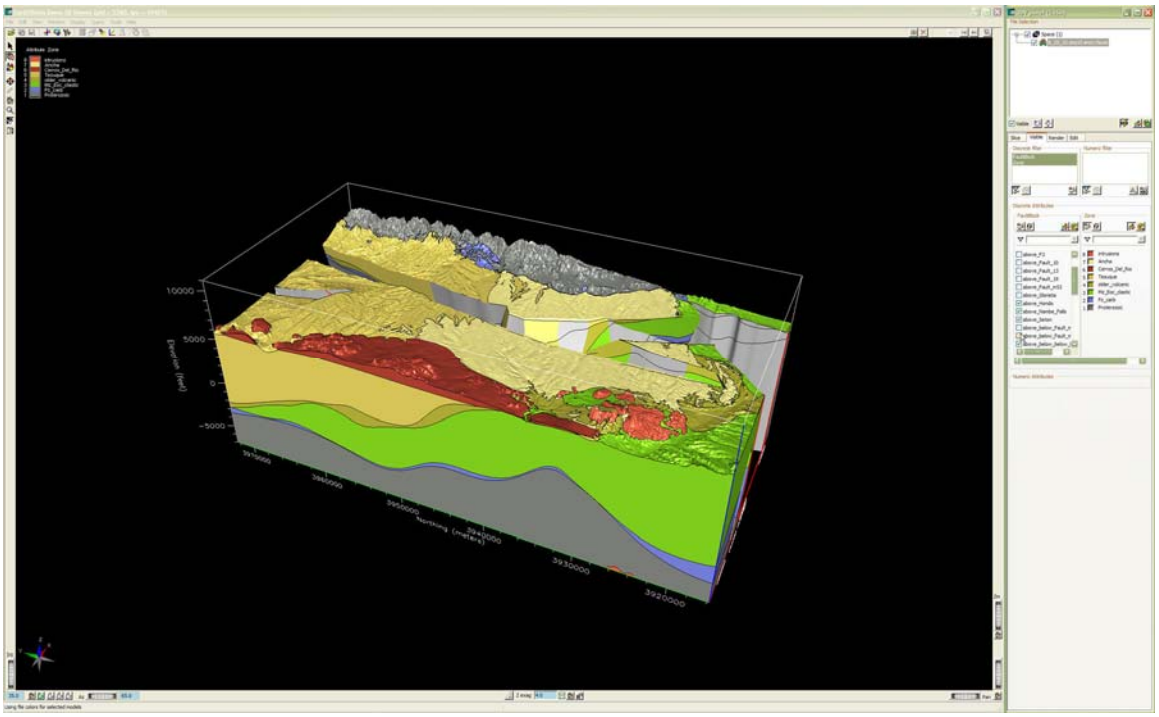
Turn off or on the layers. Layers are displayed in “real time”.



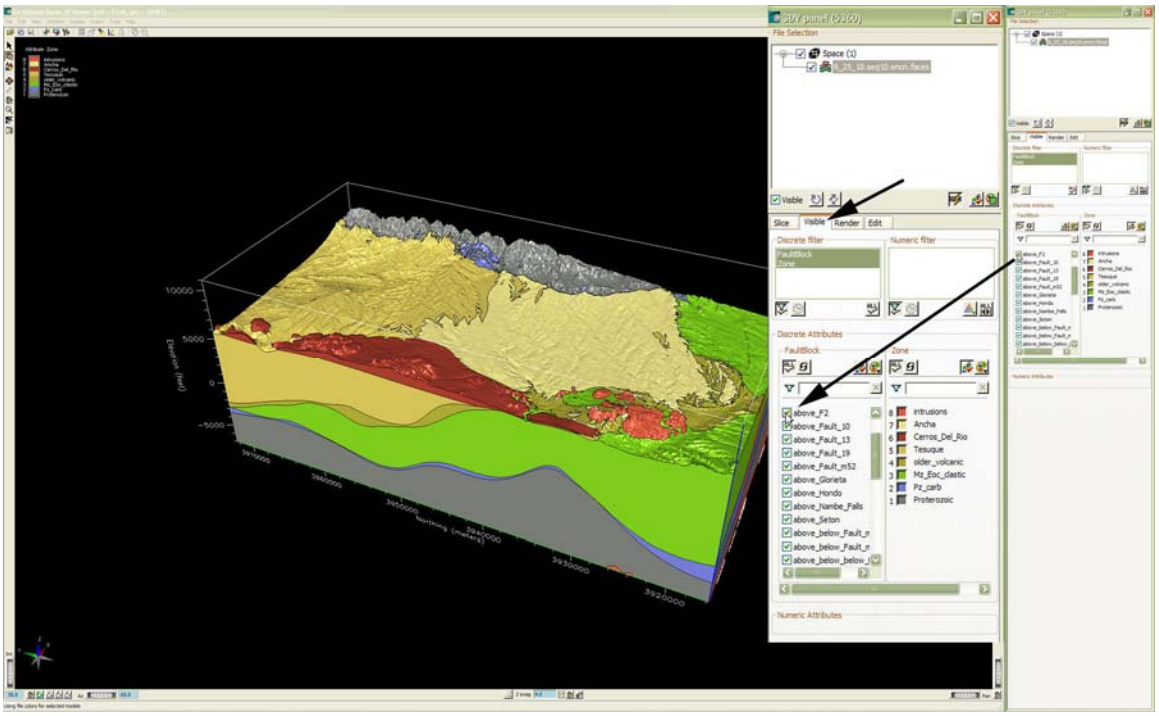
Layer display is “real time”.

DISPLAYING FAULT BLOCKS

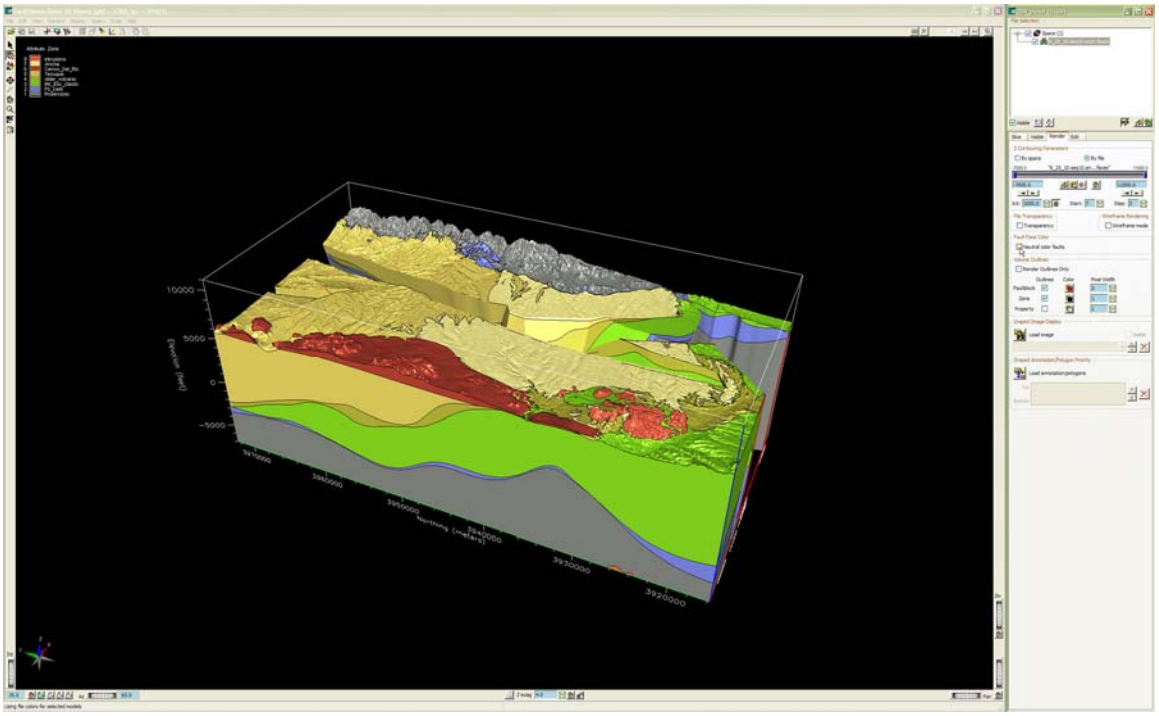
From the MAIN menu select the “visible” TAB.
Turn off or on the fault blocks. Fault blocks are displayed in “real time”.



Colors for fault block sides are turned on or off under the “Render” TAB in the MAIN menu window.

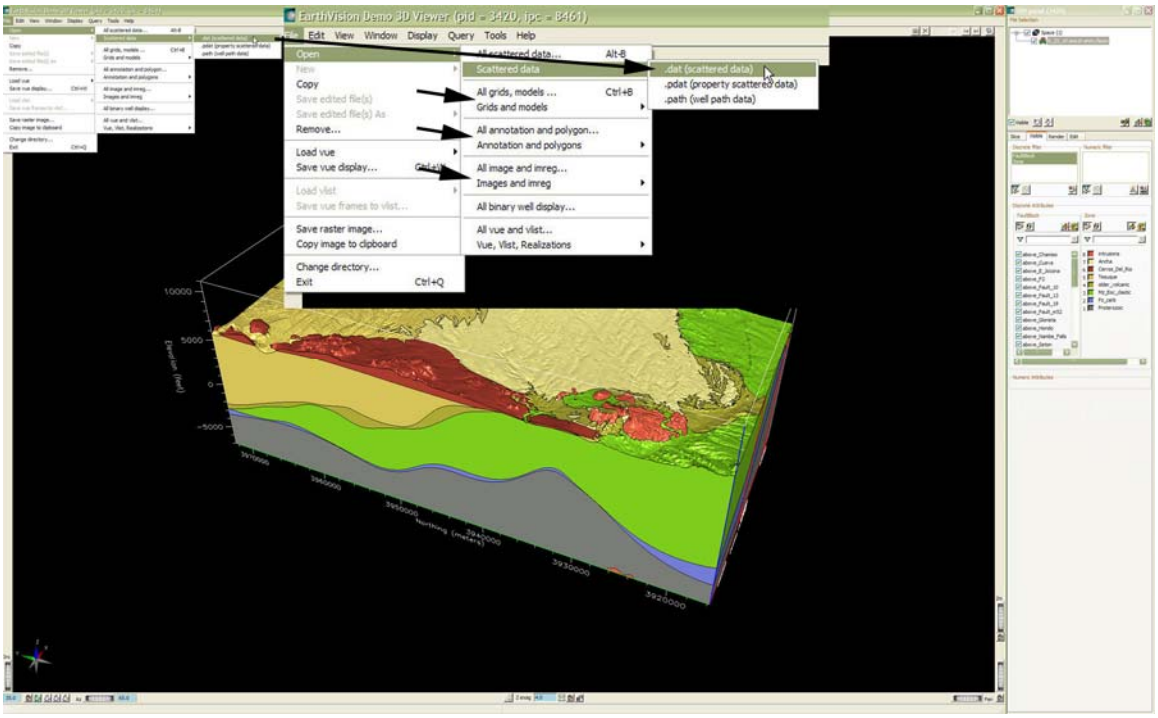


Select or de-select the “Neutral color faults” option, effect is in “real time”.

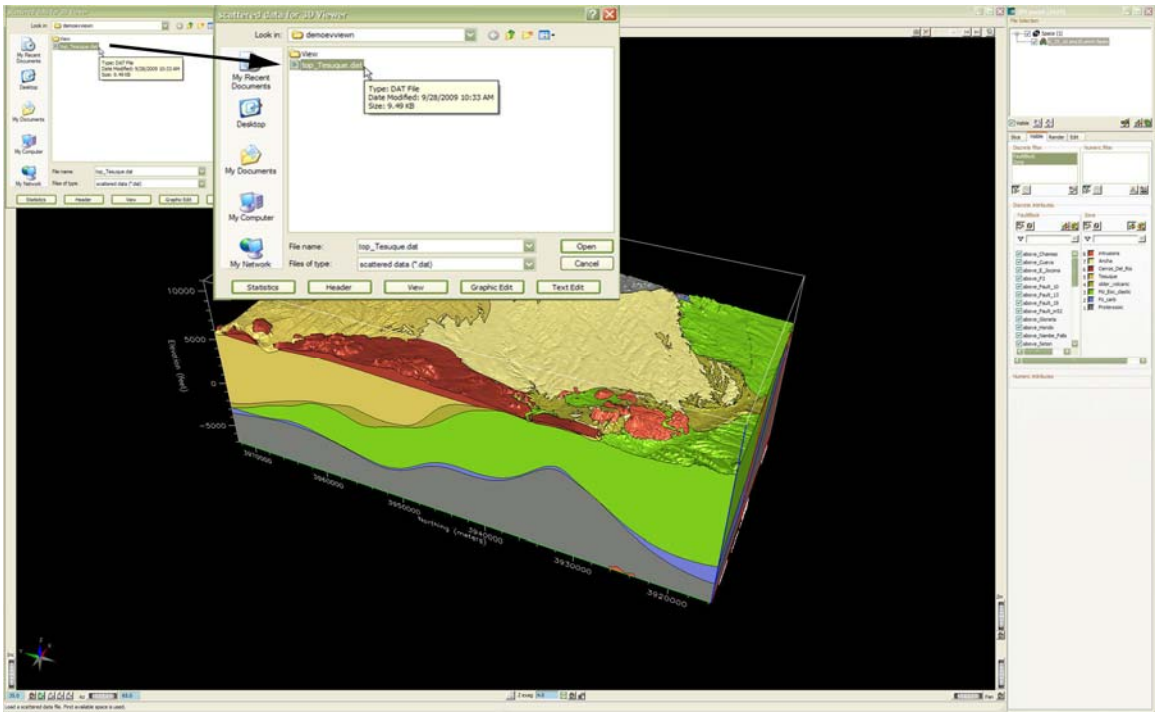


ADDING DATA, ANNOTATION OR OTHER FILES

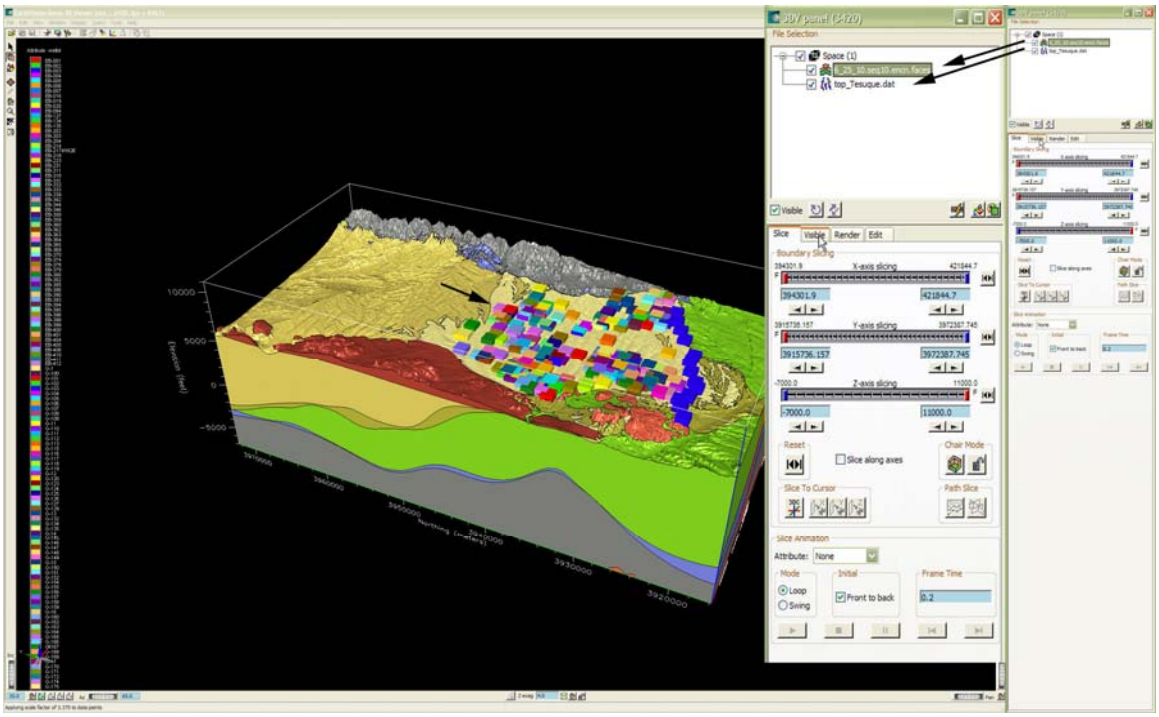
From the file pull down menu, select one or more files.



Shown is a display for data poits



Note how the active files are shown in the "file selection" part of the "main" MENU window.


3DV panel (P4720)
File Selection
Space (1)
top_Tesuque.dat
Visible
Slice
Visible
Render
Edit
Boundary Slicing
X-axis slicing
394301.9
421844.7
Y-axis slicing
3915736.157
3972387.745
Z-axis slicing
-7000.0
11000.0
Reset
Slice along axes
Chair Mode
Slice To Cursor
Path Slice
Slice Animation
Attribute: None
Mode
Loop
Swing
Initial
Front to back
Frame Time
0.2
10000
5000
0
-5000
Elevation (feet)
3910000
3940000
3950000
Northing (+North)
3960000
3930000
3920000

GLOSSARY

Annotation file—a type of data file that displays information on a model. Examples would be boundaries of a deposit, roads, topographic or cultural feature(s).

Raster line—the line of pixels drawn on a computer or television screen. Many lines are drawn per second giving the illusion of constant movement or realism.

Render—adding 3-dimensional qualities for realism to a computer model, object, or simulation, one raster line or object at a time.

Zones—same as a geologic horizon or layer, may also indicate other geophysical or structural features, such as faults.

Supported systems configurations

Windows® XP / Windows 7

Graphics Card

nVidia Quadro FX (512MB +)

An OpenGL capable graphics card with dedicated memory is required.

In addition, we recommend the graphics card have at least 512M of memory onboard.

Some large monitors (30-inch or greater) require a dual-link DVI capable connector.

DGI tests and recommends graphics cards from the nVidia Quadro FX series for use with its software.

CPU

The time it takes to any type of calculation work on a model is partially dependent on the processor speed of your CPU.

While most of DGI′s software does not currently take advantage of multiple CPUs⁄Cores, their presence will allow you run more software simultaneously without impacting performance.

CPUs meant for lower power solutions (Ultra-Low Voltage [ULV] or Consumer Ultra-Low Voltage [CULV]) are not recommended at this time as they are optimized for lower power consumption rather than performance.

Memory

4GB memory minimum

For 32-bit systems, 4G is recommended. This is the maximum amount of memory supported on 32-bit Windows XP Professional. However, depending on your BIOS and operating system settings, you may only see 3G or 3.5G available.