Goals of the workshop

- Present an overview of the three types of surface models in ArcGIS (Raster, Tin and Terrain)
- Provide guidance regarding surface type selection for various user workflows
- Demonstrate a few surface model samples for illustration

Major topics covered

- Fundamentals of functional surfaces
- Differences between raster vs. vector based surface models
- Properties of Raster, Tin and Terrain surface types
- Various surface storage options
- Using break-lines in surface modeling
- Benefits of using Terrains