ArcGIS Online: 3D Web Scenes
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Presentation Outline

• Introduction
• Choosing Global vs. Local Scenes
• Adding Content to Web Scenes
• Smart Mapping in Scene Viewer
• Sharing your Web Scenes
• Questions
Introduction
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Introduction to 3D in Online

• Combine 2D and 3D in the same web GIS architecture
• Reuse dynamic services across clients
• Securely collect, manage, curate 3D data
• Leverage your content cross platform
  - With OOTB apps Scene Viewer, ArcGIS Earth, ArcGIS Pro
    - Or
  - With Esri’s JS API and Runtime SDKs
Headline Introduction to 3D in Online

• Web Scenes
  - What are they?
    - Vehicle for cross platform 3D capability
    - Collection of layers, environment settings, slides
    - Essential for 3D apps on any platform or experience
    - Scene Viewer can create and read web scenes
    - Web AppBuilder and Templates also support reading web scenes
    - Web Scenes can also be used in Story Maps
    - ArcGIS Pro can share web scenes to ArcGIS Online
Choosing Global vs. Local

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Choosing Global vs. Local

- You can author global and local scenes in the Scene Viewer

- Global Scenes are great for showing global content like airline paths
- They can also be used to show smaller extent scenes like campus buildings
- You can see through the ground if you have subsurface data but you cannot navigate underground
- Global Scenes can use cached layers (tile, vector tile, elevation and scene layers) in WGS84 and Web Mercator
Choosing Global vs. Local

- Local scenes are great for showing content within a fixed extent like showing recorded earthquakes or subsurface utilities
- You can navigate underground in local scenes
- Support cached layers in projected coordinate systems
Adding Content in Scene Viewer

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Adding Content in Scene Viewer

Scene Viewer supports adding items from Online or using the URL to the service

• Supported Layer Types:
  - Scene layers
  - Elevation layers
  - Feature layers
  - Tiled/Dynamic map layers
  - Tiled/Dynamic image layers
  - WMTS layers
Smart Mapping in Scene Viewer

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Smart Mapping in Scene Viewer

- Visualize your content using the Scene Viewers smart mapping options for 2D and 3D features
  - Counts and Amounts
  - Types

Supported layers:
- Point feature layers and scene layers
- Building (3D Object) scene layers
Sharing your Web Scenes

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Sharing your Web Scenes

- Share your Web Scenes directly from Scene Viewer - New at June 2017 release!
- Use 3D Templates or Web AppBuilder.
- Updating the sharing level on the item details page or through My Content.