Creating and Sharing Awesome 3D Web Scenes

MADELINE SCHUEREN – SOLUTION ENGINEER
NATHAN SHEPHARD – 3D DEVELOPMENT TEAM
Agenda

Introduction To Web Scenes
Madeline Schueren | Esri

Examples and Best Practices
Nathan Shephard | Esri

Q&A
Introduction To Web Scenes
MADELINE SCHUEREN | ESRI
Core 3D Capability

- Combine 2D and 3D in the same web GIS architecture
- Reuse dynamic services across clients
- Securely collect, manage, curate 3D data
- Conduct analysis across real-time and historical data
- Create tailored experiences for different types of users

Cross-platform • Open • Accessible

Server • Online Content and Services
Planning, economic development, and mobility

Facilities, real estate, and campuses

Utilities and underground infrastructure

Public safety and natural risk assessment

IoT/Real Time Sensors

Cadastral Mapping
Advancing the 3D Information Model

3D requires an expansion in the specifications and formats used to store, merge, and distribute data

- Web scenes
- 3D Scene Layers (i3S)
  - 3D Features – Buildings and Trees
  - 3D Points – POIs and Street Assets
  - Integrated Mesh – Large textured terrains
  - Point Cloud scene layers
- Raster Elevation Services (LERC)
- 2D Vector Tile Basemaps

3D Features Untextured
3D Features Textured
3D Point Cloud
3D Mesh
Share link

Embed code
3D Web Apps
Part of Any ArcGIS Online Organization

Web AppBuilder
Story Maps
3D Public Survey
Initiative Web Site
Scene Viewer
Resources

Scene Viewer Blogs

Sample scenes, story maps going over what’s new, sample data, and more