Agenda

1. Introduction: 3D Web Scenes in the Platform
2. Choosing Global vs Local Scenes
3. Adding Content to Web Scenes
4. Layer Styling in Scene Viewer
5. Widgets in Scene Viewer
6. Questions
Introduction
Russ Roberts
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, Configurable Web Apps, Web AppBuilder, ArcGIS Earth, ArcGIS Pro
- Esri’s JS API and Runtime SDKs
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

Veronika Landers
Choosing Global vs. Local

- Each scene has its coordinate system defined.
- Cached data needs to be provided in the defined system.
- Feature and dynamic data is projected on the fly.
- Coordinate systems define the type of scenes and its capabilities.
Global scenes

- Use for global visualizations and local scenes within a global context
- Choose one of two geographic coordinate systems for cached data
  - WebMercator (wkid: 102100) - ideal to use Esri provided cached data
  - WGS84 (wkid: 4326)
Local scenes

- Choose one of the following coordinate system for cached data
  - WebMercator (wkid: 3857)
  - any projected coordinate system
- Clip to your area of interest
Local scenes

- Choose one of the following coordinate system for cached data
  - WebMercator (wkid: 3857)
  - any projected coordinate system
- Clip to your area of interest
Demo
Go underground in global scenes
Veronika Landers

View live
Adding Content in Scene Viewer

Veronika Landers
Adding Content in Scene Viewer

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

- Supported Layer Types:
  - Feature layer
  - Imagery layer
  - Map image layer
  - Tile layer (e.g. WMTS)
  - Vector tile layer
  - Scene layer
    - 3D Object, Point, Integrated Mesh,
      Point Cloud (e.g. Lidar)
  - Elevation layer

More details
Layer Styling in Scene Viewer
Russ Roberts
Layer Styling in Scene Viewer

• Visualize your content using the Scene Viewers layer styling options
• 2D and 3D visualizations
• Thematic and realistic web styles
• Supported layers:
  - Point feature layers and scene layers
  - 3D Object scene layers
• Visualizations supported across the platform via web scene
Layer Styling in Scene Viewer

Template driven  Smart defaults  Fine tuning
Demo
Style urban scenes thematically
Russ Roberts

View live
Demo
Style a realistic scene with POI’s
Veronika Landers

View live
Demo
Style global scenes thematically
Russell Roberts
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Widgets in Scene Viewer

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View live
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