Creating and Sharing Awesome 3D Web Scenes

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Agenda

Introduction to Web Scenes
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Examples and Best Practices
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Q&A
Introduction to Web Scenes

Madeline Schueren – Solution Engineer
Core 3D Capability

A 3D GIS builds on your existing data and infrastructure to help you apply 3D visualization and analytics to create a model of your environment.

- Securely collect, manage, curate 3D data
- Reuse 2D and 3D as dynamic services across clients
- Create tailored experiences for different types of users
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
3D City Model

A model of the urban environment involves creating the existing urban form and structure, a system of record, established on existing best available data.
Active basemap
3D Web Apps
Part of Any ArcGIS Online Organization

- Web AppBuilder
- Story Maps
- 3D Public Survey
- Initiative Web Site
- Scene Viewer
Preparing to publish from ArcGIS Pro

- The Scene Viewer does not support projection-on-the-fly
  - Publishing global scenes: auto-converts to WGS84
  - Publishing local scenes: ensure common PCS/VCS

- Most (but not all) 3D symbology is supported across the platform
  - If in doubt, convert 3D layers into multipatches via ‘Layer 3D to Feature Class’

- Re-use service layers from other web scenes
  - Especially for base content / elevation content
  - When sharing, the layer is simply referenced
Publishing 3D web content from ArcGIS Pro

- **Share the whole web scene**
  - Simplest ‘one-click’ method
  - Cooks on the server
  - AGOL: Consumes credits

- **Share a web layer**
  - Effective / precision publishing
  - Add content to an existing web scene
  - AGOL: Consumes credits

- **Share a Scene Layer Package**
  - Cooks locally into a package
  - Upload SLPK, then Publish / Share
  - Does not consume credits
Knowing when publishing is complete...

- Analyze, Share, Jobs
- View cache status in the Job Status pane
- Manage the web scene
Resources
Scene Viewer Blogs

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