



# Building 3D Globe Views

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## Questions you may ask yourself

- **Why does it take so long to load open ArcGlobe and draw my content?**
- **Why does it take so long for my buildings to render?**
- **How can I navigate more quickly without having to wait for everything to draw?**
- **I bet there are settings I can modify for performance... What are they and where do I find them?**

# Four main points

## 1. **Memory cache settings**

- Allocate physical memory based on data type

## 2. **Visibility ranges**

- Why show your data at all scale ranges if it's not relevant?

## 3. **Texture management options for multipatches**

- Layer property settings to disable or downscale textures.

## 4. **Generating a full data cache**

- Recommended on vectorized data as 3D points and 3D textured objects.

# Thank You!!



Understanding our world.