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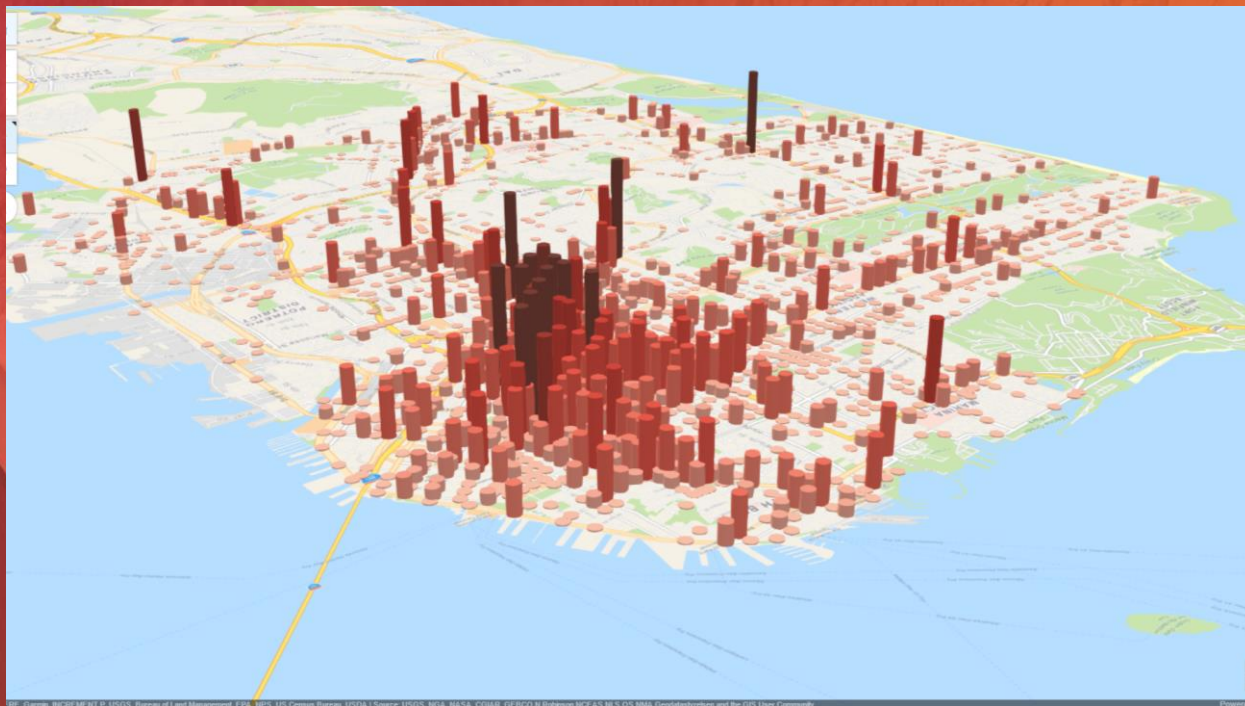


ArcGIS Online: 3D Web Scenes

Russ Roberts & Janett Baresel

Presentation Outline

- Introduction
- Choosing Global vs. Local Scenes
- Adding Content to Web Scenes
- Smart Mapping in Scene Viewer
- Sharing your Web Scenes
- Questions



Introduction

Russ Roberts

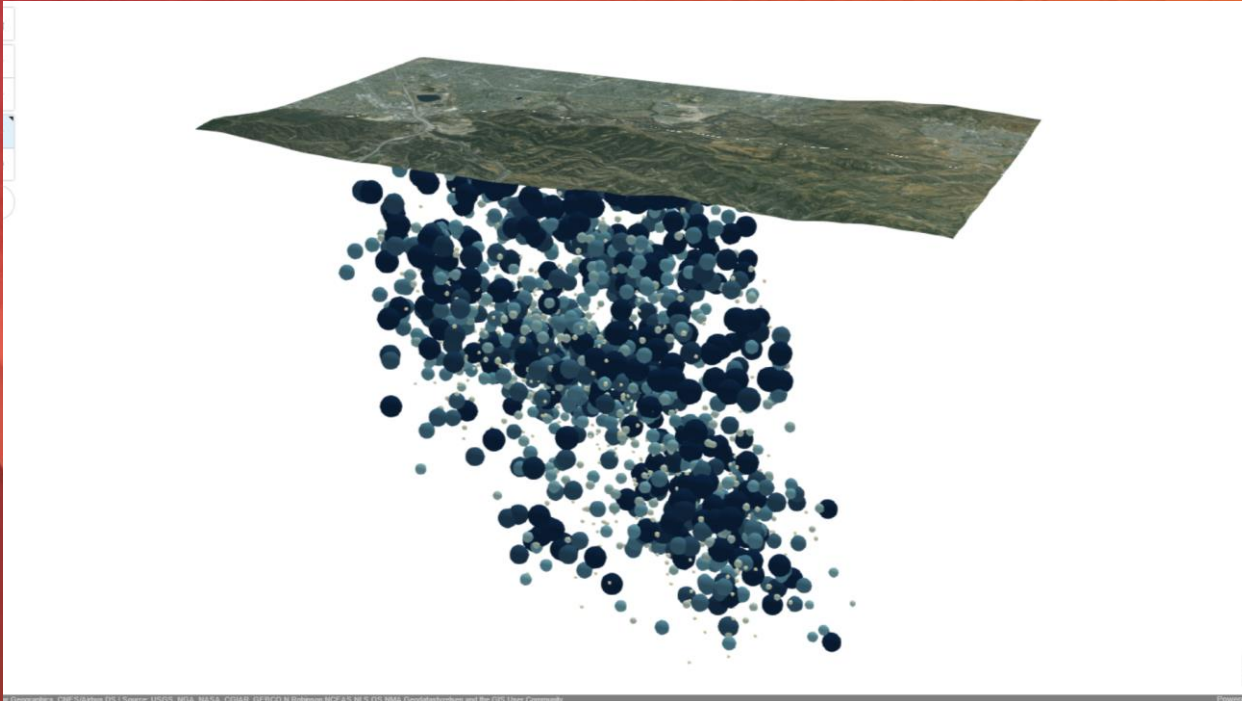
Introduction to 3D in Online

- 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, 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

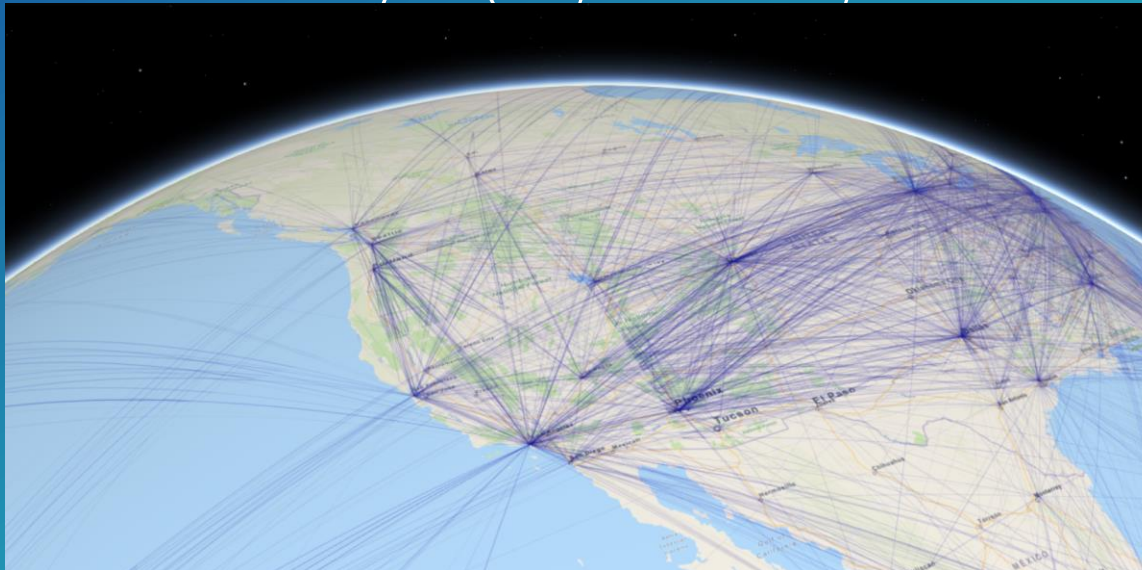


Choosing Global vs. Local

Russ Roberts

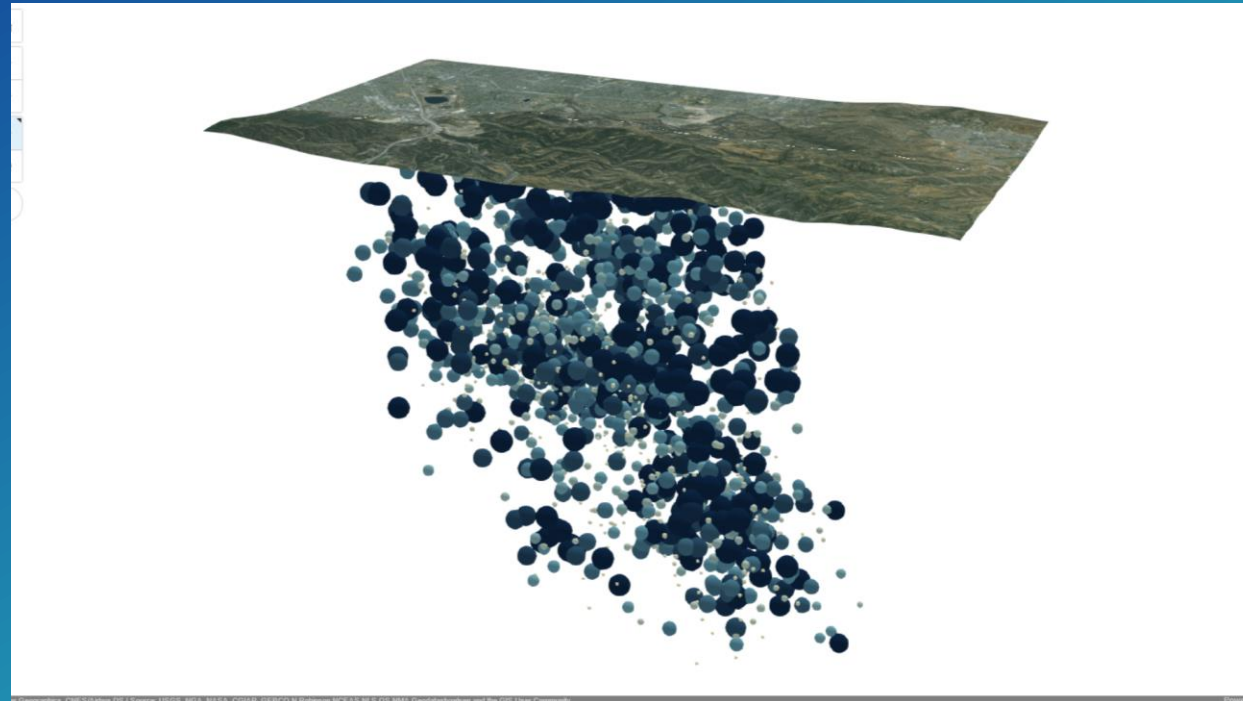
Choosing Global vs. Local

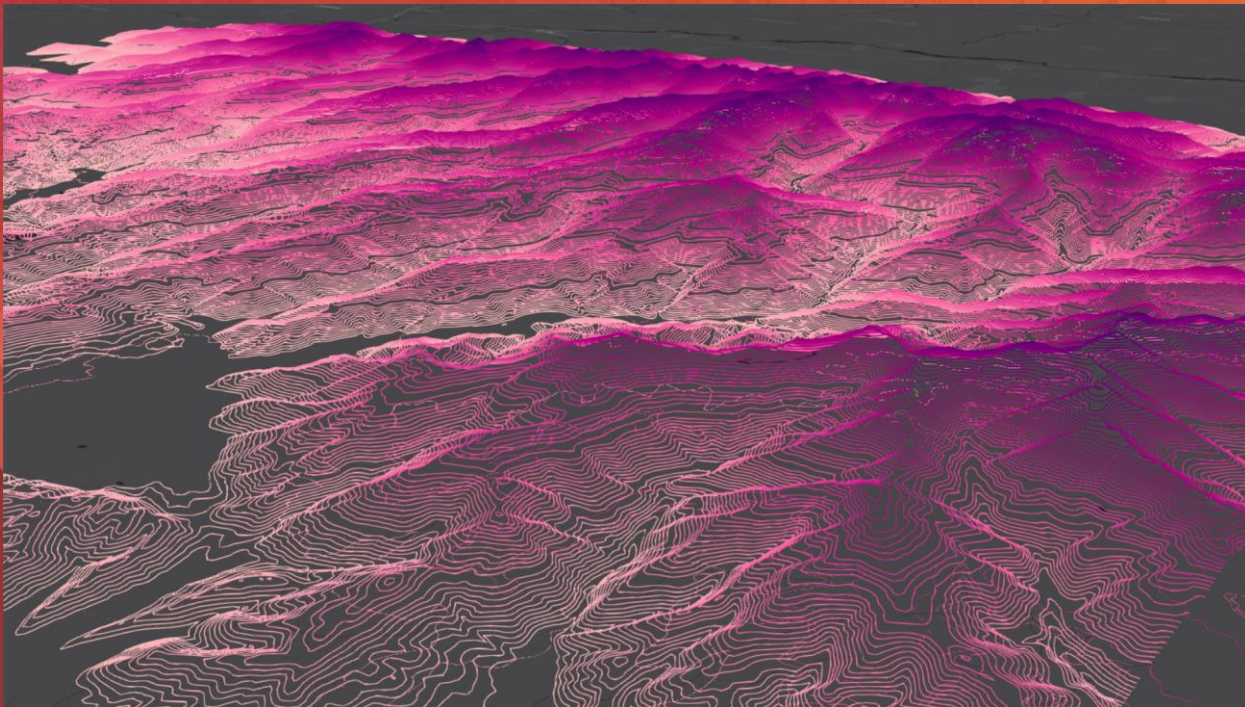
- You can author global and local scenes in the Scene Viewer
- Global Scenes are great for showing global content like airline paths
- They can also be used to show smaller extent scenes like campus buildings
- You can see through the ground if you have subsurface data but you cannot navigate underground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



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





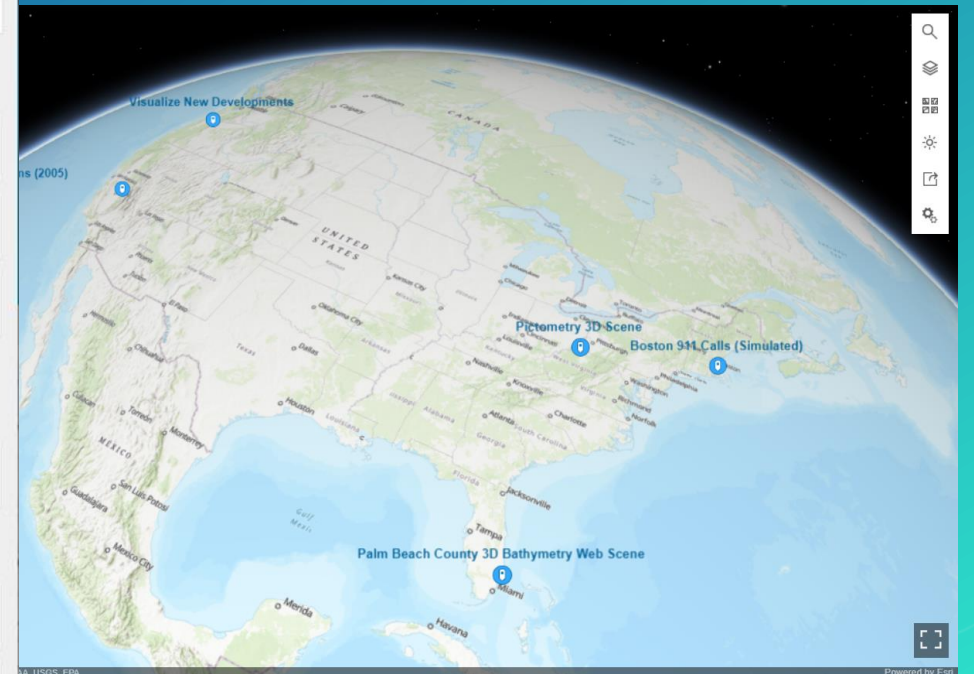
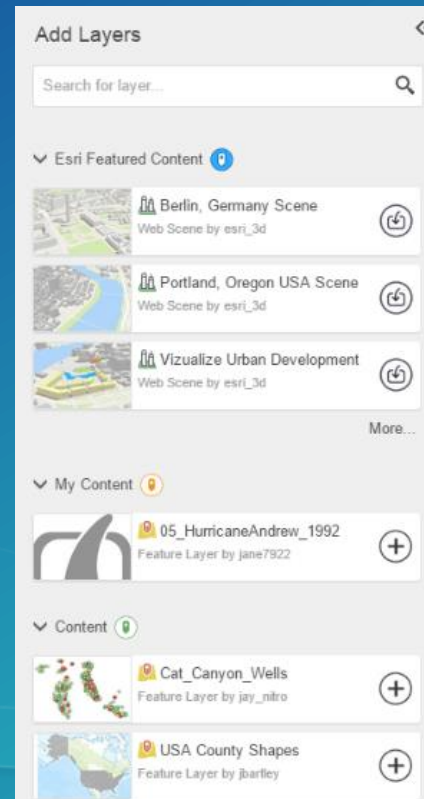
Adding Content in Scene Viewer

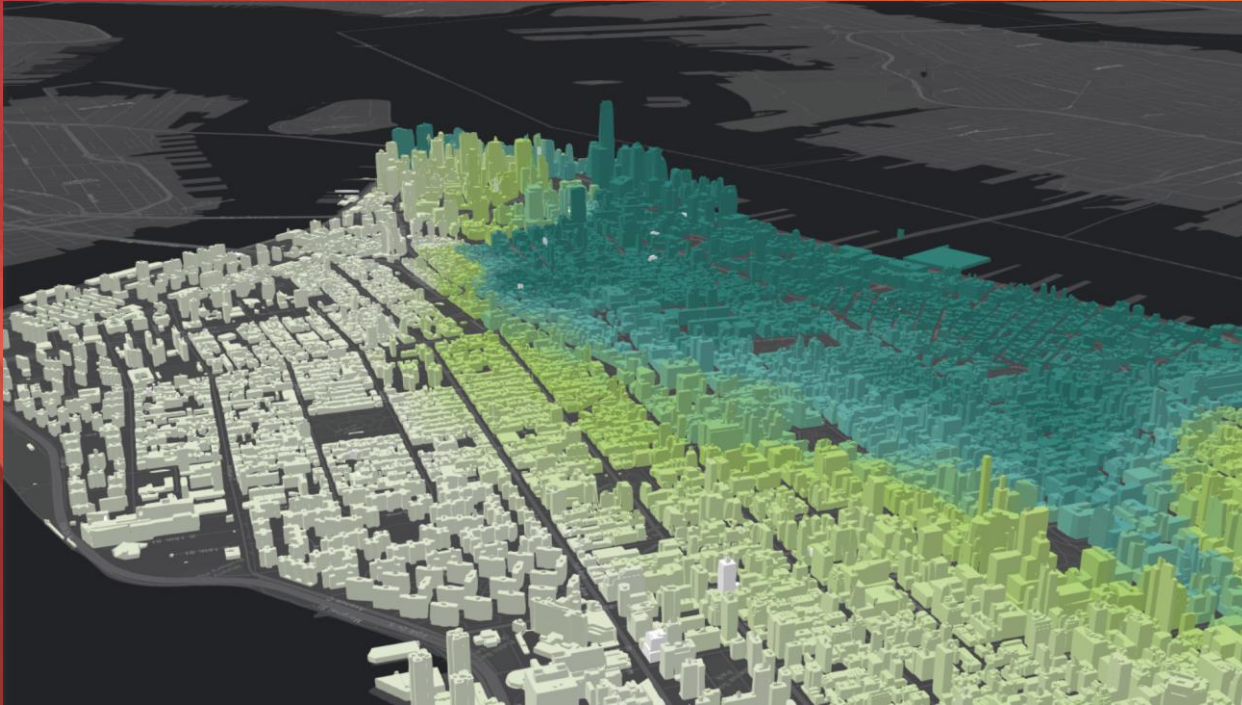
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Adding Content in Scene Viewer

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

Janett Baresel

Smart Mapping in Scene Viewer

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

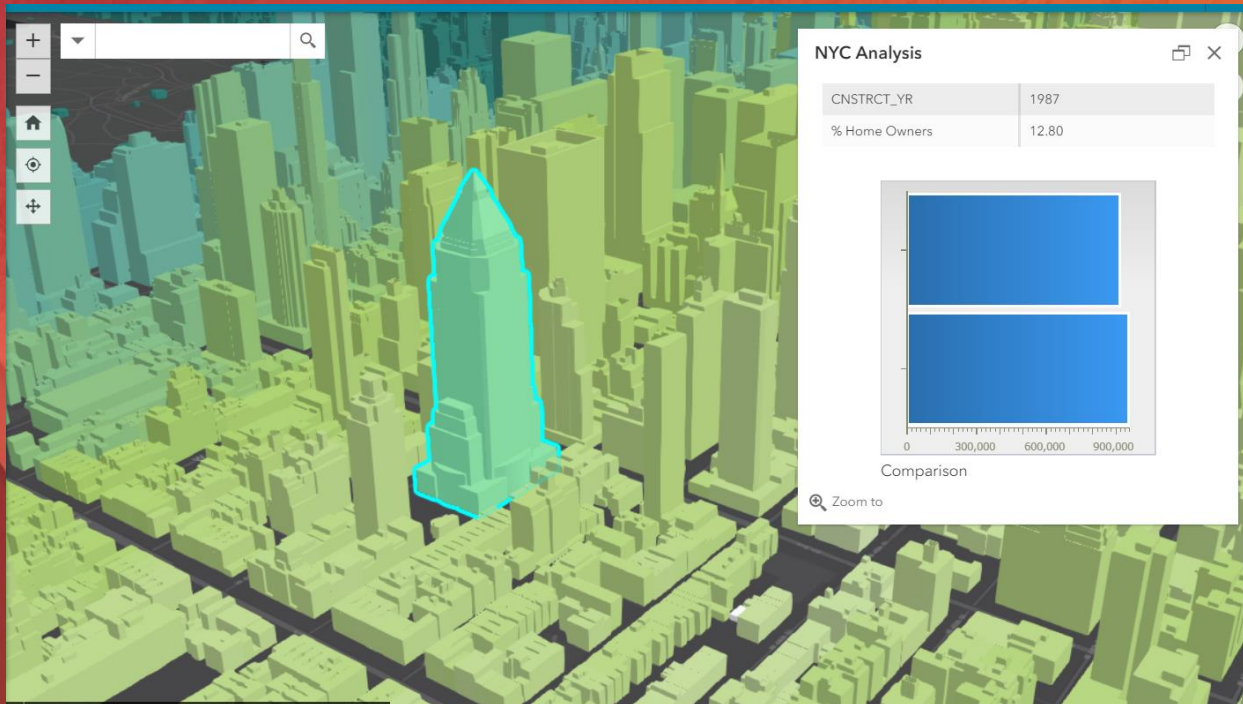
 - Counts and Amounts

 - Types

Supported layers:

- Point feature layers and scene layers

- Building (3D Object) scene layers

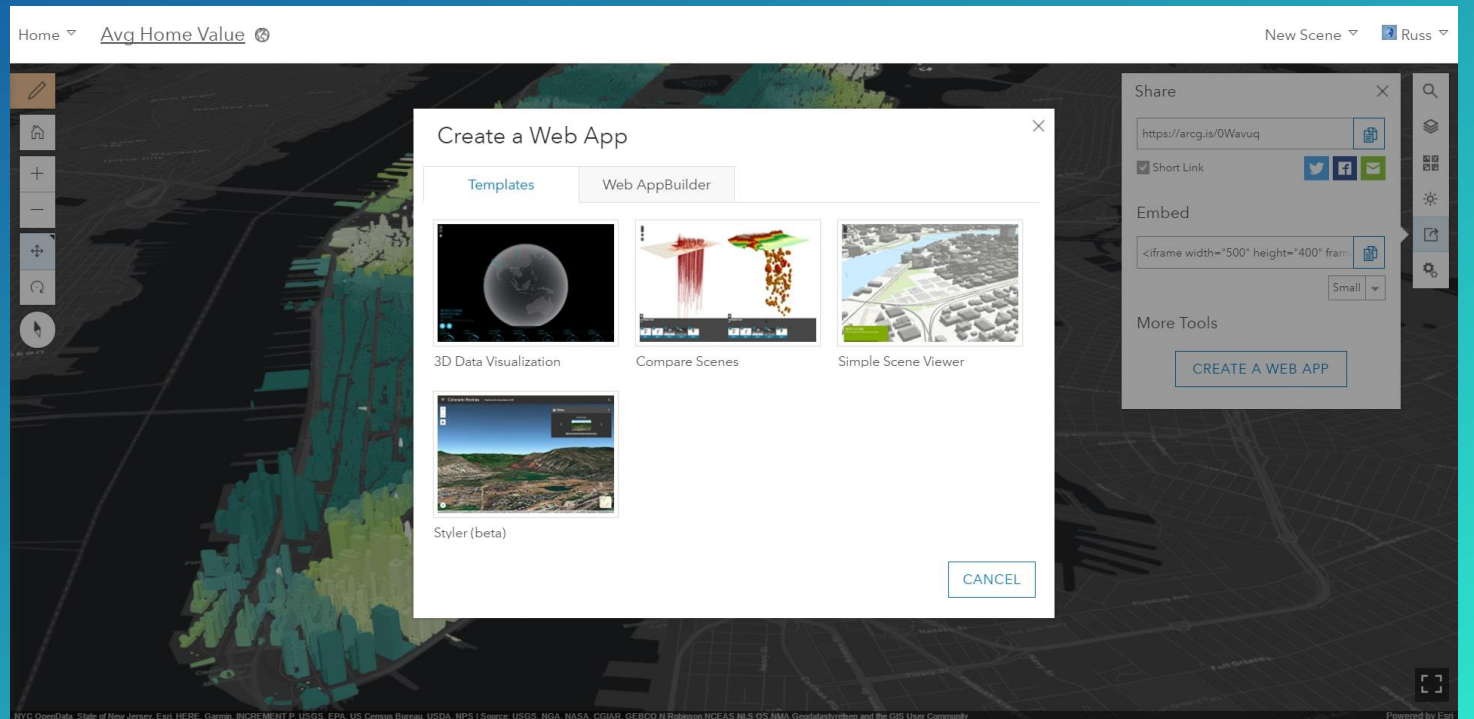


Sharing your Web Scenes

Janett Baresel

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.





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