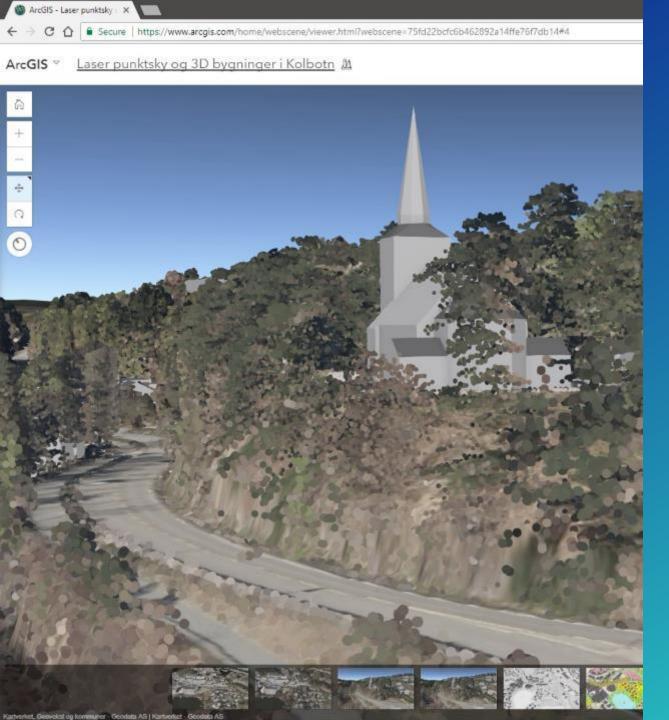




# Creating and Sharing Awesome 3D Web Scenes

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



# Agenda

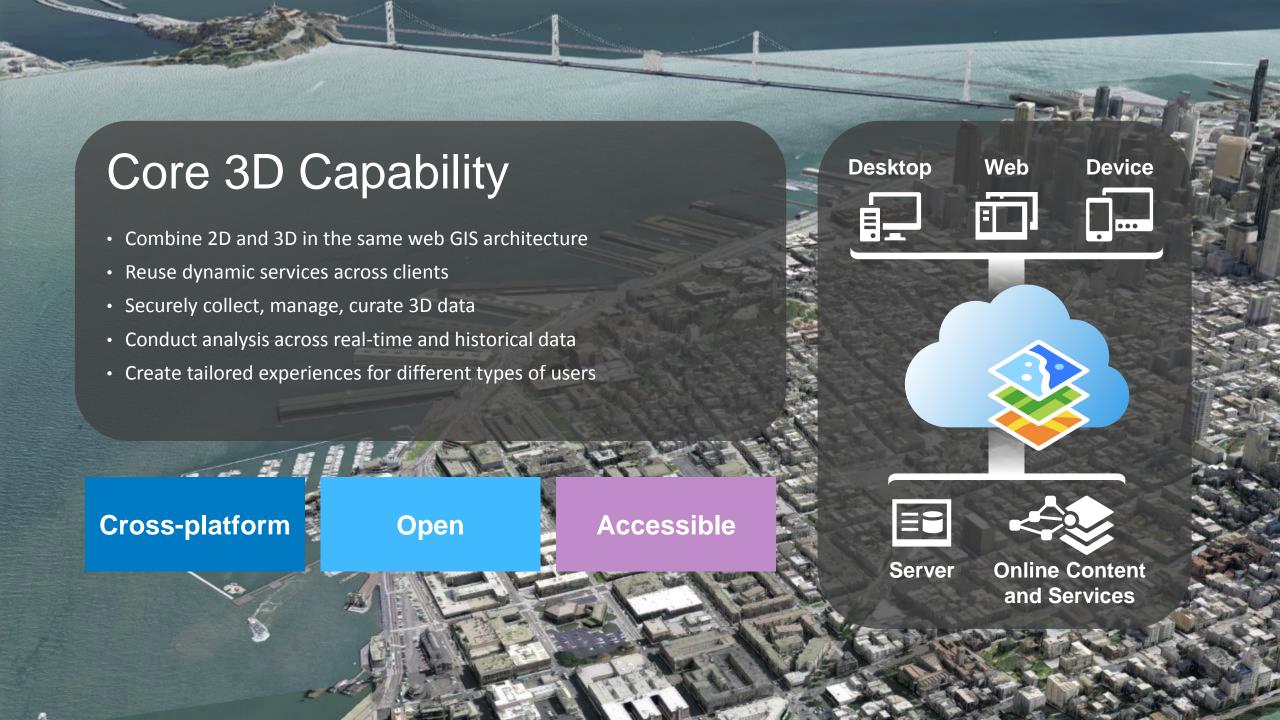
Introduction To Web Scenes

Madeline Schueren | Esri

Examples and Best Practices
Nathan Shephard | Esri

Q&A









Planning, economic development, and mobility



Facilities, real estate, and campuses



Utilities and underground infrastructure



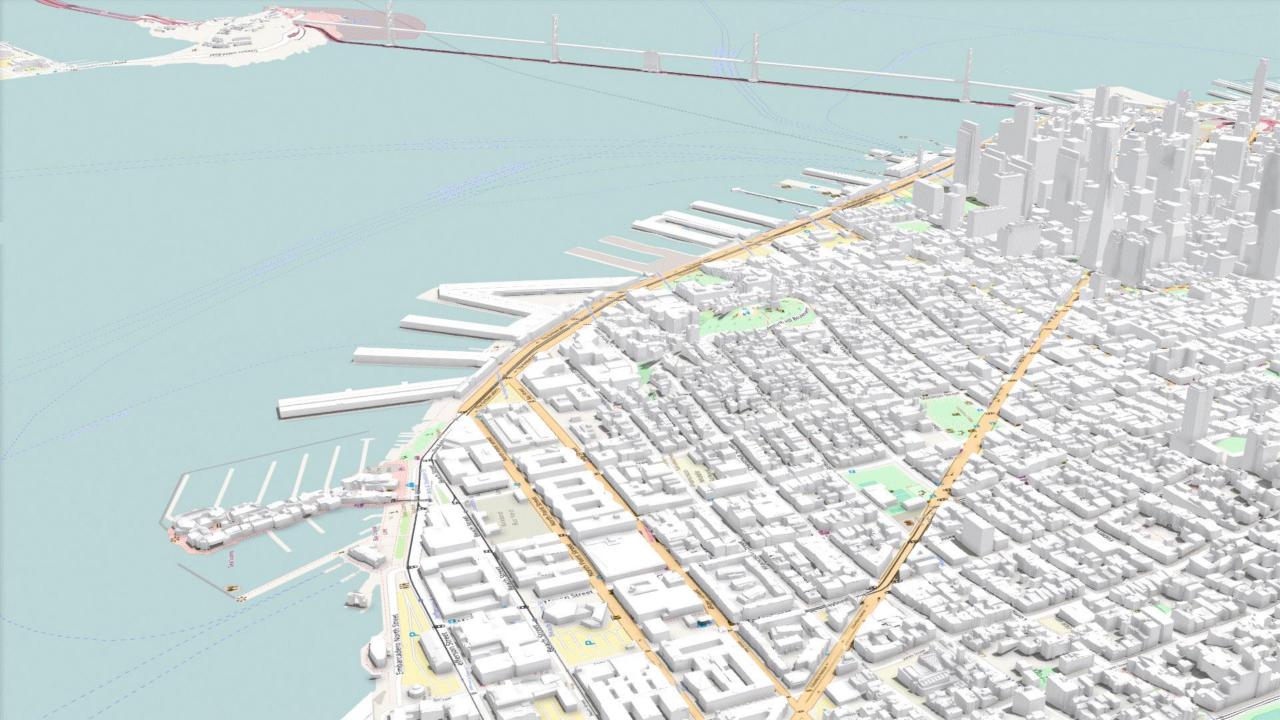
Public safety and natural risk assessment

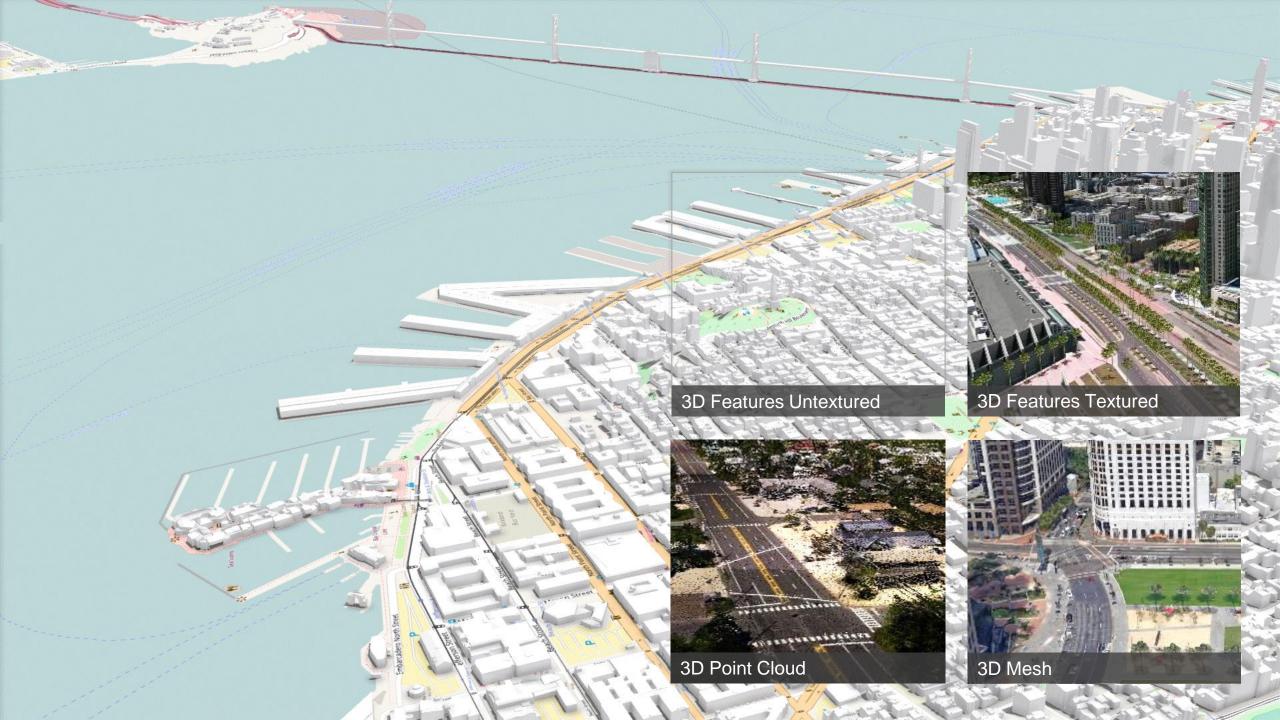


IoT/Real Time Sensors



Cadastral Mapping



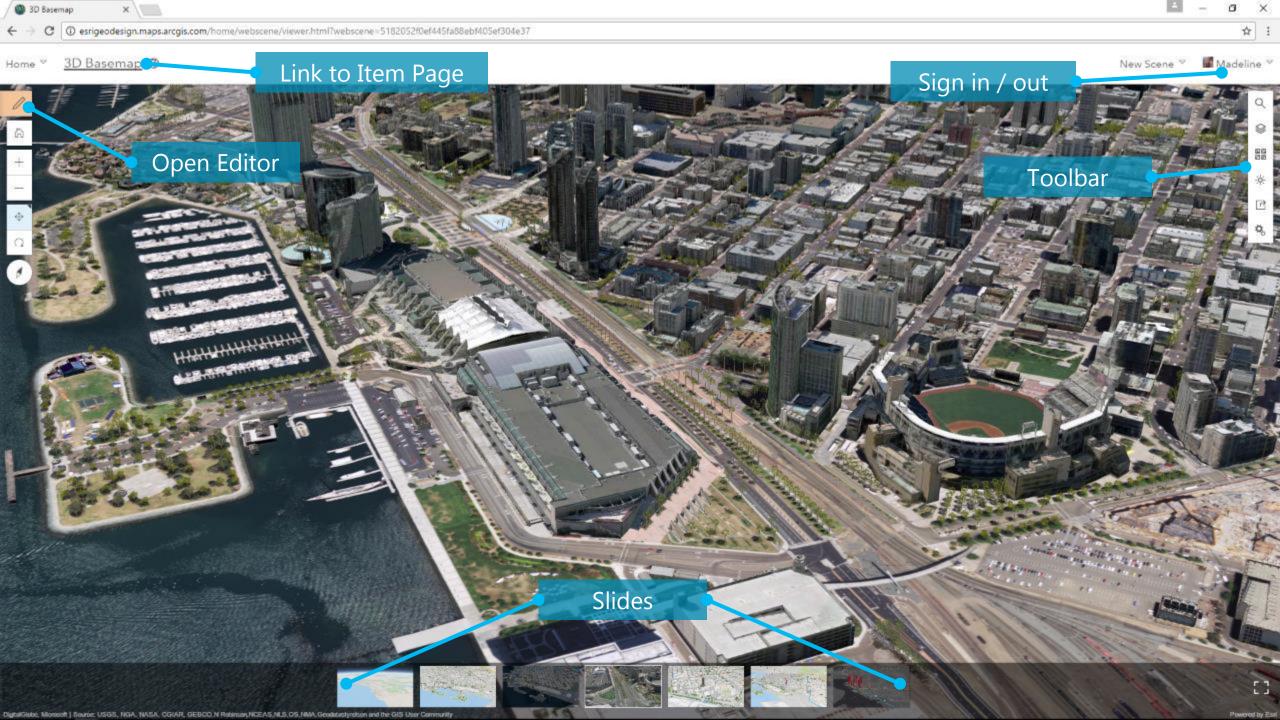


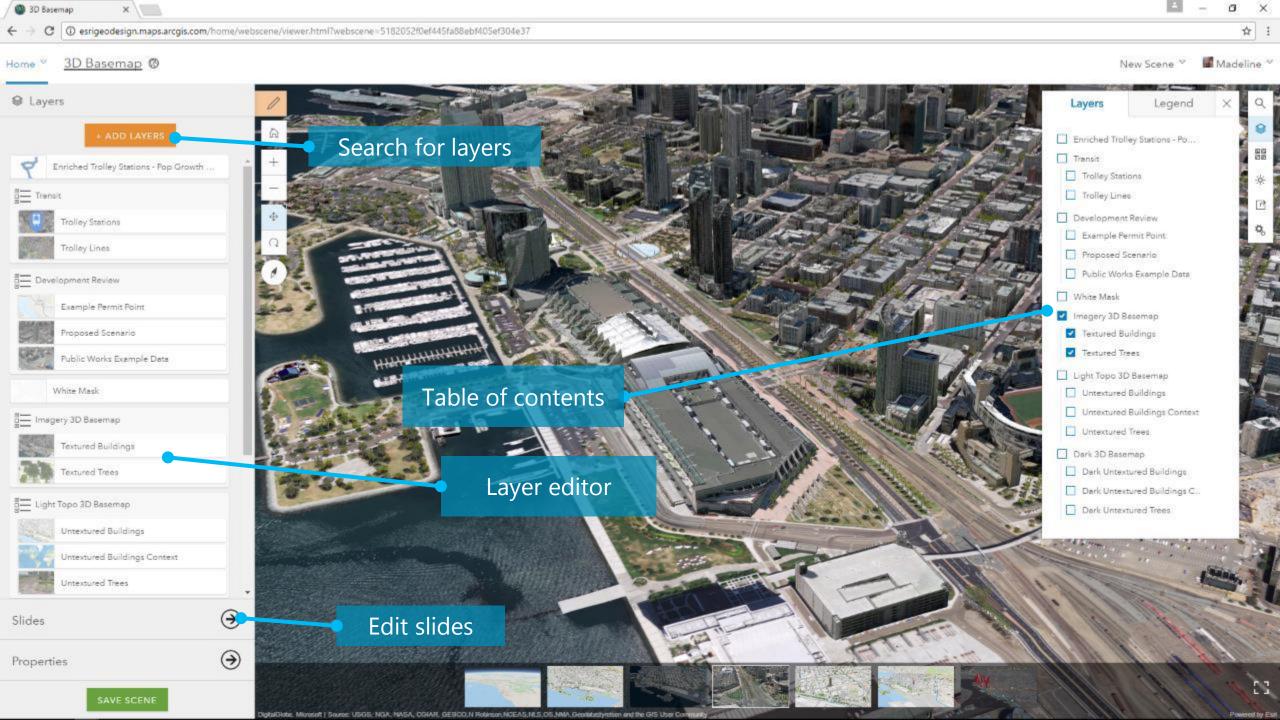
# Advancing the 3D Information Model

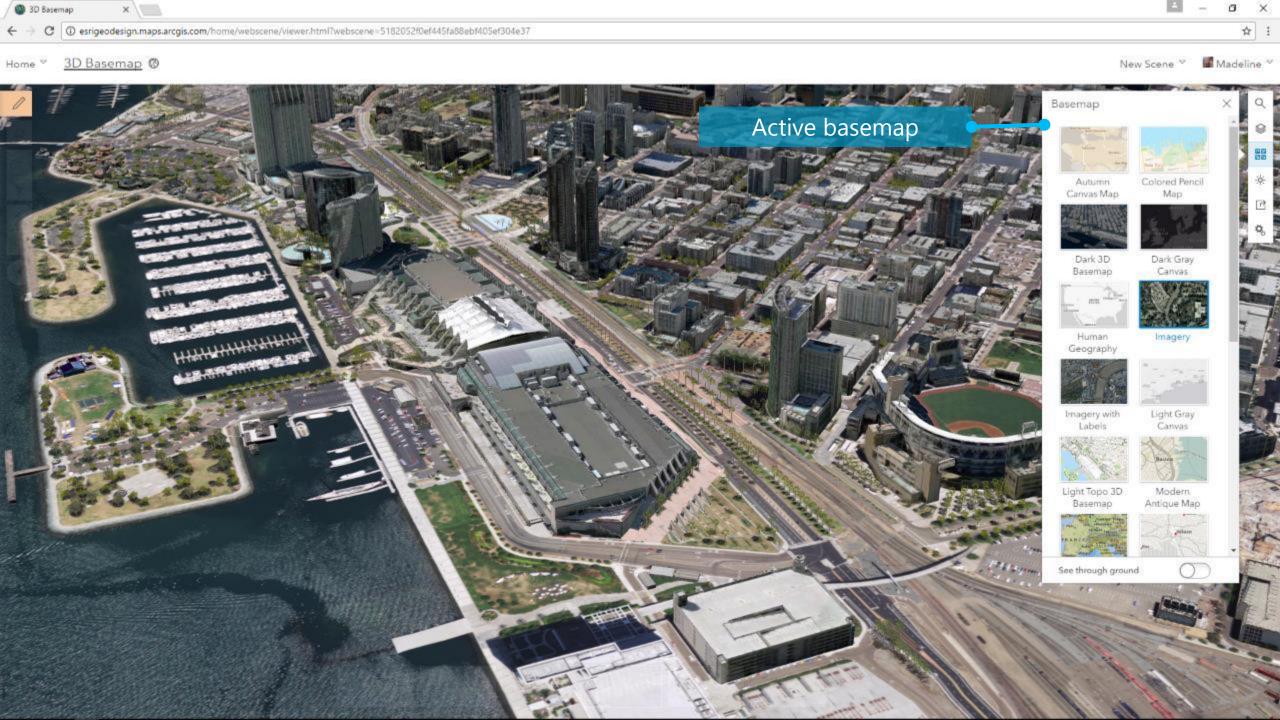
3D requires an expansion in the specifications and formats used to store, merge, and distribute data

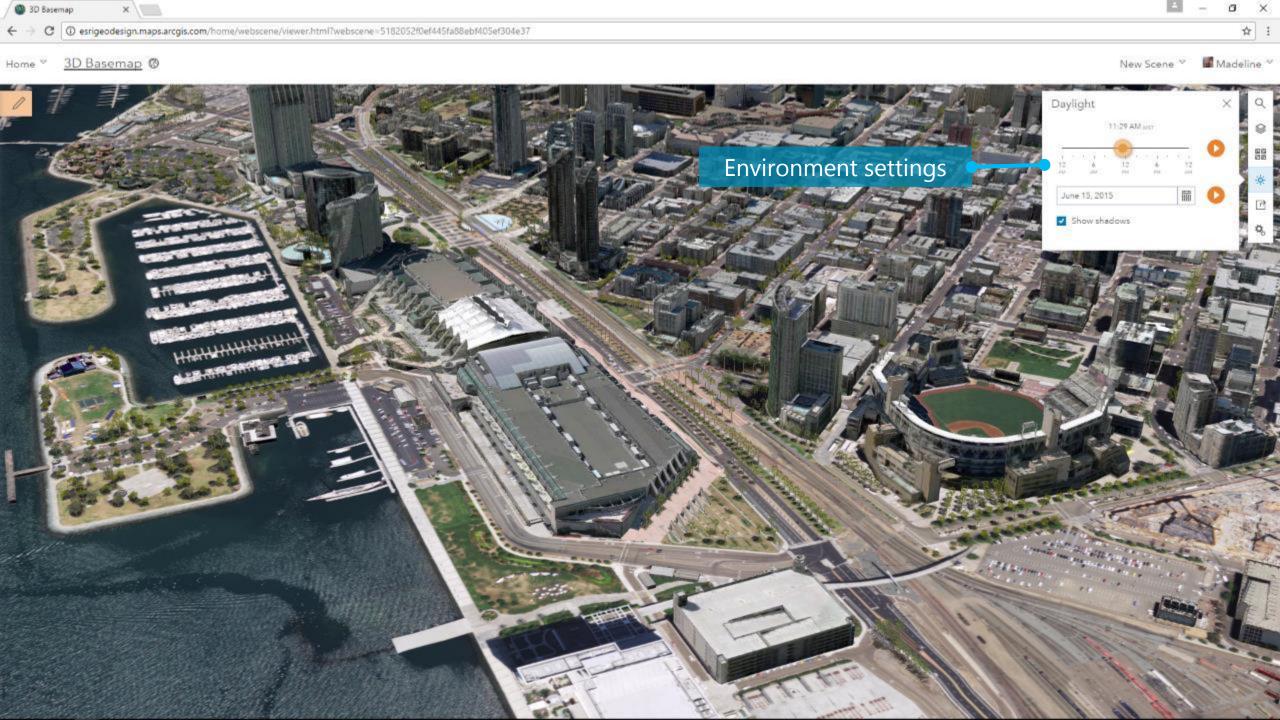
- Web scenes
- 3D Scene Layers (i3S)
  - 3D Features Buildings and Trees
  - 3D Points POIs and Street Assets
  - Integrated Mesh Large textured terrains
  - Point Cloud scene layers
- Raster Elevation Services (LERC)
- 2D Vector Tile Basemaps

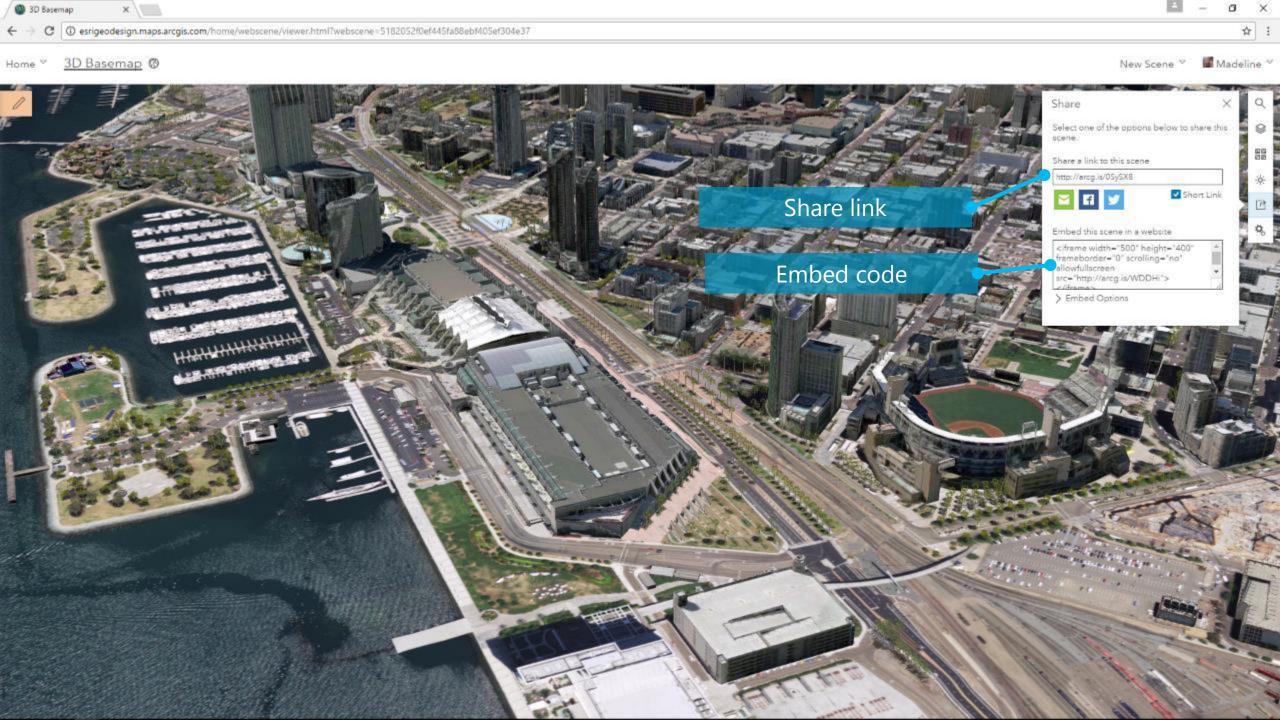












3D Web Apps
Part of Any ArcGIS Online Organization







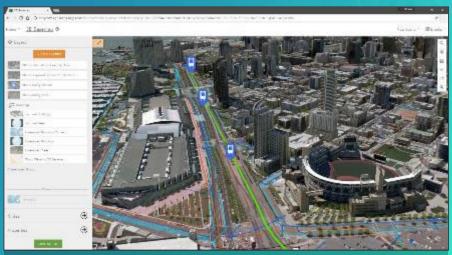
Web AppBuilder



3D Public Survey



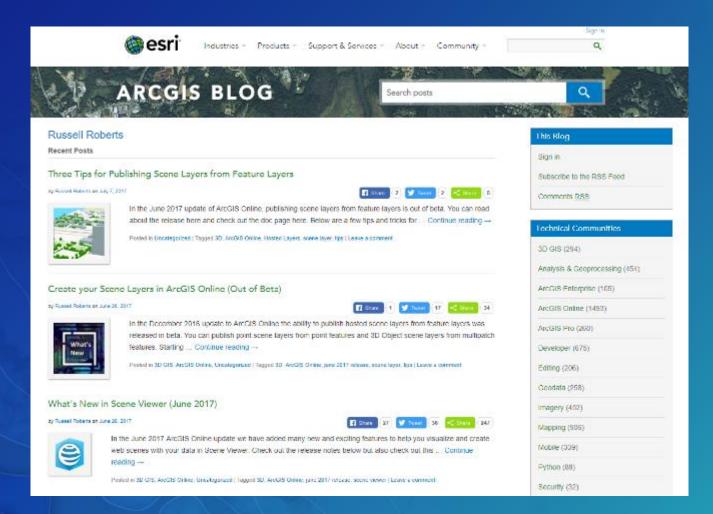
Story Maps



Scene Viewer

## Resources

### Scene Viewer Blogs



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

http://bit.ly/SceneViewer17