

## VISUALISE, ANALYSE, INTERPRET SPECIALIST SOFTWARE FOR HIGH-RESOLUTION VISUALISATION OF GEOSCIENCE DATA

### What's New in v2

**GeoVisionary v2** has a number of advances and new tools which make the visualisation and interpretation of big and complex 3D geoscience data, from multiple sources, so much easier, more insightful and more useful.



#### Significant developments and enhancements include:

##### Ability to visualise Point Clouds from Laser scanned datasets

Formatted text files are converted to cached binary data, with the format kept deliberately generic so it is relevant for different sectors and users. The data has RGB or intensity (grey scale) information and visualisation is enhanced with automatic level-of-detail and shader programs.

##### Ability to visualise Volumetric/Block Models

The Virtualis XML and binary table based voxel data format is open, generic and simple to use. Included are converters of CSV data from a range of sources including GeoSoft, Vulcan, Datamine and GOCAD. Visualisation and interpretation are enhanced by linking attributes to colour sources, colour gradients, coarse/fine iso values and opacity.

##### Time Series/4D

Allows mapping of changing attributes over time using a shapefile. The position, shape and/or scale of such data can change. Relevant for analysing changes in surface height, pollution, population, tides, environmental data etc across a landscape.

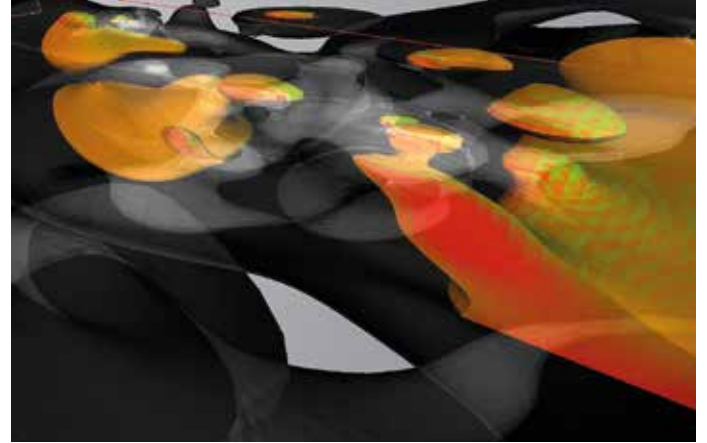
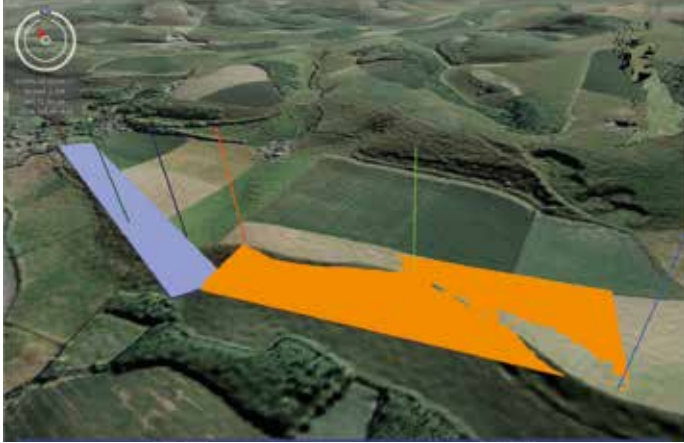


##### Three Point Problem tool

Users can create a plane in the orientation of three points clicked on the terrain, then measure dip/direction and save out as an ESRI shape file. It is possible to specify the thickness of the plane to extend it to a box so it is easier to see the disturbance, distribution or deviation of stratigraphic rock layers.

Making Virtual a Reality enhances working practices and builds on investments already made in digital assets and people.

# TECHNICAL SPECIFICATION



## Extra Features and Capabilities

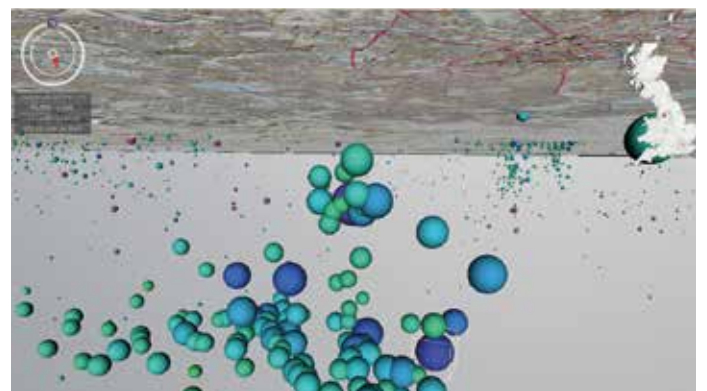
**GeoVisionary** has been designed by Virtualis in collaboration with the British Geological Survey (BGS) solely with the 3D geoscience environment in mind. It renders huge and complex VR models in real-time stereoscopic 3D with high update rates and negligible latency.

Users can create dynamic, interactive VR environments and simulations that can be deployed upon a multitude of immersive visualisation systems or be 'published' and distributed to third parties. It is a sharable sandbox bringing true 3D geoscientific experimentation throughout the project lifecycle and within reach of all levels of your business.

Other developments and enhancements in **GeoVisionary v2** which can make field geology tools, teaching tools and project analysis/interpretation more efficient and effective:

- Load deviated boreholes, including from-to, length, azimuth and dip information and visualise with a legend
- Terrain measuring tool allows you to measure the distance following the terrain as well as point-to-point
- Hyperlinks to a URL or a file inside the attribute data will open in its associated program
- Extrusion of polygons vertically by attribute value to create 3D graphs, e.g. areas by population or footprints of buildings from survey maps, to provide an easy to understand visualisation
- Ability to manipulate point size in the point cloud to 'fat' and 'scaled' sizes, increasing or decreasing to suit the user's needs
- Enhanced visualisation of point datasets by visualising them with 3D models that can be scaled, orientated and coloured
- Height gradient tool allows editing of the gradient applied to terrains with vertical stretching to highlight and exaggerate features
- New aerial photography compression algorithm improves visual quality

- Arc2GV toolbar and enhanced links with ArcGIS allows users to build voxel and point cloud models, include target boreholes and link to geographic locations
- Ability to import 2D SEGY sections
- Import GOCAD S-Grid as sections
- Fly infinite loops and infinitely loop sequences
- Updated geo-data importers
- Improved reliability and enhancements to VSI converter
- Supports more 2D & 3D CAD data importers (from Virtualis Visionary Render, external modules used)
- Supports drivers for all the latest tracking systems
- Supports Virtualis ActiveView picture-in-picture software so you can show movies, Powerpoints etc
- Optimised for Windows 7
- Qualified for new NVIDIA Kepler graphics cards



For more information about **GeoVisionary v2**, contact **Andy O'Keeffe**, your Virtualis sales contact, on 0161 969 1155 ext 244 or, if you are a maintained customer, email our technical team on [geovisionary\\_support@virtualis.com](mailto:geovisionary_support@virtualis.com)

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