



12d Visualisation

The 12d Visualisation module quickly produces your electronic model in a far more realistic way than simple plans and sections.

12d Model produces visualisations accurate to the design

In 12d Model, as data is imported to improve the design accuracy to real world measurements and obstacles; the project visualisation is automatically updated.

Designers can easily ensure that all of the requirements are 'fitting together' as expected in the initial design.

The 12d Visualisation module makes it easier to convey ideas to a broader audience (especially non-technical stake holders) as they can see what the project will potentially look like.

Easily display large amounts of design data

There are a number of different aspects to the Visualisation module, however, one aspect that users continue to be impressed with is the fact that the large amount of data being displayed is taken directly from the design itself as opposed to being an 'artist rendition' of the design.

Shading and texturing

The normal design process generates 2 fundamental types of information, strings (linework) and TINs (surface models).

When viewing a TIN in the Open GL and perspective views, the user has a number of choices as to how to display it. Shading the TIN then allows users to see it as a real surface. TINs can be coloured within specific areas to highlight different materials.

Drape aerial photos onto the terrain

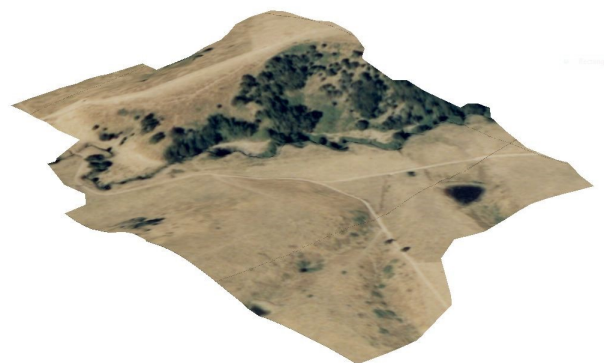
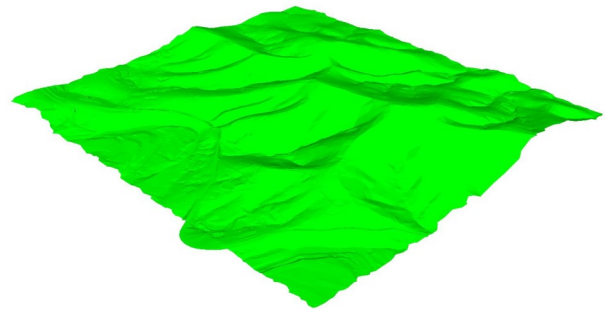
Below we can see how your model can have a raster draped over the top of it. The following page highlights a plan view.

Drive throughs and timelines

Users can pan, zoom and drive through their datasets and create realistic screenshots and movies for final presentations.

A comprehensive and customisable library of objects

12d is shipped with a comprehensive set of objects (such as street signs, trees, guard rail etc.). These libraries can be modified easily for local requirements or clients.



Users can pan, zoom and drive through their datasets, and create realistic screenshots and movies for final presentations.

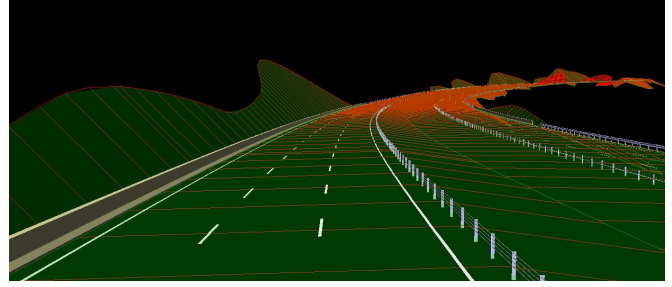
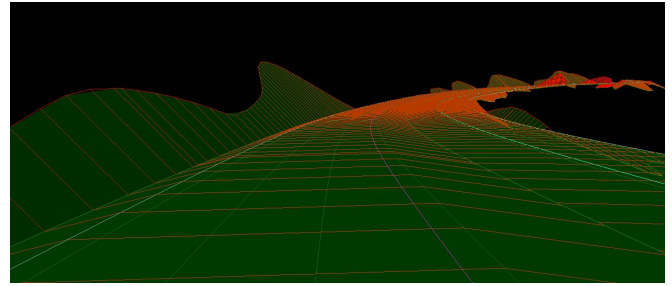
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Step by step visualisation

The right hand column of this page demonstrates how a 12d Visualisation is created by adjusting the TINs and assigning textures to a surface.

Visualisations can be as detailed as a user likes. Visualisations can be generated relatively quickly using the existing library textures. However, by adding textures, signs and other assets to the library users can achieve impressive detail with their visualisations.



Why Choose 12d?

- **Powerful data processing & intelligent functionality.**
- **Modular, easy to update & completely customisable.**
- **Seamless integration with major industry software & hardware.**
- **Used in over 55 countries worldwide.**
- **Friendly support & training from industry experts.**



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