

Effects in 3D Scene

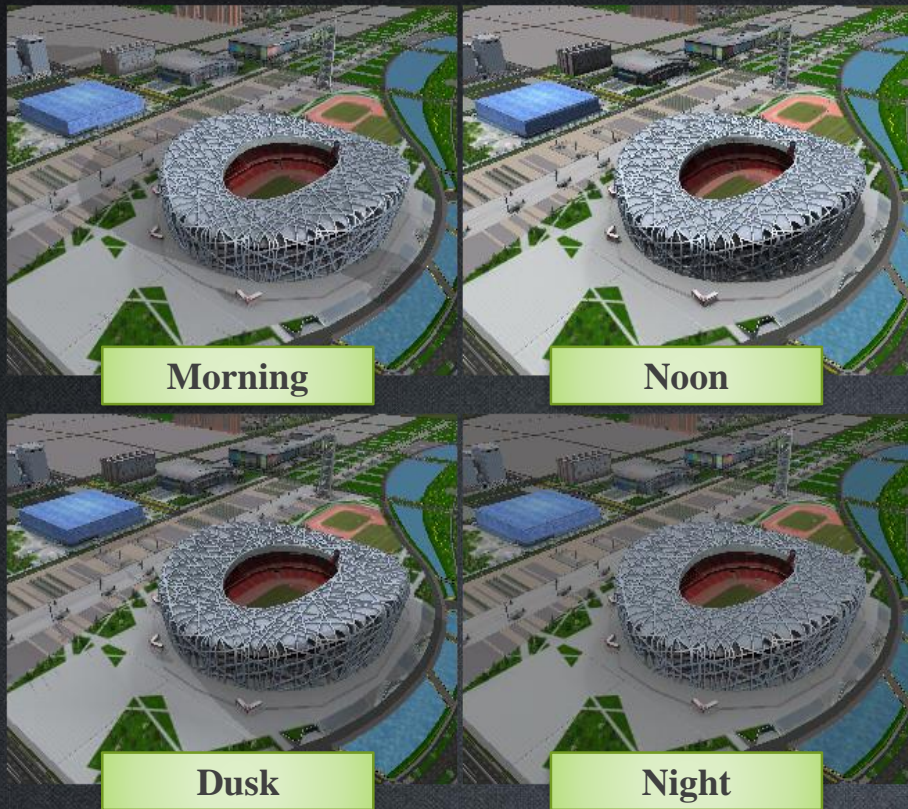
SuperMap Software Co., Ltd.



TO BE THE GLOBAL LEADING GIS

Overview

- Sunshine effects



- Particle effects



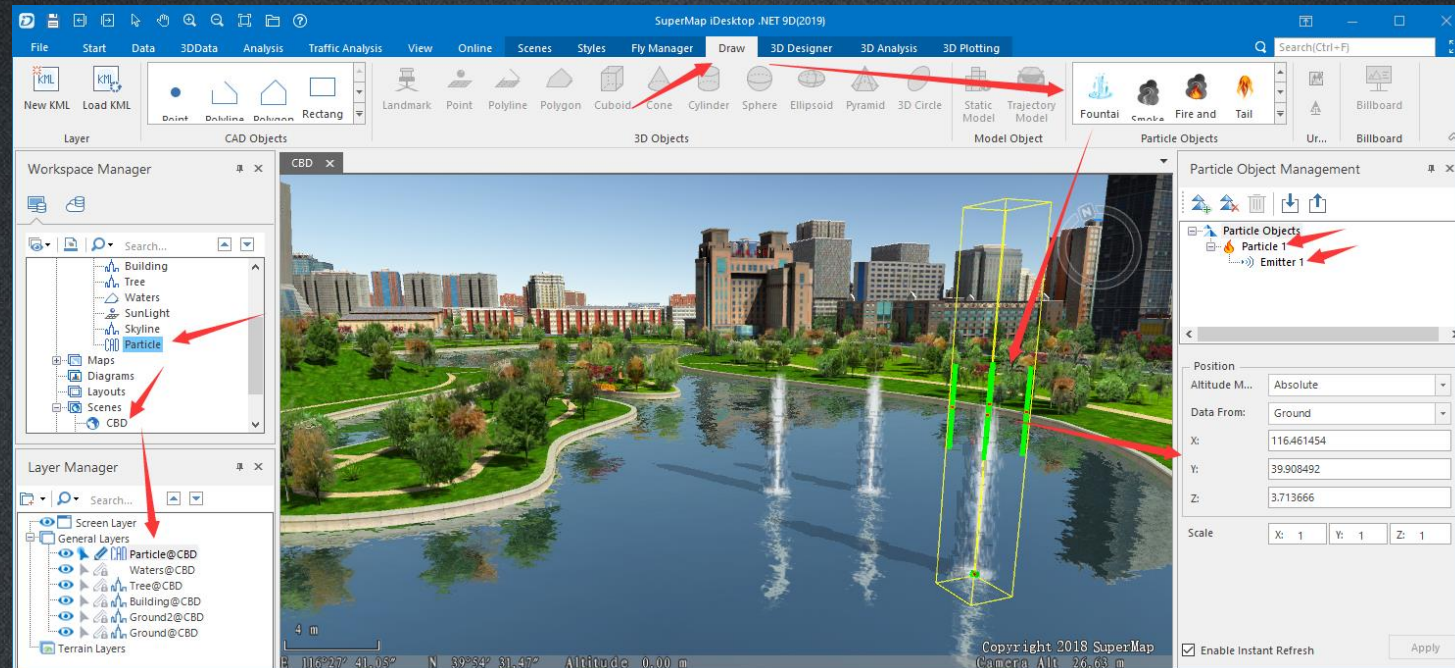
Sunshine effects

1. Open the CBD workspace under the installation directory\SampleData\3D\CBDataset
2. Add the Building dataset into a spherical scene
3. Turn on the sun effects
4. Building layer ->Right Click ->Enable Shadow ->Display All Shadows
5. Adjust the timeline under the Trajectory to view the sun effects of different times



Particle effects

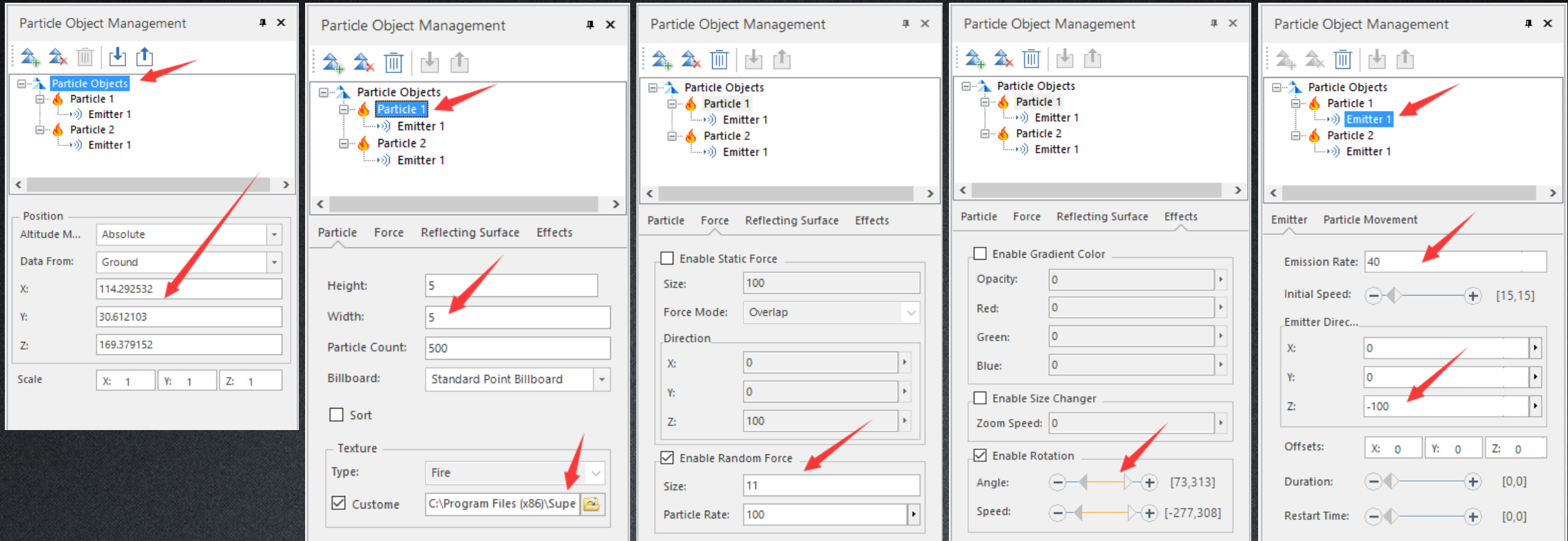
1. Open the CBD scene and locate to the water area
2. Create a new CAD dataset named Particle and confirm its coordinate system is consistent with others
3. Add the Particle dataset into the CBD scene and set the layer to editable
4. Choose the Fountain which is in the Particle Objects collection under the Draw menu
5. Click in the scene to add one or more foundations
6. Select an object ->Right click ->Properties to modify its settings



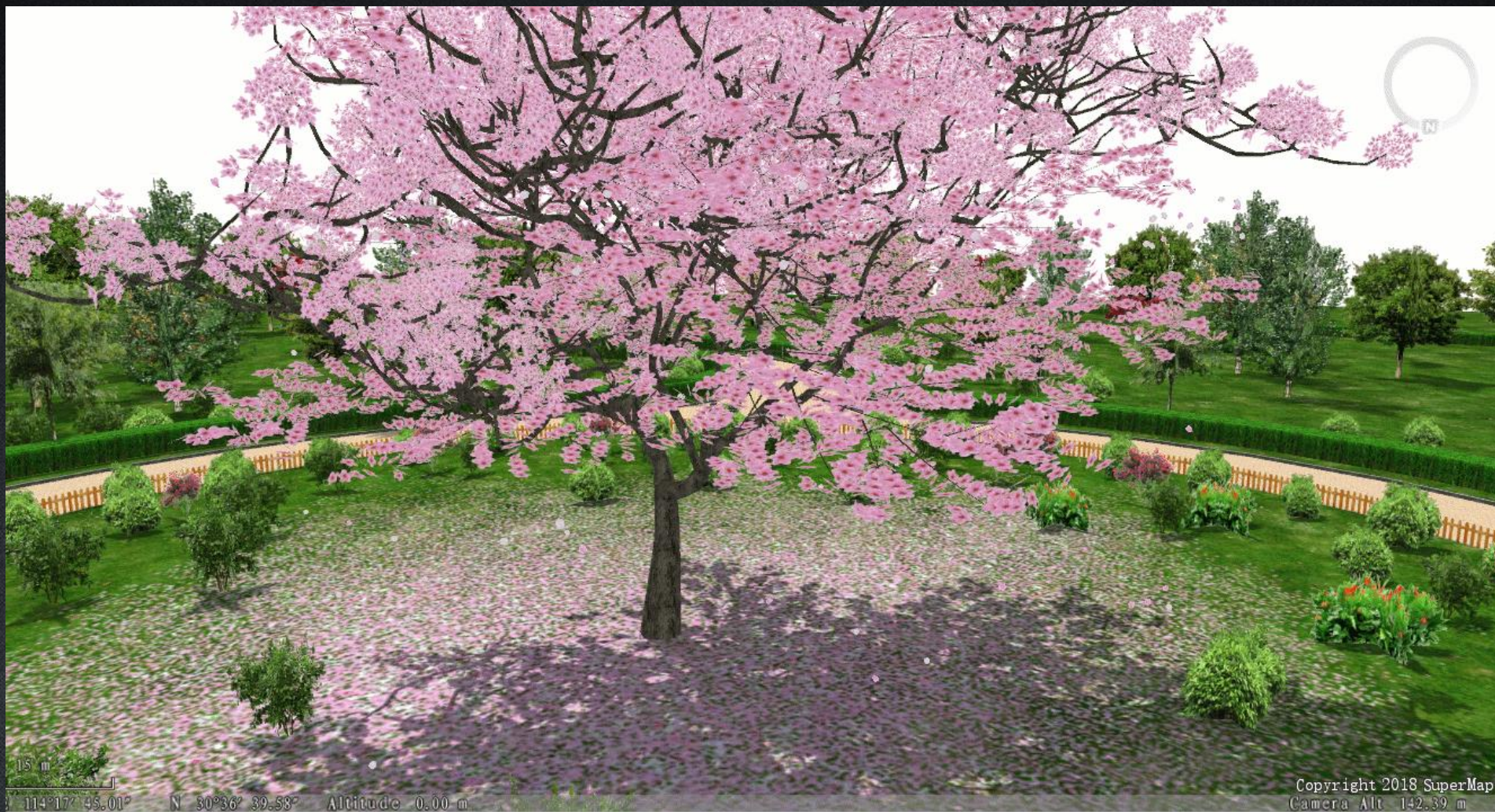
Particle effects

1. Open the Cherry workspace under the installation directory\SampleData\3D\CherryDataset
2. Open the yhs@Cherry scene and hide the yhpl@Cherry layer
3. Create a new CAD dataset named Particle and confirm its coordinate system is consistent with others
4. Add the Particle dataset into the scene and set the layer to editable
5. Choose the Snow which is in the Particle Objects collection under the Draw menu
6. Draw a polygon in the scene to add an area for the cherry rain
7. Right click ->Properties to modify its settings

Particle effects



Particle effects



Thank You!

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