Interactively creating 3D point, line, and polygon features

1. Activate a grid or TIN theme in the view from which you wish to derive the 3D heights for the point, line, or polygon features that you will be creating.
2. Display the active grid or TIN (or another theme). It will serve as a reference so that you can position the new point, line, or polygon features.
3. Choose the Interpolate Line tool  from the toolbar. From the dropdown list for the tool, identify whether you wish to create a line, point, or polygon feature.
4. Bring the cursor into the view window over the displayed theme and graphically enter the feature. For a point, position the cursor and click the left mouse button. For a line, enter the vertices of the line by positioning the cursor at the desired locations and clicking the left mouse button once for each vertice. A double click signals the end of the line. The procedure for a line also applies to creating a polygon, except that a double click of the mouse closes the polygon. The resulting graphics contain 3D properties. If you wish to see the graphics in 3D on the surface from which they were created, complete the following steps.
5. Under the Edit menu, choose Select All Graphics.
6. Under the Edit menu, choose Copy Graphics.
7. Activate or open a 3D scene.
8. Add the grid or TIN on which the above 3D features were created if it is not currently in the 3D scene, and display it.
9. Under the 3D scene Edit menu, choose Paste to paste the 3D features that were created above.

The Interpolation tools let you define features with the cursor. The heights of the features will be interpolated from the active grid or TIN theme. The tools are useful for interactively creating 3D shapes. The defined features will be added as graphics to your view or 3D scene unless you have an editable 3D theme open, in which case they will be added to it. In the latter case, the result will be a 3D theme that you have created interactively.