

Converting themes into 3D shapefiles

- 1 Activate the theme you wish to convert to 3D in a view or 3D scene by clicking its legend in the Table of Contents.
- 2 Under the Theme menu choose Convert to 3D Shapefile.
- 3 On the Convert dialog, choose Surface, Attribute, or Constant from the Get Z values from: dropdown list to specify the appropriate source for height information. Press OK.
- 4 If you specified the height source as Surface you'll need to choose a grid or TIN from the list of all grid and TIN themes currently in your view or 3D scene. If you don't have any grid or TIN themes a file dialog that allows you to add one will be brought up. If you specified the height source as Attribute you'll need to choose from a list of numeric fields for your theme. If you specified the height source as Constant you'll need to provide the value.
- 5 Specify an output name for the new theme on the Output Shapefile Name dialog and press OK.

A 3D shape stores xy and z coordinates for all points defining a feature. The support for a z coordinate is what gives us that third dimension. 3D shapes are created by some surface analysis functions and are viewable in perspective. They can be used to create surface models.

The Convert to 3D Shapefile option is designed to convert 2D data into 3D, or to replace existing height values for a 3D theme with new heights. If you already have a 3D theme and simply want to write out the selected features to a shapefile, while maintaining the existing heights, use the Theme menu Convert To Shapefile option instead.