Producing 3D on the fly information for 2D data

1 In a 3D scene, activate the 2D theme on which to set the 3D properties.

2 Choose 3D Properties from the Theme pull down.

3 Set the base height, offset height, and extrusion.

4 Press Apply to activate the current settings.

The 3D parameters that can be set are

Base height - is a reference set of heights used when denoting a theme's features. It is established using an expression, a surface, or, in the case of 3D feature themes, the 3D shapes themselves. Base height default settings are assigned to each theme type.

Offset height - is an expression that is added to the base height. Use this parameter when you have features above or below a surface, such as utility lines. Note that although the base height would be taken from the surface, an attribute of the utility lines, representing height above ground, would be used to raise the lines above the surface.

Extrusion - changes the form of a feature: points turn into vertical lines, lines turn into vertical walls, and polygons turn into 3D blocks. There are two properties for extruding feature themes, an expression or value that defines how far the features should be extruded, and the method that defines how the features will be extruded. There are several Possible methods by which to extrude features.

Show shading for features - is a lighting effect used to add a sense of depth and realism to the display of a theme.