Possible methods by which to extrude

Four methods exist for extruding features from a theme in a 3D scene:

Adding to min z value - the extrusion expression is added to the minimum height of each theme feature. This option is only available when the theme is comprised of lines or polygons, and the base height source is a surface or existing 3D shapes.

Adding to max z value - the extrusion expression is added to the maximum height of each feature in the theme. This option is only available when the theme is comprised of lines or polygons, and the base height source is a surface or existing 3D shapes.

Adding to base height - the extrusion value or expression is added to the base height of each theme feature.

Using as absolute - the extrusion is applied as an absolute value, that is, a value not relative to the base height.

Note that extrusion expressions can result in heights that are positive or negative relative to the base heights.