Changing 3D scene properties

1 When a 3D scene is active, choose Properties from the 3D Scene menu.

2 Change the desired property, 3D-scene name, creator, creation date, map units, projection, vertical exaggeration, background color, sun azimuth, or sun altitude on the 3D Scene Properties dialog.

3 Press OK.

Changing the name of a scene will change the title of the Table of Contents window, as well as the title of all 3D viewers for the scene. The Table of Contents will use the exact name that you specify. A viewer will list the scene name first, followed by 'Viewer' and the viewer number.

Vertical exaggeration refers to increasing or decreasing the range of height in a scene. It's common, for example, to exaggerate the height of terrain models, where the xy extent tends to be significantly larger than that of the elevation. The value used for exaggeration is a multiplier to the height values defined in each theme of the scene. The default exaggeration is <none>. You can change the exaggeration value either with values listed in the dropdown list or by typing a value into the dropdown input field, including fractions, 0.0, and negative numbers. The Calculate button to the left of the Vertical exaggeration factor field estimates a reasonable exaggeration.

To change the background color press the Background Color button on the 3D Scene Properties dialog, which will bring up the color picker. You can either choose a predefined color or define an exact color by pressing the Custom color button.

The position of the sun for a 3D scene is controlled by the azimuth and altitude (both specified in degrees). Azimuth represents the compass direction of the sun. Altitude represents how high the sun is. You can specify either property by choosing from a dropdown list of descriptive choices or by entering a numeric value. If you choose a descriptive choice, its numeric value will be displayed.