Tauw
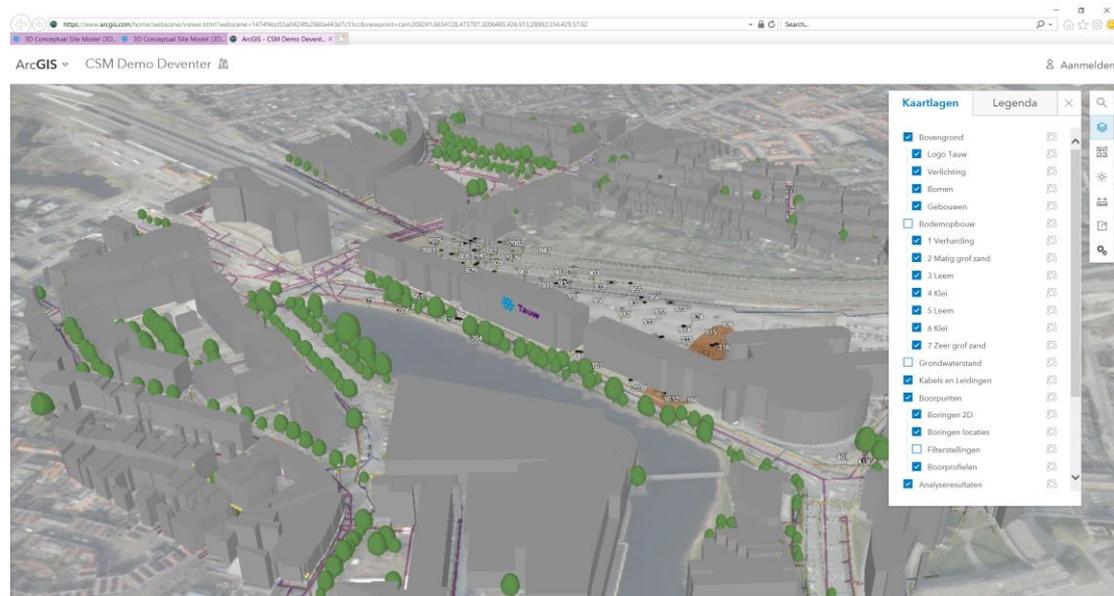
Demo manual 3D Conceptual Site Model

Dear user,

Welcome to the demo of the Tauw 3D Conceptual Site Model (3D CSM)!
This manual explains you step by step how you can use the 3D CSM environment.

1.1 Step 1: navigation with the mouse

Open the DEMO viewer preferably in Google Chrome or Firefox. When you have opened the viewer you will see the following screen:
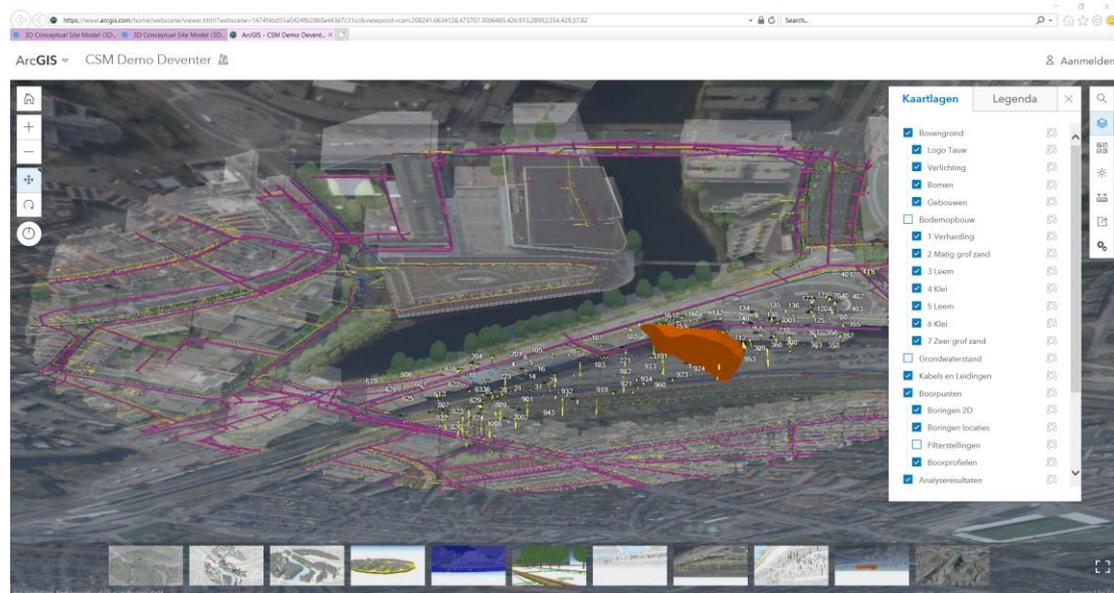

Turning relative to a fixed point:
Point your mouse at the Tauw office in the middle. Then hold down your **right mouse button**.

Now move your mouse slowly upwards. In this way you can look at the 3D model underneath the surface.

When you move your mouse in the same way downwards, you can take a look at the part of the model standing above ground level. Move your mouse to the left or right to rotate horizontally around a fixed point.

Zoom in and out:
If you want to see the model up close, you can use the *mouse scroll button*.

When you roll the *scroll button* forward, you can zoom in. You can zoom out by rolling the *scroll button* backwards.

In this way you can navigate through the model the simples way.
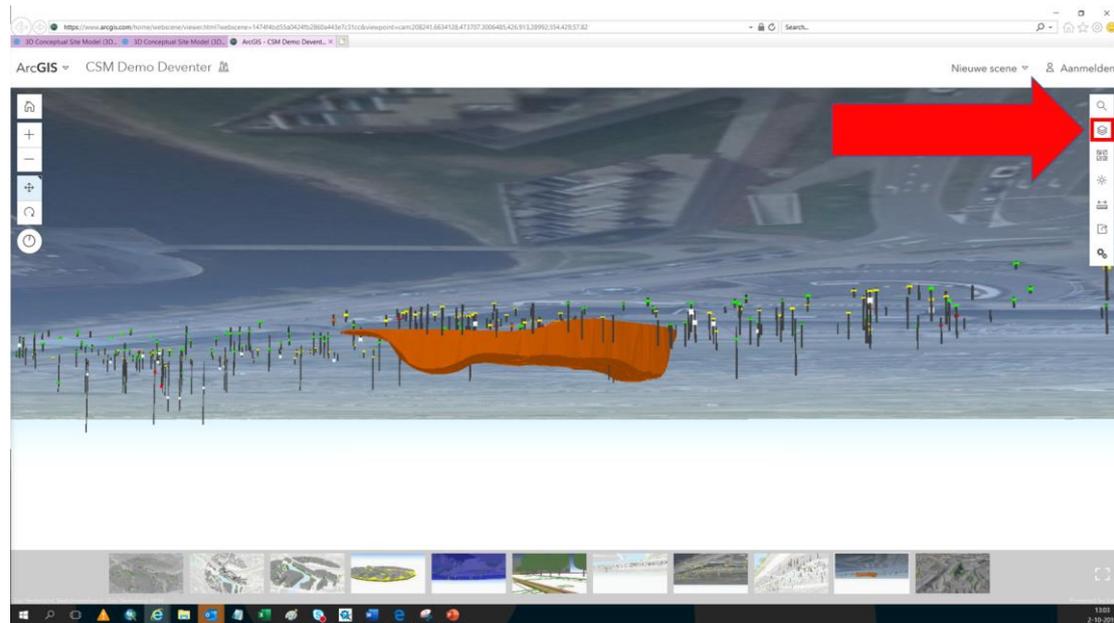
TIP 1:
Hold down the **right mouse button** if you want to rotate around a certain point.

TIP 2:
Hold down the **left mouse button** if you want to move horizontally.

1.2   Functions in the model

At the top right of the screen you will find a number of buttons with which you can discover the possibilities and functions within the model.

Below a short description about what the different buttons do.

🔍 Search for an adress or place

🗇 Switch map layers on or off

Change the basemap

Change the daylight

Measure distances

Share a view via a hyperlink

Change the model performance / quality ratio or mouse settings

Tauw

1.3   Step 3: Turning layers on- and off

Do you have a good view of the model, but do you want to see more or less information? Then you can choose to turn layers on or off.

The map layers can be found via the button indicated in the figure below:
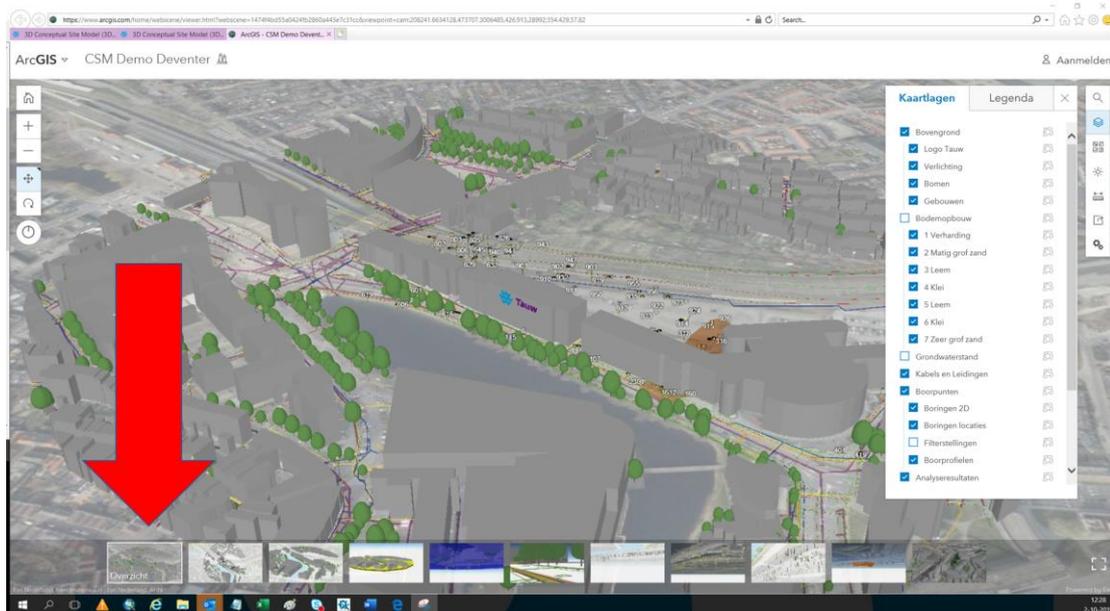
The next map layers are included in the model:

Map layers	
Bovengrond	All topsoil layers.
Bodemopbouw	All layers representing the soil structure up to a depth of thirteen meters below ground level.
Grondwaterstand	Layer showing the average groundwater level (3 meters below ground level).
Kabels en Leidingen	Layer containing information about the location of cables and pipes. Click on a pipe for more information.
Boorpunten	- Click on **"Boringen 2D"** to see the location of the drill points from above. Look at "Legend" to see what kind of drilling you are viewing. - Turn the layer named **"Boringen locaties"** on to see the drill locations, drill depths and drill thickness in 3D. - The layer **"Filterstellingen"** displays the groundwater filters in 3D. - **"Boorprofielen"** contains a three-dimensional view of all described soil textures.
Analyseresultaten	- **"Analyseresultaten grond"** displays the STI-test* results of mineral oil in the soil. Look at the legend for more information. - **"Analyseresultaten grondwater"** displays the STI-test* results of mineral oil in the groundwater.
Grondwaterverontreiniging	- **"Grondwaterverontreinigingen"** displays an interpretation of the contamination visualized in 3D.
Grond – Vast maaiveld	When this layer is turned on, the aerial photo of the Netherlands is placed at a fixed height of 7.5 meters above sea level. This altitude corresponds to the average ground level of the visualized project area.
Grond – Elevation 3D (RD)	When this layer is turned on, the aerial photo of the Netherlands is placed at true height relative to the sea level.

* STI: Dutch for Aim and Intervention value

1.4   Step 2: navigation with bookmarks

In addition to turning map layers on and off, it is possible to navigate via bookmarks.
Bookmarks are preconceived scenarios in which you can view preselected relevant layers from a certain perspective.

You can find the bookmarks by navigating to the bottom of the screen with your cursor. A pop-up appears in which you can see and select the bookmark:
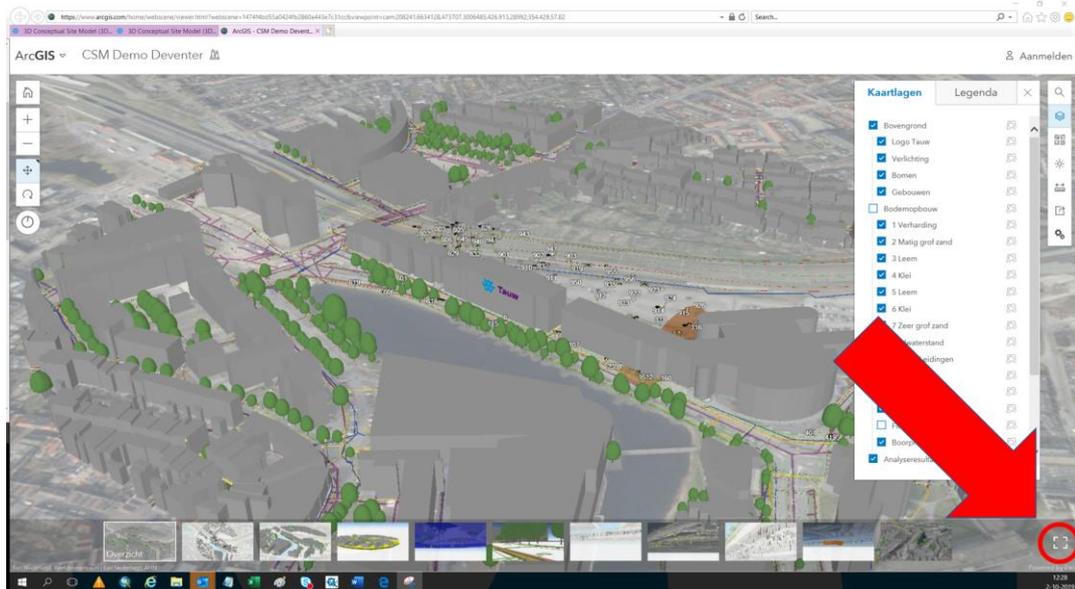

Click on one of the bookmarks to see a specific scenario in the model.

Do you then want to see the bookmark in full screen? Then klick on the button with the following symbol:

You will find this button at the bottom right of the screen:

Do you want to return to the normal lay-out? Then click on your screen and the Escape key on your keyboard.
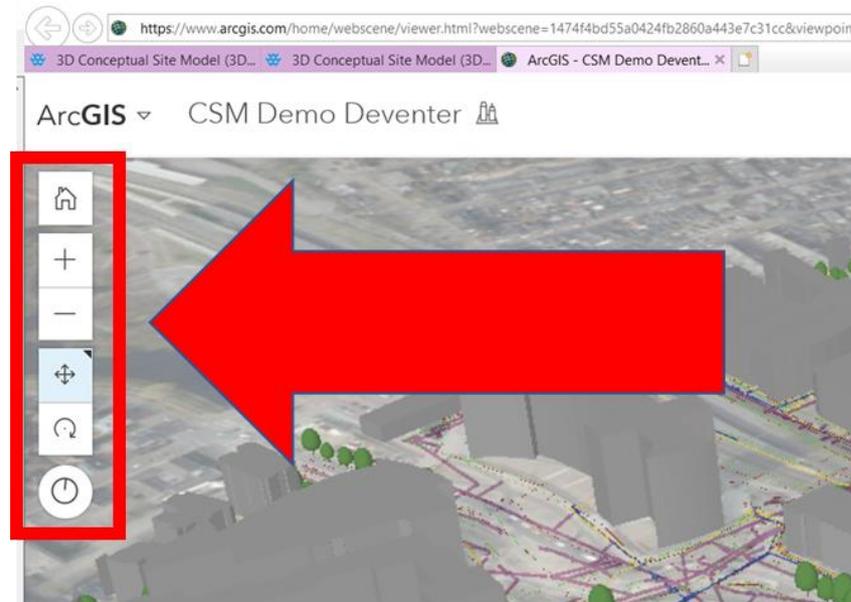
1.5 Tips and tricks

The previously mentioned steps provide the basis for successful navigation through the 3D CSM model.

Do you want to use some advanced functions?
Then read the tips & tricks described below.

1.5.1 Tip 1: alternative settings for 3D navigation:

As an alternative to using mouse buttons, you can also choose the buttons left on the screen:

- Click on the top button to return to the overview
- You can use the plus and minus to zoom in and out
- You can use the buttons with arrows to change the viewpoint. If you click on one of these buttons, you change the function of your left and right mouse buttons. The button that you click displays the function of your left mouse button from that moment. If you use these buttons, hold down your left mouse button to move the viewpoint.
- The lower button can be used to orient the image to the north.