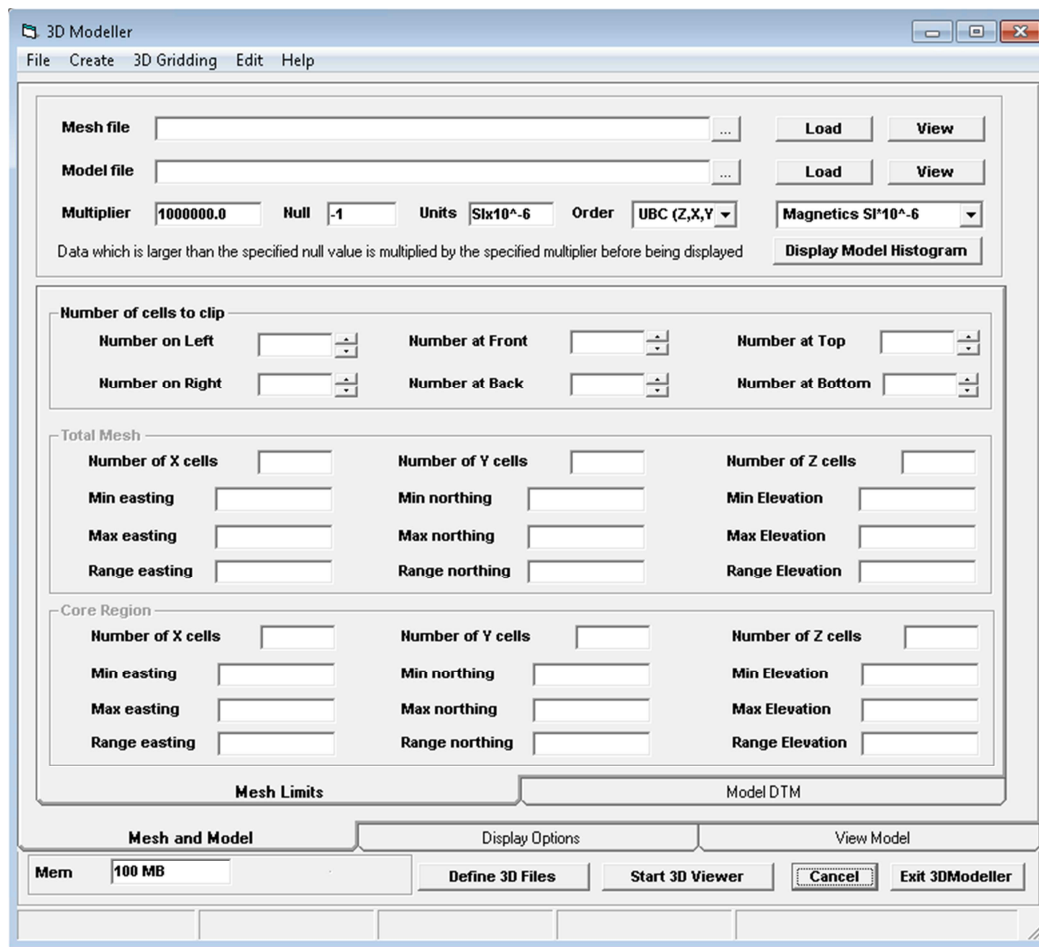


## 3DModeller Functionality



Supported input voxel file formats:

UBC

MGinv3D

Res3Dinv

goCad voxet

VTK 3D grid files

## Supported data types for display in 3D:

### 1. Topo grids with optional draped image

3D Files  
Create New 3D Object

Display Topographic Surface ☐ Maximum Cells 256 Raster Back Colour Black

Topography Image ...

Base value 0 Scale 1 Image Shift 0

Display Style Elevation

Histogram Equalise ☐ Invert Colour ☐ Clip grid at draped image limits ☒

Blue value 0.000 Red value 0.000

Draped Image ...

Histogram File ...

Colour Table ...

Define Coordinate transform Define model topo using current grid

Topography Data Files Drillholes Facet Models Section Grids Vector Plot Files

Close 3D Files Form

### 2. 3D data files

3D Files  
Create New 3D Object using

Display Data files Clear the Data File List

| Display | Description    |
|---------|----------------|
| 1 Yes   | Osb_Collar.csv |
| 2 Yes   |                |
| 3 Yes   |                |
| 4 Yes   |                |
| 5 Yes   |                |
| 6 Yes   |                |
| 7 Yes   |                |
| 8 Yes   |                |
| 9 Yes   |                |
| 10 Yes  |                |
| 11 Yes  |                |
| 12 Yes  |                |
| 13 Yes  |                |
| 14 Yes  |                |
| 15 Yes  |                |
| 16 Yes  |                |
| 17 Yes  |                |
| 18 Yes  |                |
| 19 Yes  |                |
| 20 Yes  |                |
| 21 Yes  |                |
| 22 Yes  |                |

Define Coordinate Transform Read Current file for Display

Topography Data Files Drillholes Facet Models

Point data file definitions  
Create 3D object

Data File Osb\_Collar.csv Data Source Text File

Description Osb\_Collar.csv

Display style Point Line ID HOLETYPE

First data line 4 X column EAST

Line with names 1 Y column NORTH

Read Increment 1 Z column RL

Colour blue Min Size 0.2 Max Size 0.2

Create separate item for Line ☐

Clip data using facet body ☐ Clip all data ☐

Line segment length 0.0 Colour legend ☐

Map onto topographic surface ☐ Invert Z coord ☐

Z display offset elevation 0.0 Copy to All ☐

|   | HOLEID   | PROJECTCC | TENEMENTID | GRIDNAME | HOLETYPE  | EAST   | NORTH   | RL  | DEPTH | PROSP |
|---|----------|-----------|------------|----------|-----------|--------|---------|-----|-------|-------|
| 1 | KUAC0003 | KULTHOR   |            |          | DRILLHOLE | 453173 | 7555370 | 268 | 51    |       |
| 2 | KUAC0004 | KULTHOR   |            |          | DRILLHOLE | 452839 | 7555593 | 268 | 54    |       |
| 3 | KUAC0005 | KULTHOR   |            |          | DRILLHOLE | 452652 | 7555667 | 268 | 57    |       |
| 4 | KUAC0006 | KULTHOR   |            |          | DRILLHOLE | 452560 | 7555743 | 268 | 72    |       |
| 5 | KUAC0007 | KULTHOR   |            |          | DRILLHOLE | 452482 | 7555811 | 268 | 46    |       |
| 6 | KUAC0008 | KULTHOR   |            |          | DRILLHOLE | 453484 | 7554927 | 268 | 66    |       |

Group Points ☐ ID Column Label Points ☐ Label Column

Colour using ☒ Colour Column blue 0.2 Red 0.2 Clip data ☐

Size using Value ☐ Size Column HOLETYPE Min Max Clip data ☐

Filter value ☐ Data Column Min Max Clip data ☐

Load Locations Number of points Calculate facet response Calculate model response Calculate terrain correction Output as a cse/grid file Output as UBC Model Output as a digitised data file

1: Osb\_Collar.csv Cancel Done

### Available display styles:

Display style Point

First data line Point

Line with names Polyline

Read Increment Vector (dx,dy,dz)

0 HO Line Segment

1 KU Vector (Magn,Az,Angle)

### 3. Drillhole data

The screenshot shows the '3D Files' dialog box with the 'Drillhole Data' tab selected. The 'Display Drill Holes' checkbox is checked. The 'Display Style' section includes options for 'Trace Only', 'Label', 'Clipping', and 'Create separate item for each hole'. The 'Colour Field' is set to 'Cu\_pct' with 'Histogram Equalise' checked. The 'Radius Field' is set to 'N/A'. The 'Define Drillhole Segment Grouping' section is visible. The 'Close 3D Files Form' button is at the bottom right.

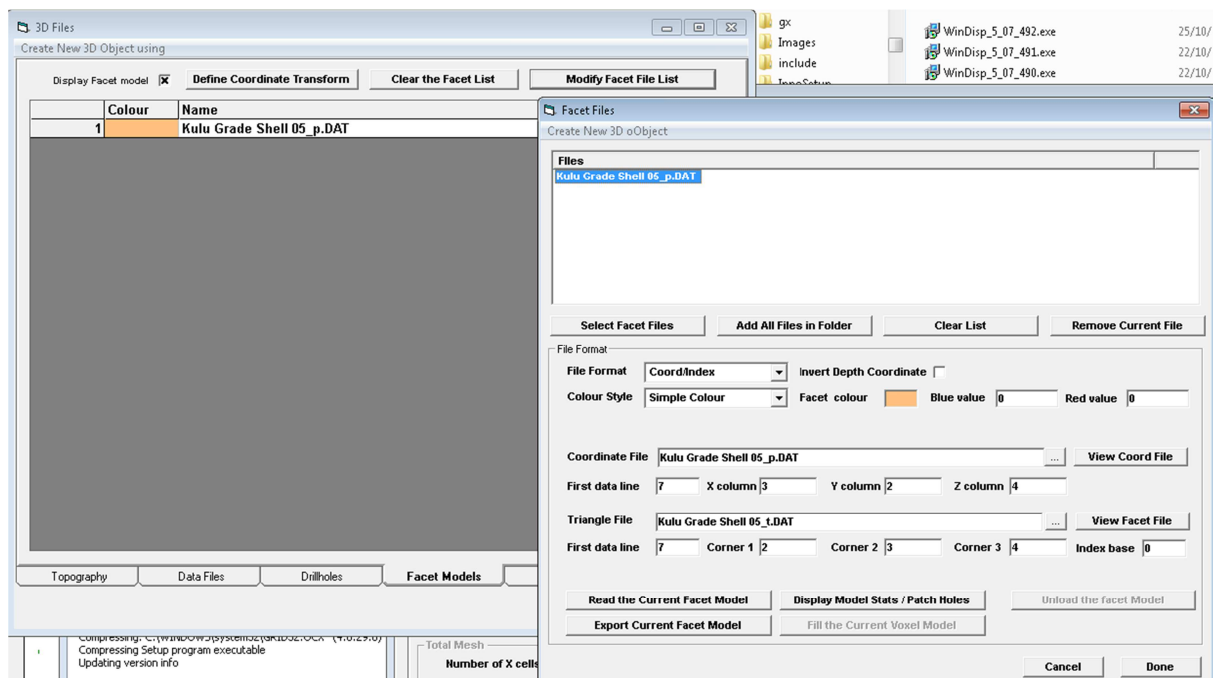
Defined using Collar with optional survey, assay, geology and events:

The screenshot shows the 'Drillhole Data File Definitions' dialog box. The 'Collar Data' tab is selected. The 'Data File' is 'Osb\_Collar.csv'. The 'Null value' is '-1'. The 'First data' is '2'. The 'Name Line' is '1'. The 'Depth' is 'DEPTH'. The 'Hole ID' is 'HOLEID'. The 'X data' is 'EAST'. The 'Y data' is 'NORTH'. The 'Z data' is 'RL'. The 'Dip' is empty. The 'Azimuth' is empty. The 'Map collar on topography' checkbox is unchecked. A list of drillhole data is shown in a text area. The 'Load Drill Holes' button is at the bottom left. The 'Number of drill holes' is 0. The 'Display Drillhole Statistics' button is at the bottom right. The 'Done' button is at the bottom right.

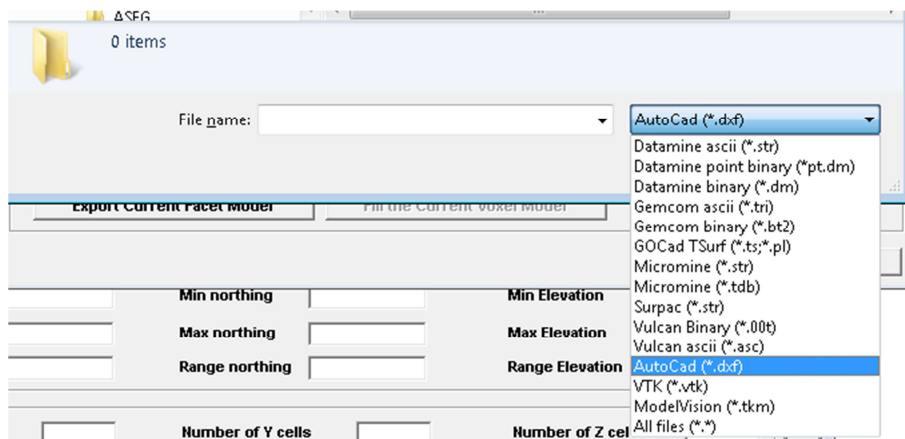
Supported input file formats:

The screenshot shows the 'Data Source' dropdown menu. The 'Text File' option is selected. Other options include 'Access Database', 'ODBC Database', 'Geosoft Database', 'Geosolutions Database', 'acQuire', 'Datamine', 'Micromine', and 'MapInfo'.

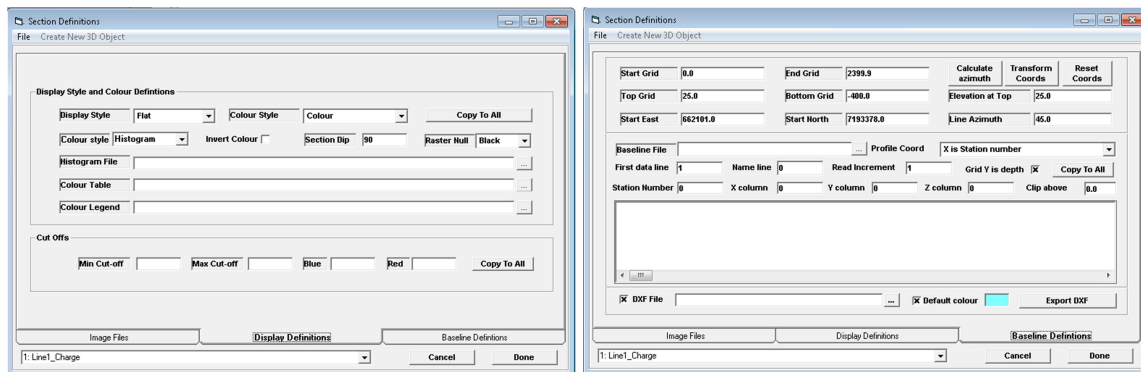
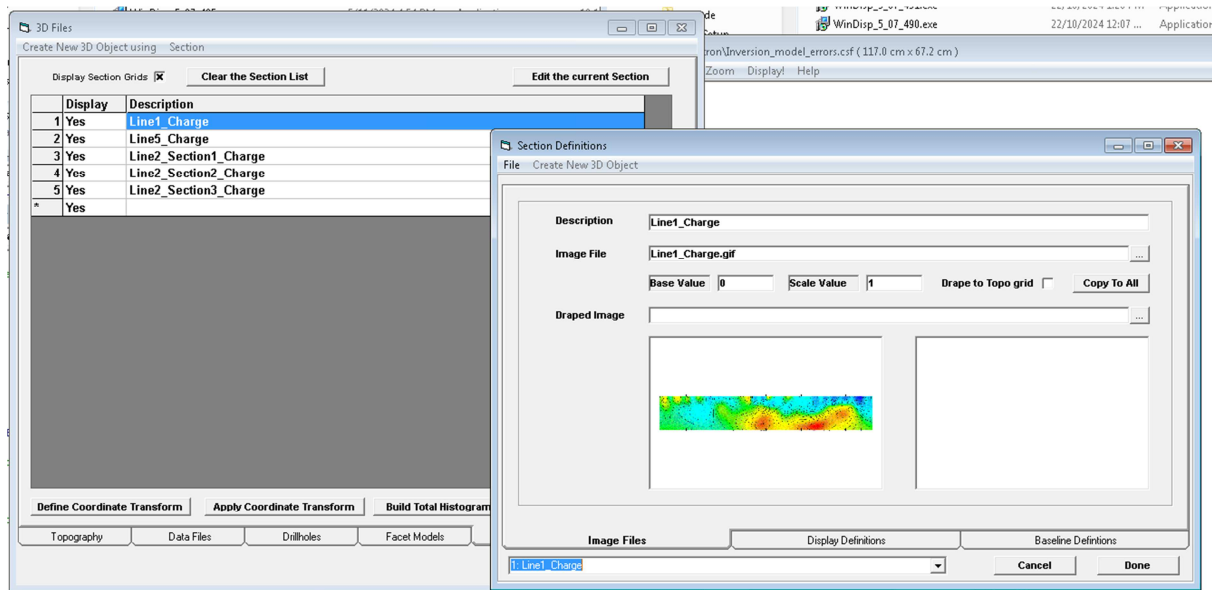
#### 4. Facet model files



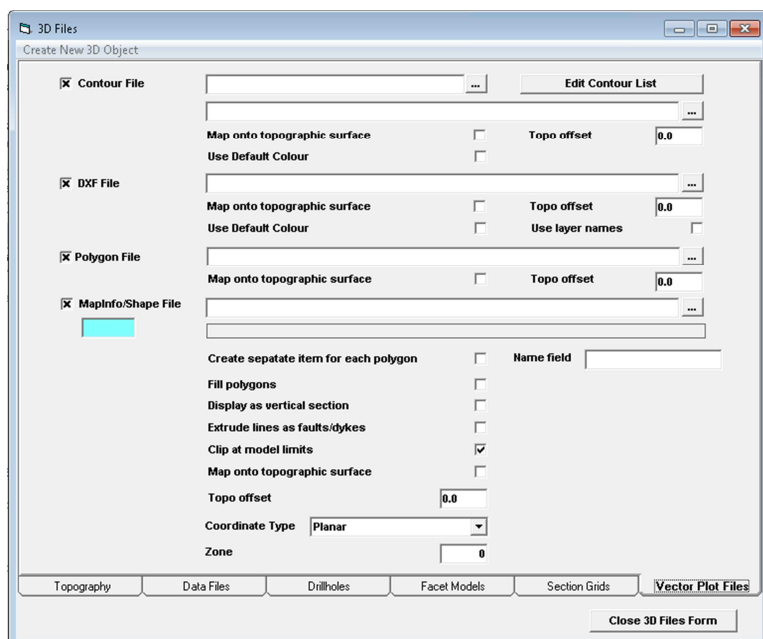
Supported file formats:



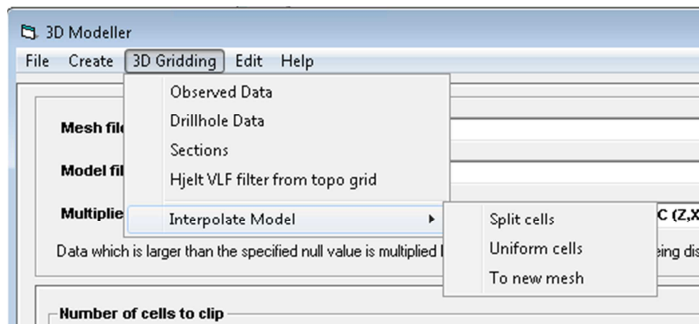
## 5. 3D section grids



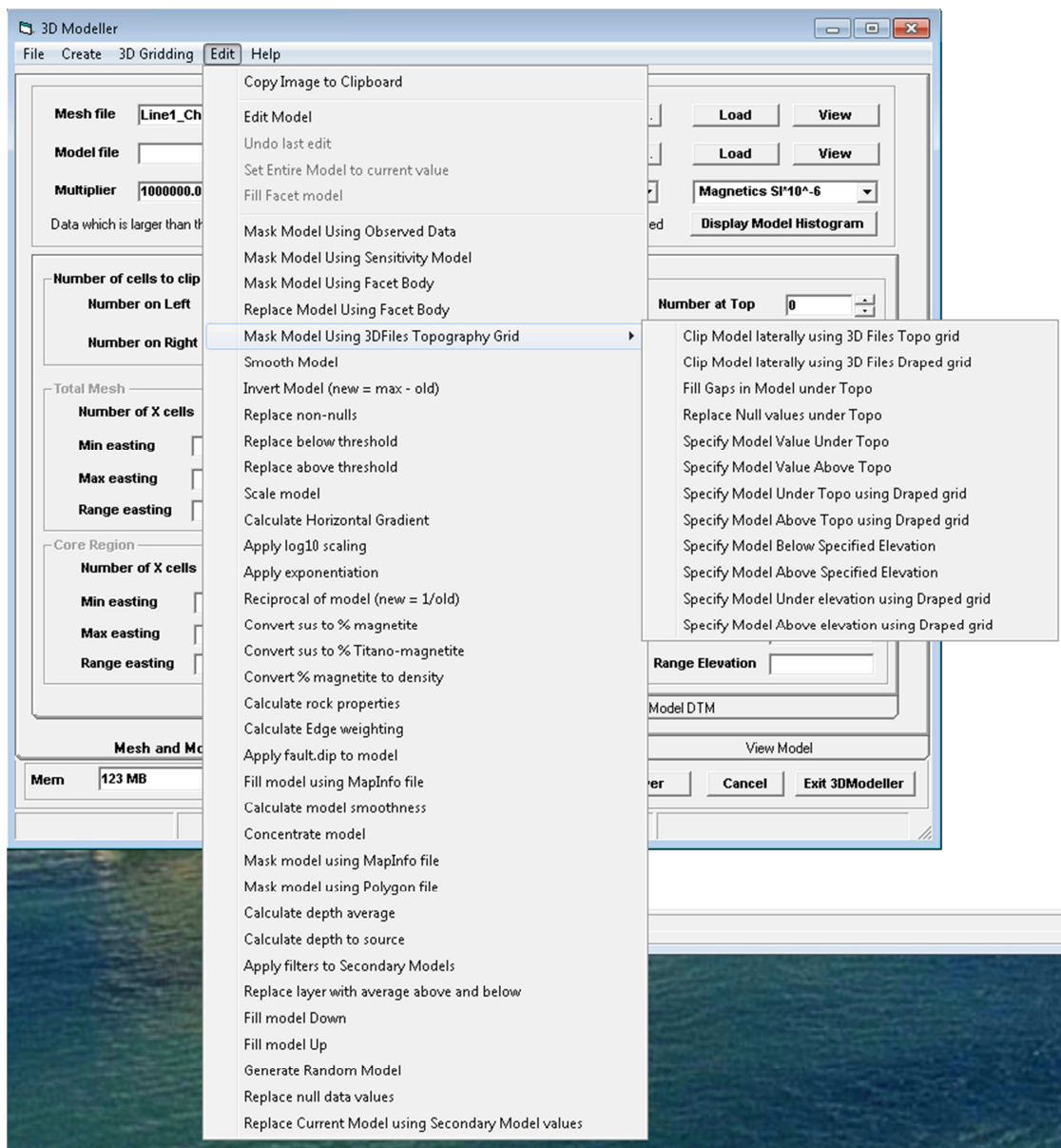
## 6. Vector plot files



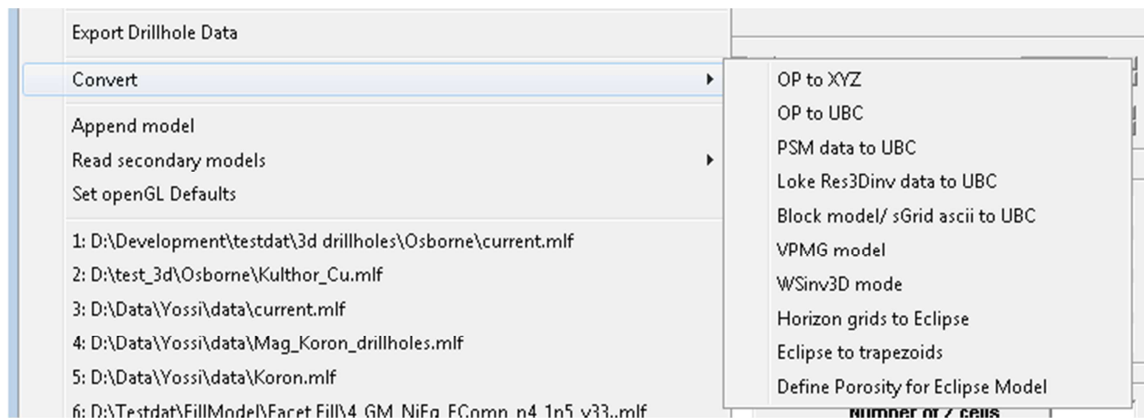
## 3D Gridding options:



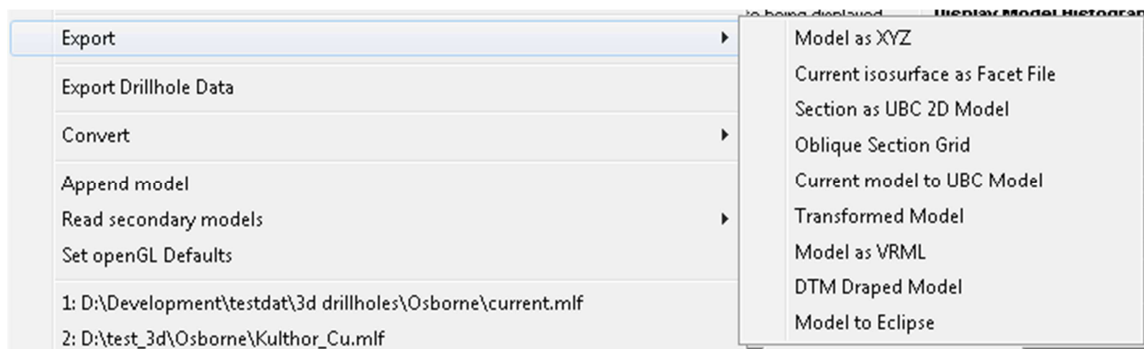
## Voxel model editing options:



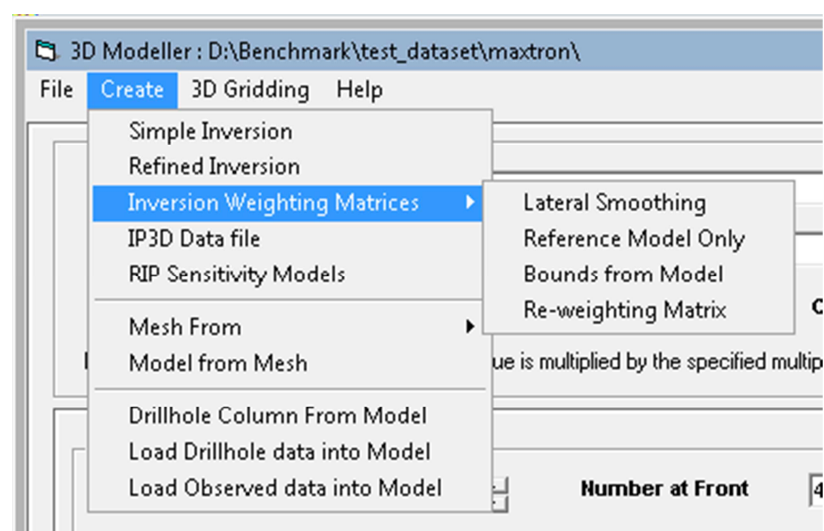
## Formats which can be converted for display:



## Model export options:



## Special model/file creation options:



## Mesh creation:

