

# Surface Modeling with GIS

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**By**

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**For**

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**CRP 514: Introduction to GIS**

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# Outline

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- Introduction
  - Objective
  - Gridding technique
  - Model structures with GIS
  - Surface Model Creation Workflow
  - 3D models visualization using GIS-ArcScene
  - Conclusion
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# Introduction

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- Surface geologic modeling is a complex task for GIS. However, the spatial nature of geo-objects always drives GIS to be part of modeling systems.
  - The spatial analysis extension provides the ability to generate grids and contours with a variety of data-interpolation method.
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# Objective

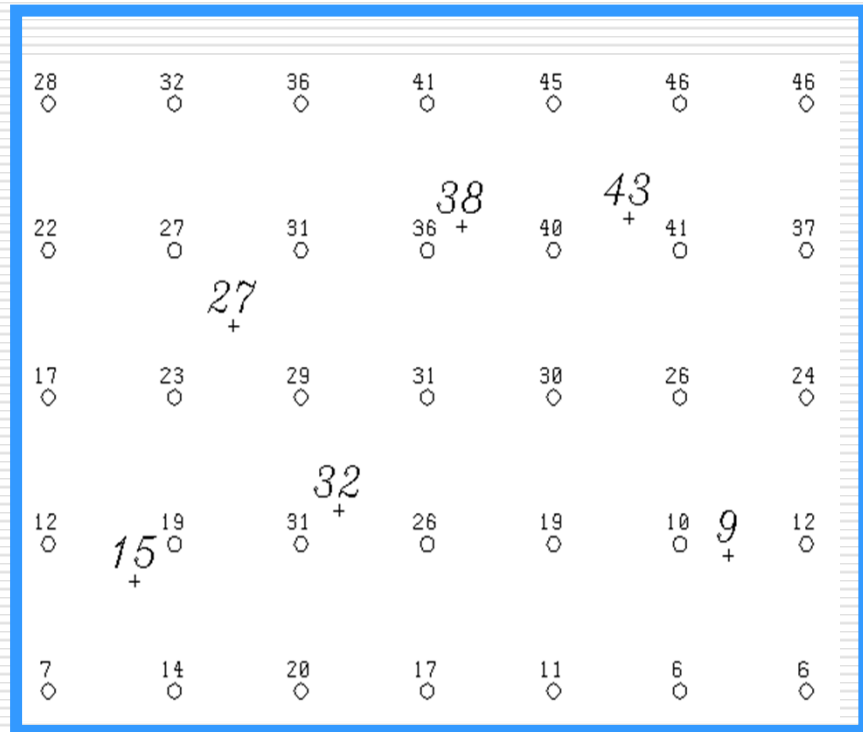
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- To provide an introduction to surface modeling and gridding techniques with GIS and also how to visualize structural models as 3D display using GIS-ArcScene.
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# Gridding Technique

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- A surface model (or grid) is a set of points that are regularly distributed estimates of some attribute over an area.



**Grid with control points data.**

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# The purpose of gridding

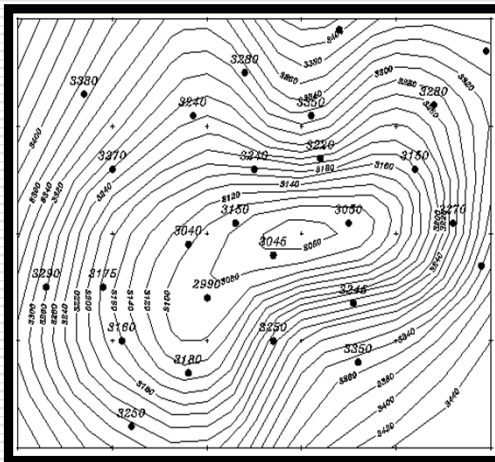
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- Grids are produced in order to achieve an even distribution of points. Some examples of functionality that depend on the even distribution of points includes:
    - Generating contours on a map.
    - Producing perspective (3D) display.
    - Drawing grid profiles (cross section), Performing grid operation.
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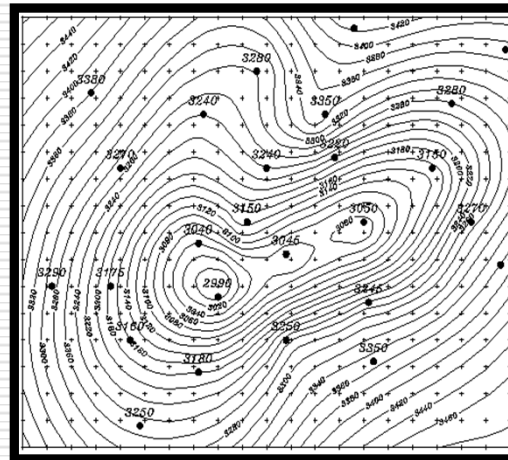
# The effect cell size

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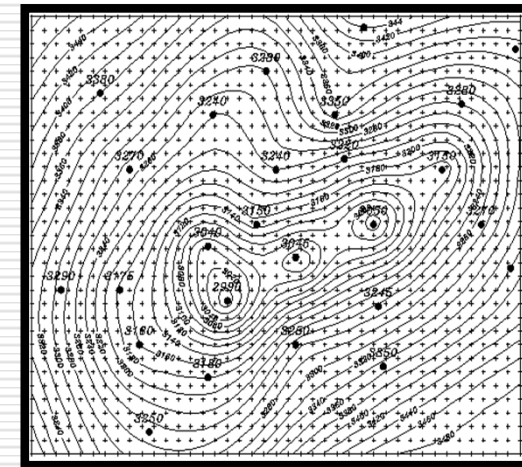
- ❑ Map-1 Establishes The trend, Grid does not honor data points.
- ❑ Map-2 Honors individual data points & Preserves trend.
- ❑ Map-3 Honors the original data points very well. Loses trend in void data areas and forms artificial closures around data points.



Grid-Inc 200



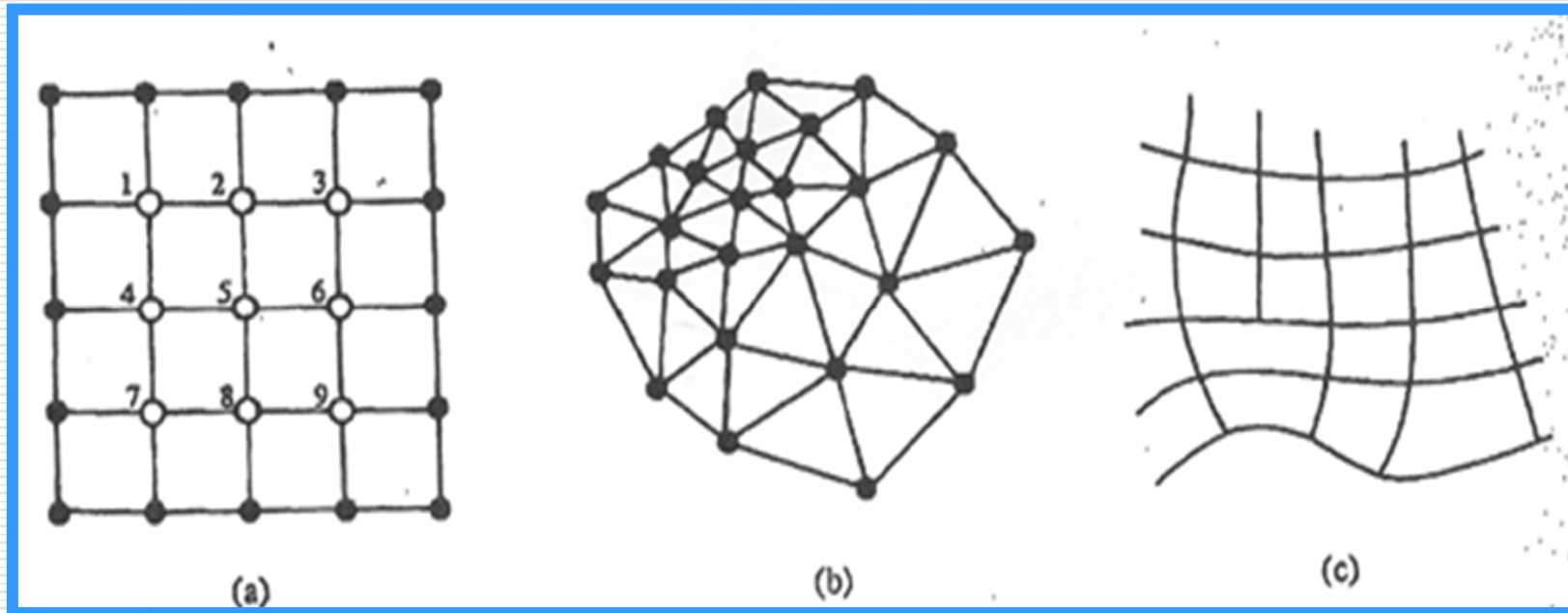
Grid-Inc 50



Grid-Inc 25

# Models Structures with GIS

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**Raster Model**

**Triangulated Irregular Network (TIN)**

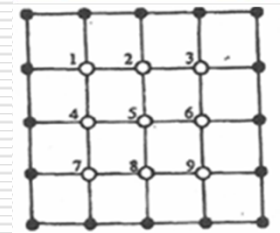
**Vector Model**



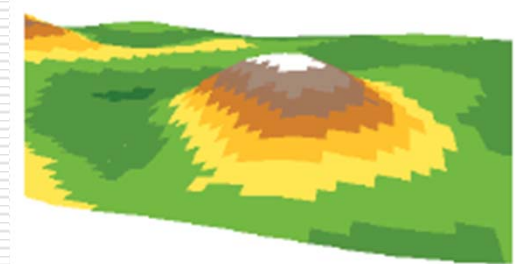
# Raster Model

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- ❑ Raster surfaces are in Grid or pixels format.
- ❑ Grids identified by row & column.
- ❑ Grid cells are usually square in shape.
- ❑ Raster is the most widely used.
- ❑ Fitting plane is generated to estimate grid cell by regression or projection.
- ❑ The advantage of raster is that complex surface model algorithms are better suited for continuous array of evenly spaced data.



Raster Model



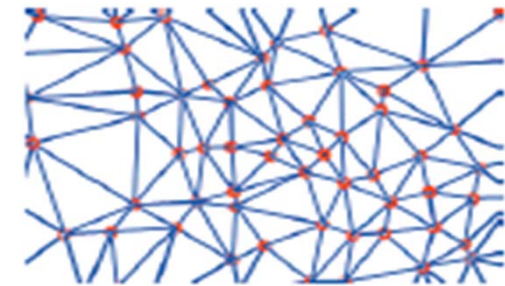
Raster Grid in perspective view

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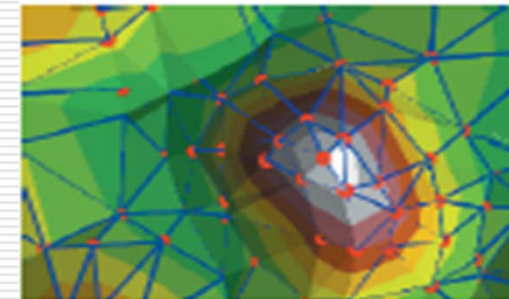
# TIN Model

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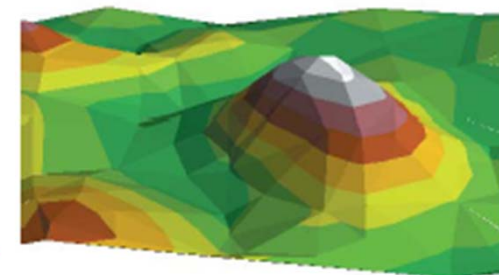
- ❑ Stands for Triangulated Irregular Network.
- ❑ Is an alternative to raster for representing complex surfaces.
- ❑ Elevations are calculated based on linear regression between control points.
- ❑ Contours are drawn across the sides of the connected triangular plates.
- ❑ The two advantages with TIN are: it does not interpolate beyond the data and the model is forced to fit the data.



*Nodes and edges of a TIN*



*Nodes, edges, and faces*

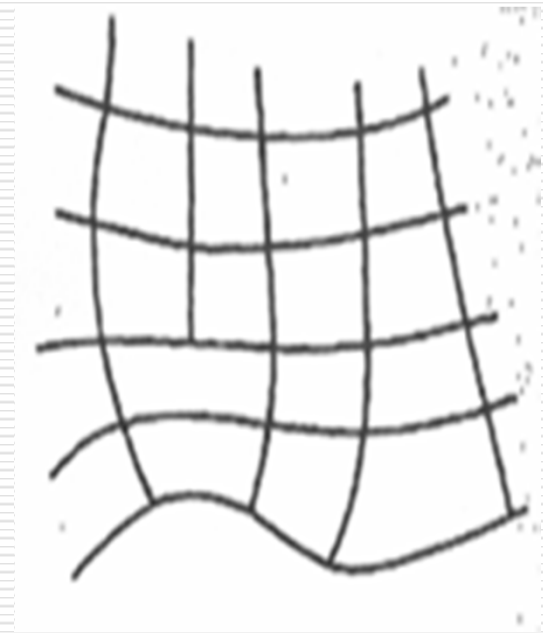


*TIN in perspective view*

# Vector Model

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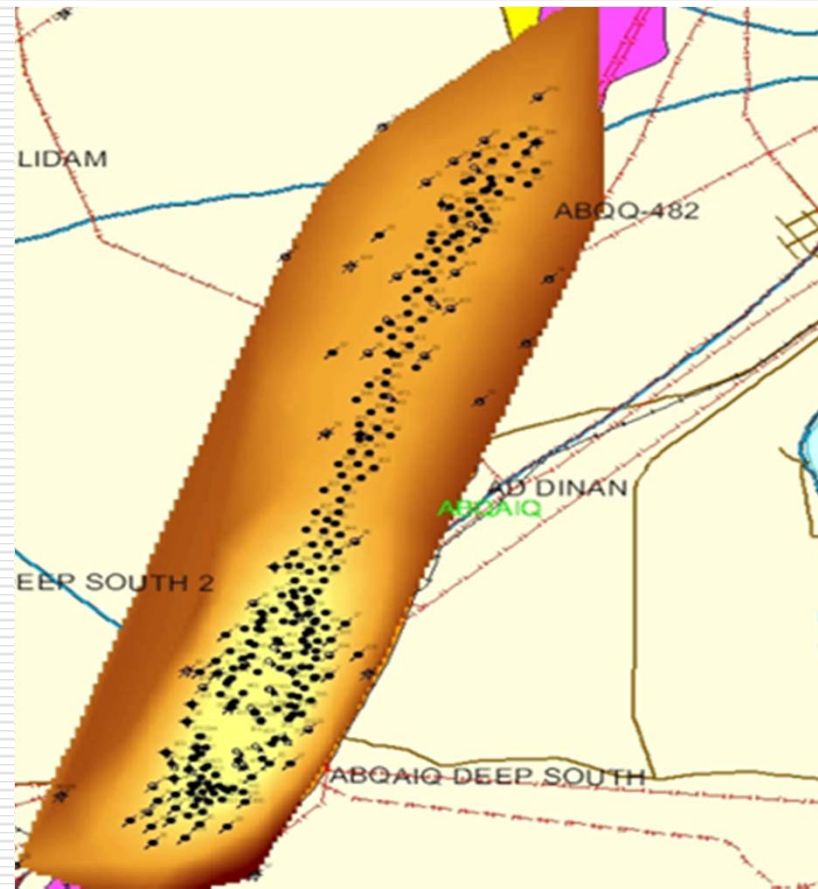
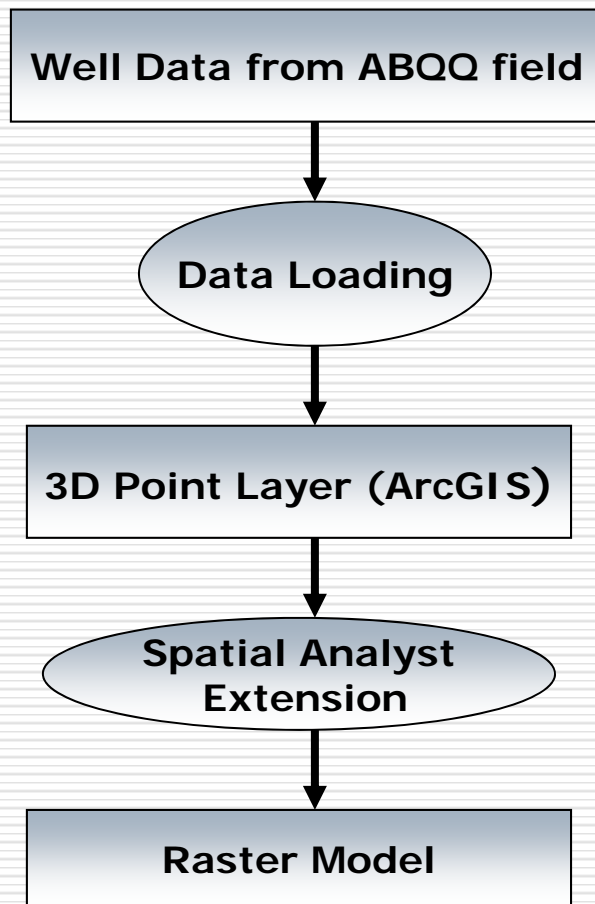
- ❑ Vector or contour – based methods consists of digitized contour lines and are stored as digital line graphs (DLGs) in the form of  $x, y$ .
- ❑ Vector model can be used to subdivide an area into irregular polygons bounded by adjacent contour lines and adjacent streamlines.
- ❑ Vector model is used in all administrative boundaries, roads, pipelines, power lines, flight paths and transportation routes.



**Vector Model**

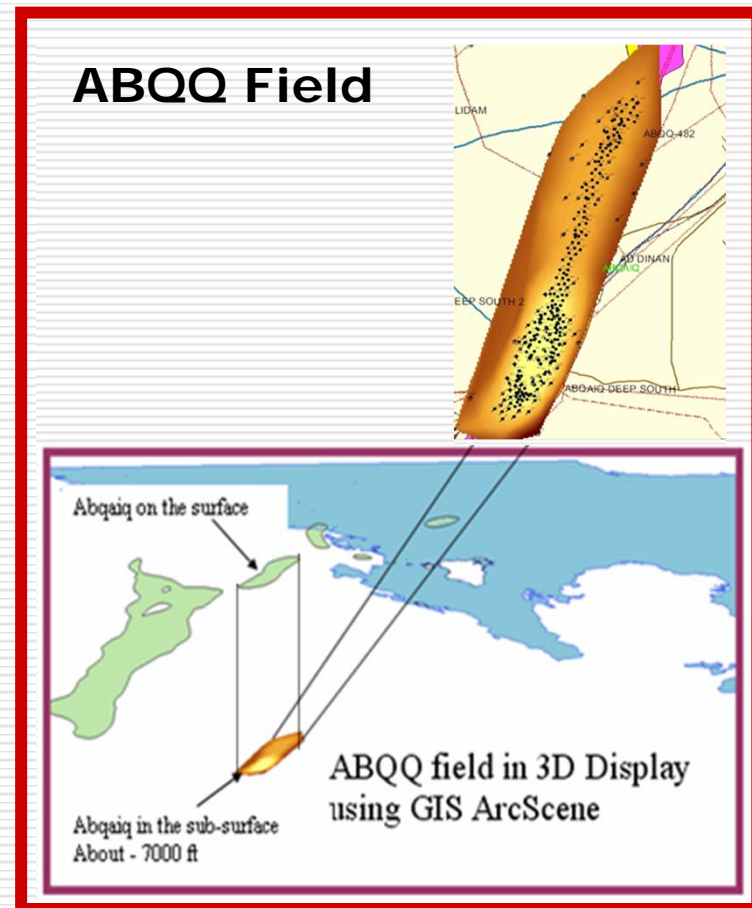
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# Surface Model Creation Workflow



## 3D Model Visualization with GIS-ArcScene

- ❑ ArcScene, 3D viewing application that is part of ArcGIS 3D Analyst extension.
- ❑ Allows earth scientist to visualize structural models in 3D.
- ❑ ArcScene helps geologists to find the structure of the reservoir below surface and in planning proposed wells, drilling operation and fluid flow direction.



# Conclusion

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- ❑ Geographic Information System is used to display and map both surface & subsurface data.
  - ❑ The main methods of creating surface models are by interpolation and triangulation.
  - ❑ None of the contouring can work with randomly control-point datasets; the datasets must always be grided first.
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- The most widely used data structures consists of square grid networks because of their ease of computer implementation and computational efficiency.
  - The flexibility of assigning Z-values from various sources makes ArcScene a powerful tool for anyone who needs to show the quantitative variations in three dimensional data.
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**Thank You**  
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