

Voxel Block Model

The Voxel Block Model entity is the processed version of the raw Block Model entity. Voxel Block Models can be visualized in the system, dynamically queried, and combined with other spatial entities in the project.

To create a new Voxel Block Model entity, click on “Voxel Block Model” from the “Add Object” button. You will see the following options:

The image shows two screenshots of the "NEW VOXEL BLOCK MODEL" dialog box. The left screenshot shows the "Item Name" field with the value "New Voxel Block Model" and a "Source" dropdown menu. The right screenshot shows the "Translate X", "Translate Y", "Translate Z", "Scale X", "Scale Y", "Scale Z", "Rotate X", "Rotate Y", "Rotate Z", and "Rotate Order" fields, with "Rotate Order" set to "ZXZ".

Item Name	A readable name for the new entity
Source	Shows a lists of available raw Block Model entities. From this list, you can select which raw Block Model will be used to create the Voxelized Block Model.

Translate XYZ	These fields allow translating the mesh position by the specified amounts along each coordinate axis
Scale XYZ	These fields allow scaling the mesh by the specified amounts along each coordinate axis. A value of 1.0 represents the original scale
Rotate XYZ	Euler rotation angles for each coordinate axis.
Rotation Order	Euler rotation angle sequence.

Click on “Create” to begin the voxelization process. You can track the upload operation from the “Pending” section in the project’s page

Once the processing is complete, you can view the new entity by clicking on the “View” button in the entity’s row inside the Catalog section for the project. Alternatively, you may create a View entity that uses the newly created entity as a source dataset.

Revision #2

Created 17 March 2025 14:00:49 by Admin

Updated 24 March 2025 12:53:48 by Admin