



# Getting started with 3D

## ArcGIS API for JavaScript

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<https://github.com/jkieboom/devsummit-palm-springs-2018>

# API concepts

# Working with the SceneView

Start with a 2D map/view, replace **MapView** with **SceneView**

```
view = new MapView({
  container: "viewDiv",

  map: new Map({
    basemap: "streets",

    layers: [new TileLayer(
      "...New_York_Housing_Density/MapServer"
    )]
  })
});
```

```
view = new SceneView({
  container: "viewDiv",

  map: new Map({
    basemap: "streets",

    layers: [new TileLayer(
      "...New_York_Housing_Density/MapServer"
    )]
  })
});
```



# Working with the SceneView

- Unified 2D and 3D data model (the `Map`), `Layer`, `Renderer` and `Symbol`
- Common `View` subclass between 2D and 3D
- Makes it easy (boring!) to transition to 3D
- However, to exploit 3D, you need to learn certain 3D concepts

# Working with the SceneView

```
class SceneView {  
    // Camera specifies the view  
    camera: Camera;  
  
    // Animations, framing  
    goTo(...);  
  
    // Finding graphics at screen locations  
    hitTest(...);  
  
    // Converting coordinate systems  
    toScreen(mapPoint: Point): ScreenPoint;  
    toMap(screenPoint: ScreenPoint): Point;  
}
```

# Camera

- Primary specification of the view is the `Camera`

```
class Camera {  
    // The position of the camera eye in 3D space (x, y + z elevation)  
    position: Point;  
  
    // The heading angle (towards north in degrees, [0, 360]°)  
    heading: number;  
  
    // The tilt angle ([0, 180]°, with 0° straight down, 90° horizontal)  
    tilt: number;  
}
```

# Camera

```
const camera = view.camera.clone();
// Increment the heading of the camera by 5 degrees
camera.heading += 5;
// Set the modified camera on the view
view.camera = camera;
```



# goTo

```
const h = view.camera.heading;  
  
// Set the heading of the view to  
// the closest multiple of 30 degrees  
const heading = Math.floor(h / 30) * 30 + 30;  
  
// go to heading preserves view.center  
view.goTo({  
  heading: heading  
});
```



```
const h = view.camera.heading;  
  
// Set the heading of the view to  
// the closest multiple of 120 degrees  
const heading = Math.floor(h / 120) * 120 + 120;  
  
const target = {  
  heading: heading  
};  
  
const options = {  
  easing: "out-cubic",  
  speedFactor: 0.2  
};  
  
view.goTo(target, options);
```





# toMap, toScreen and hitTest

```
view = new SceneView({
  map: new Map({
    basemap: "satellite"
  })
});

for (var x = 1; x <= 2; x++) {
  for (var y = 1; y <= 2; y++) {
    var px = x * (view.width / 3);
    var py = y * (view.height / 3);

    view.graphics.add(new Graphic({
      geometry: view.toMap(px, py),
      symbol: symbol,
      attributes: { x: x, y: y }
    }));
  }
}
```



```
view.on("pointer-move", event => {
  view.hitTest({ x: event.x, y: event.y })
    .then(result => {
      var graphic = result.results[0] &&
        result.results[0].graphic;

      var attrs = graphic && graphic.attributes;

      if (attrs) {
        logDiv.textContent = `${attrs.x}/${attrs.y}`;
      }
    });
});
```



# Map

- A Map can be used with both `MapView` and `SceneView`
- `Basemap` is exactly the same concept as in 2D
- `Ground`: defines the ground surface of the scene
  - Elevation layers
  - Default world elevation layer (`"world-elevation"`)
  - Surface properties (coming later)

# Layers

Layer type	Characteristics
FeatureLayer	vector
CSVLayer	vector
StreamLayer	vector
MapImageLayer	dynamic
ImageryLayer	dynamic
WMSLayer	dynamic
OpenStreetMapLayer	raster, cached
TileLayer	raster, cached
WebTileLayer	raster, cached
WMTSLayer	raster, cached
VectorTileLayer	vector, cached

# Layers 3D – elevationInfo

- `relative-to-scene` (new)
- `relative-to-ground`, `absolute-height`, `on-the-ground`

```
layer1.elevationInfo = {  
  mode: "on-the-ground"  
};  
  
layer2.elevationInfo = {  
  mode: "relative-to-ground",  
  offset: 3000  
};  
  
layer3.elevationInfo = {  
  mode: "absolute-height",  
  offset: 3000  
};
```



# Layers 3D

Layer type	Characteristics
ElevationLayer	raster, cached
SceneLayer	vector
IntegratedMeshLayer	vector
PointCloudLayer	vector

# Layers 3D – ElevationLayer

- Elevation services
  - Tiled image service
  - LERC format (Limited Error Raster Compression)
- Added to `map.ground.layers`
  - Multiple elevation layers overlay just as map layers do
- `async queryElevation(geometry)`
- `async createElevationSampler(extent)`

# Layers 3D – ElevationLayer

```
var map = new Map({
  basemap: "satellite",
  ground: "world-elevation" // use default world elevation layer
});

// load an additional elevation layer depicting the
// elevation difference after the 2014 Oso landslide
var elevationLayer = new ElevationLayer({
  url: ".../OsoLandslide_After_3DTerrain/ImageServer",
  visible: false
});

map.ground.layers.add(elevationLayer);

var view = new SceneView(...);
```

```
// toggle the elevation layer visibility
elevationLayer.visible = !elevationLayer.visible
```

```
// query elevation at the clicked map point
view.on("click", function(event) {
  var position = event.mapPoint;
  var query = elevationLayer.queryElevation(position);
  query.then((result) => {
    console.log(result.geometry.z)
  });
});
```



# Layers – SceneLayer (points)

```
// all the typical initialization
var map = new Map(...);
var view = new SceneView(...);

// Create SceneLayer and add to the map
var sceneLayer = new SceneLayer({
  url: ".../Airports_PointSceneLayer/SceneServer"
});

map.add(sceneLayer);
```

# Layers – SceneLayer (3d object)

```
// all the typical initialization
var map = new Map(...);
var view = new SceneView(...);

// Create SceneLayer and add to the map
var sceneLayer = new SceneLayer({
  url: ".../NYCatt/SceneServer",
});

map.add(sceneLayer);
```

# Layers – SceneLayer (3d object)

```
// all the typical initialization  
var map = new Map(...);  
var view = new SceneView(...);  
  
// Create SceneLayer and add to the map  
var sceneLayer = new SceneLayer({  
    url: ".../NYCatt/SceneServer",  
});  
  
map.add(sceneLayer);
```

```
// only show buildings constructed before 1900   
sceneLayer.definitionExpression =  
    "CNSTRCT_YR < 1900 AND CNSTRCT_YR > 0";
```

```
// reset filter   
sceneLayer.definitionExpression = null;
```

```
// filter out tall buildings   
sceneLayer.definitionExpression =  
    "HEIGHTROOF < 100 AND HEIGHTROOF > 0";
```

# Layers – IntegratedMeshLayer

```
// create the integrated mesh layer
var layer = new IntegratedMeshLayer({
  url: ".../Oxford_Scene/SceneServer"
});

// create a map with the layer added
var map = new Map({
  basemap: "streets",
  layers: [layer],
  ground: "world-elevation"
});

// finally, create a view with a good
// perspective on the integrated mesh
var view = new SceneView({
  container: "viewDiv",
  map: map,
  camera: {
    position: [-1.2567, 51.7517, 123.6058],
    heading: 41.4698,
    tilt: 75.9609
  }
});
```



# Layers — PointCloudLayer

```
// all the typical initialization
var map = new Map(...);
var view = new SceneView(...);

// create Point Cloud Layer
var pcLayer = new PointCloudLayer({
  url: ".../BARNEGAT_BAY_LiDAR_UTM/SceneServer"
});

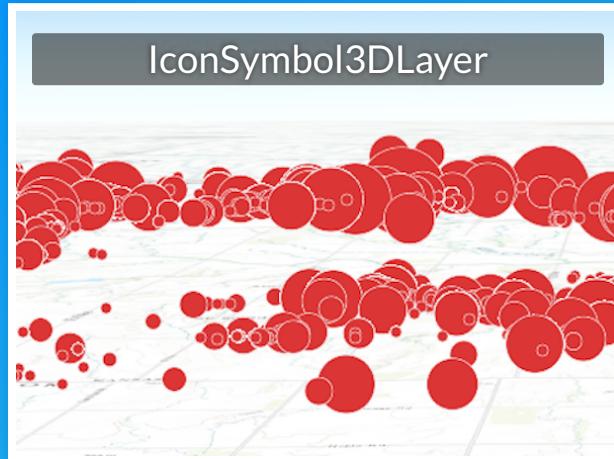
map.add(pcLayer);
```

```
// update the render settings
function updateRenderer(pointSize, density) {
  pcLayer.renderer = new PointCloudRGBRenderer({
    field: "RGB",
    pointSizeAlgorithm: {
      type: "fixed-size",
      useRealWorldSymbolSizes: false,
      size: pSize
    },
    pointsPerInch: density
  })
}
```

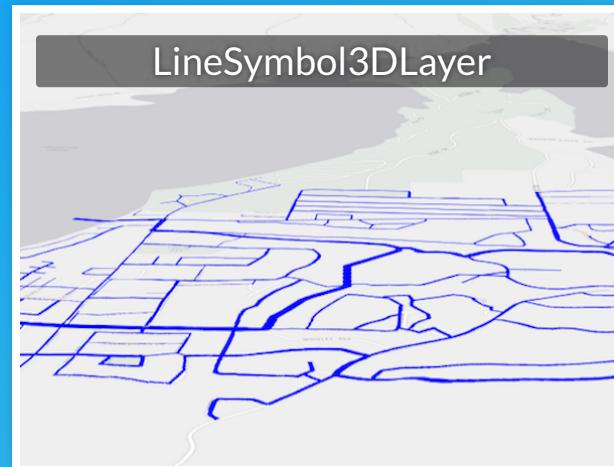


# Symbology

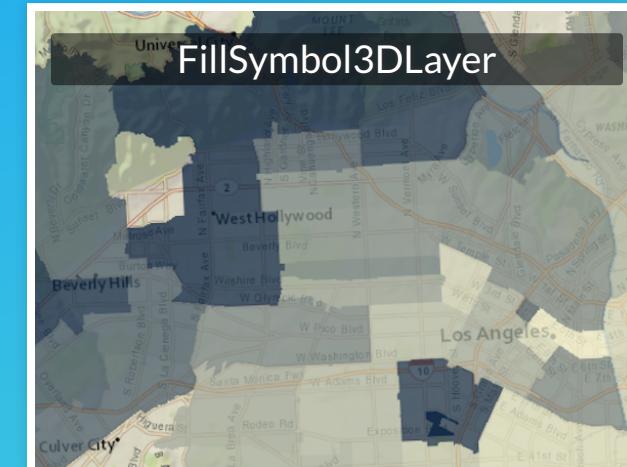
point



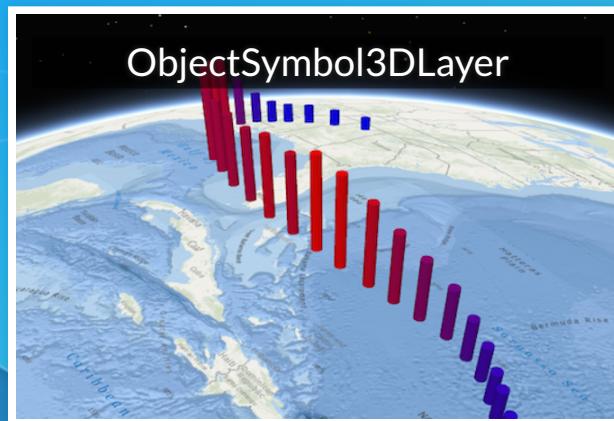
line



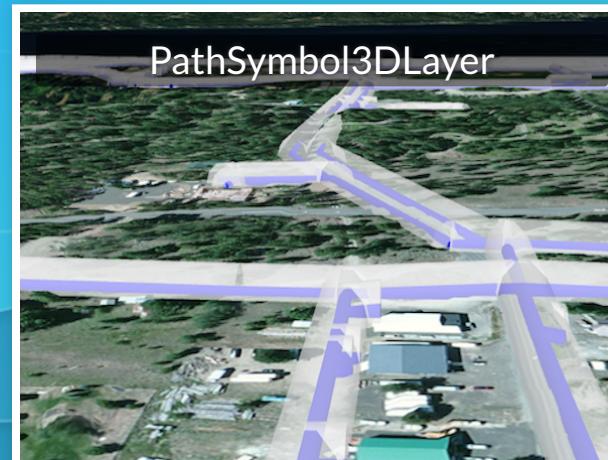
polygon



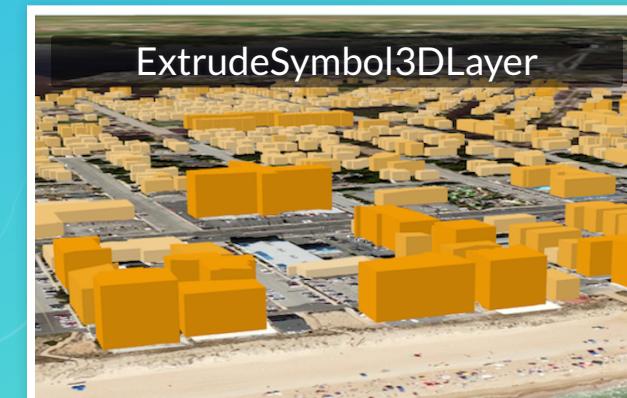
ObjectSymbol3DLayer



PathSymbol3DLayer



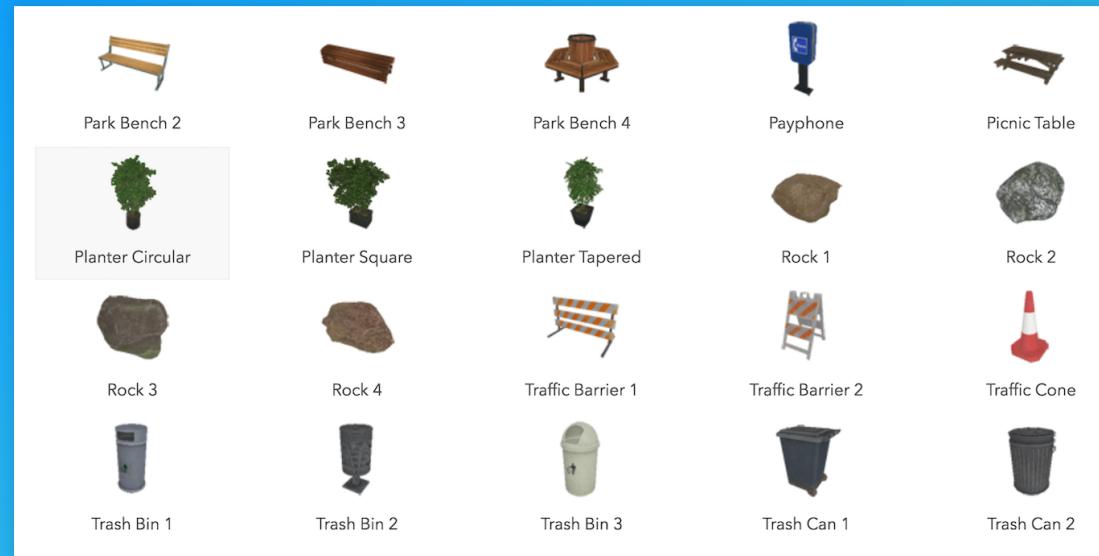
ExtrudeSymbol3DLayer



# Symbology — Renderer example

- Visual variables and SceneLayer sample

# Symbology – WebStyleSymbol



```
const webStyleSymbol = new WebStyleSymbol({  
  name: "Traffic_BARRIER_1",  
  styleName: "EsriRealisticStreetSceneStyle"  
});
```

Example in symbol playground

# WebScene

# WebScene

- Defines the content and style of a 3D Scene
- Serialized as JSON and stored in Portal/Online

# WebScene – Spec

- JSON spec similar to WebMap
- Layers, basemap, slides, initial state (position and light)
- Metadata: scene type, spatial reference, version...
- <https://developers.arcgis.com/web-scene-specification/>

# WebScene – API

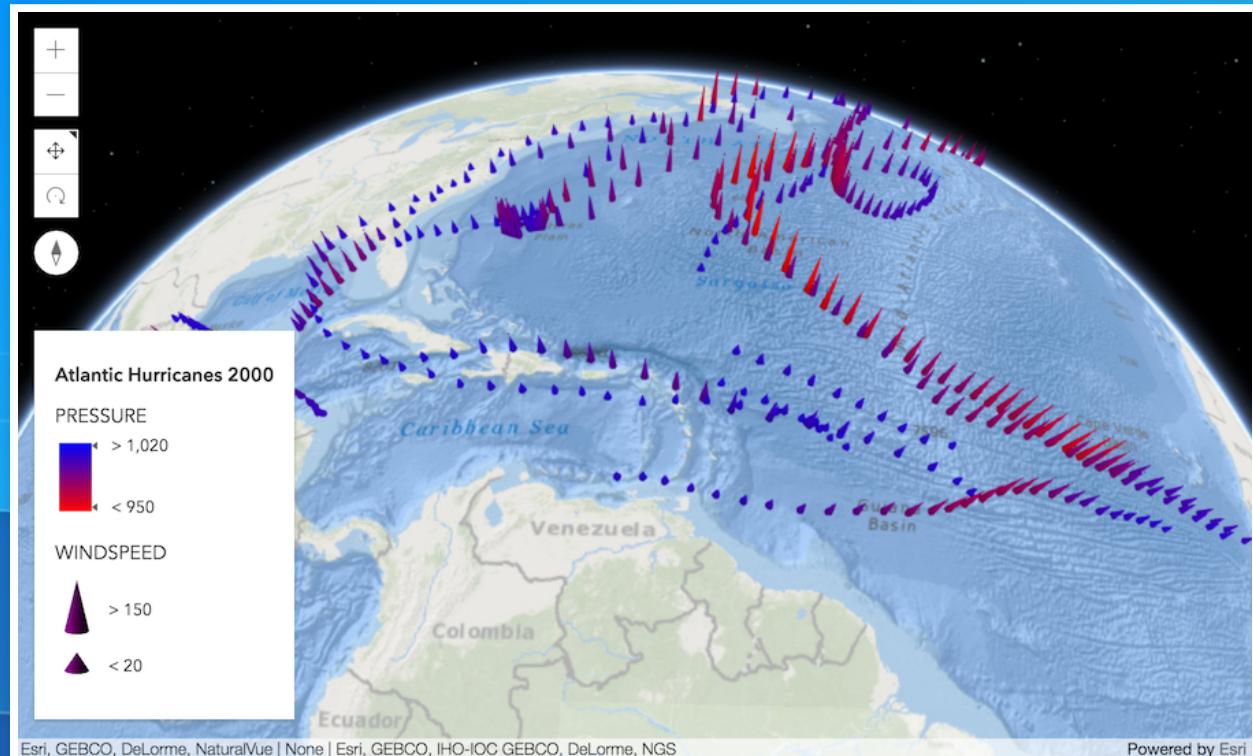
- Supported by `SceneView`
- Loadable from `Portal`

```
class WebScene extends Map {  
  presentation: {  
    slides: Collection<Slide>;  
  };  
  
  initialViewProperties: {  
    viewpoint: Viewpoint;  
    environment: Environment;  
    spatialReference: SpatialReference;  
    viewingMode: "global" | "local";  
  };  
  
  portalItem: PortalItem;  
  
  clippingArea: Extent;  
  clippingEnabled: boolean;  
}
```

# WebScene – viewingMode

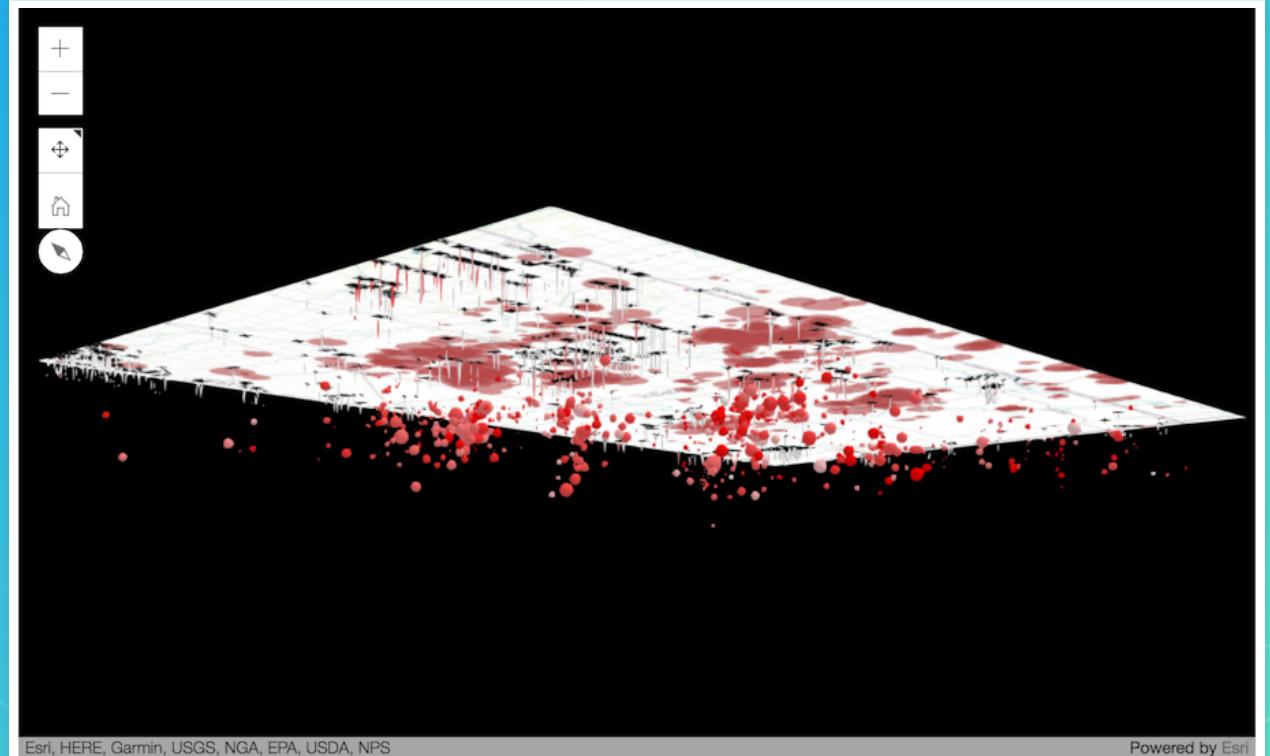
## Global

geographic, global extent, spherical



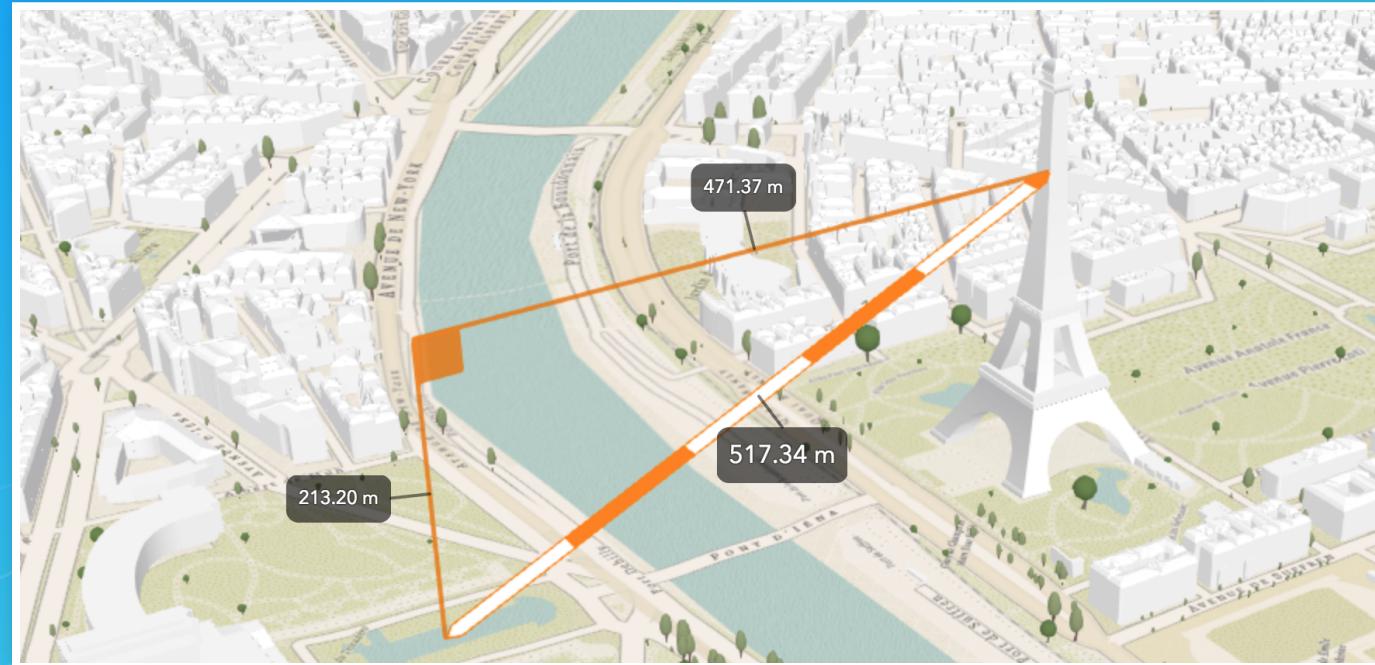
## Local

projected, local extent, planar, clipping

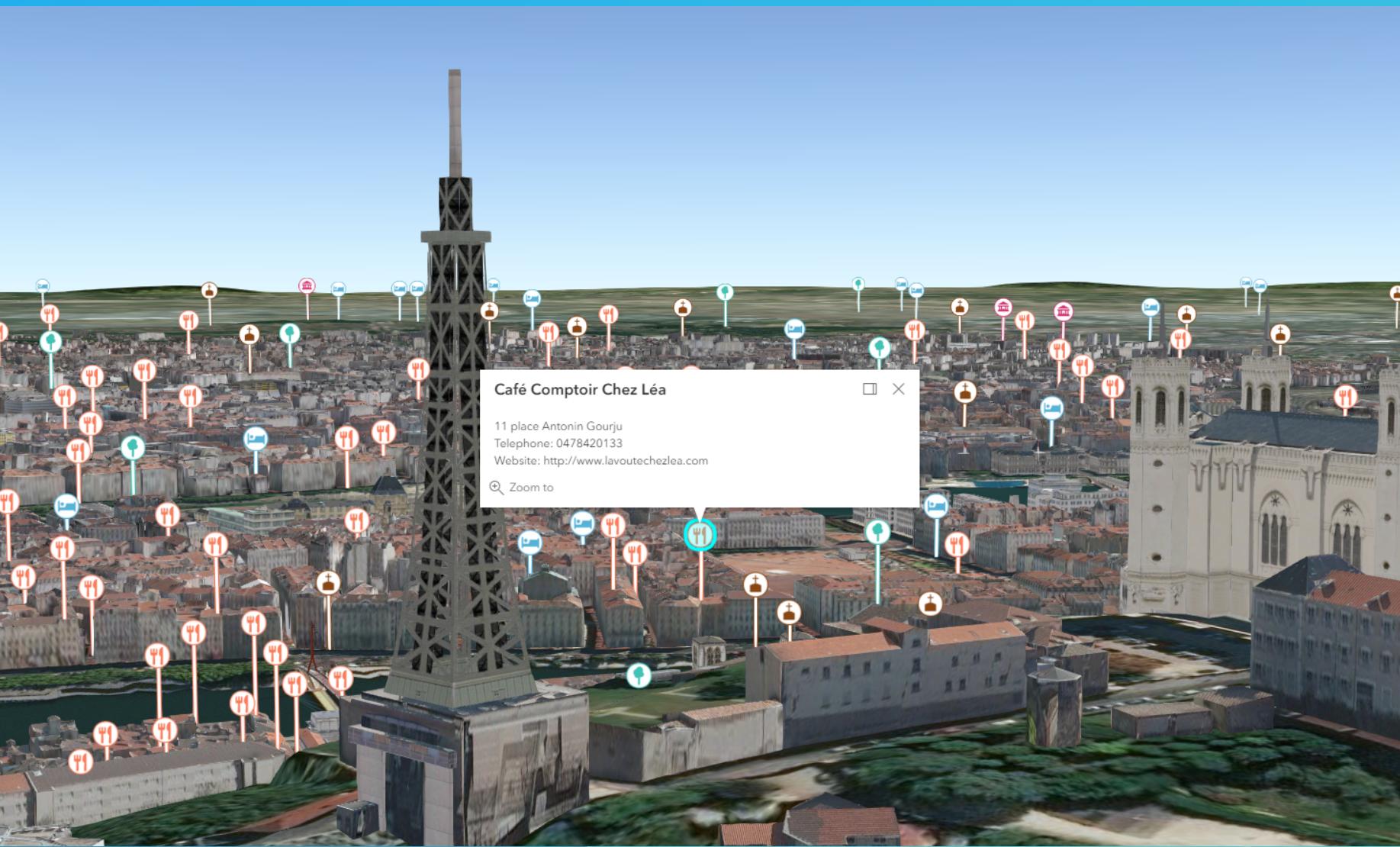


# New 3D widgets

- Direct line measurement
- [esri/widgets/DirectLineMeasurement3D](#)



# Building an App



### Café Comptoir Chez Léa

11 place Antonin Gourju  
Telephone: 0478420133  
Website: <http://www.lavoutechezlea.com>

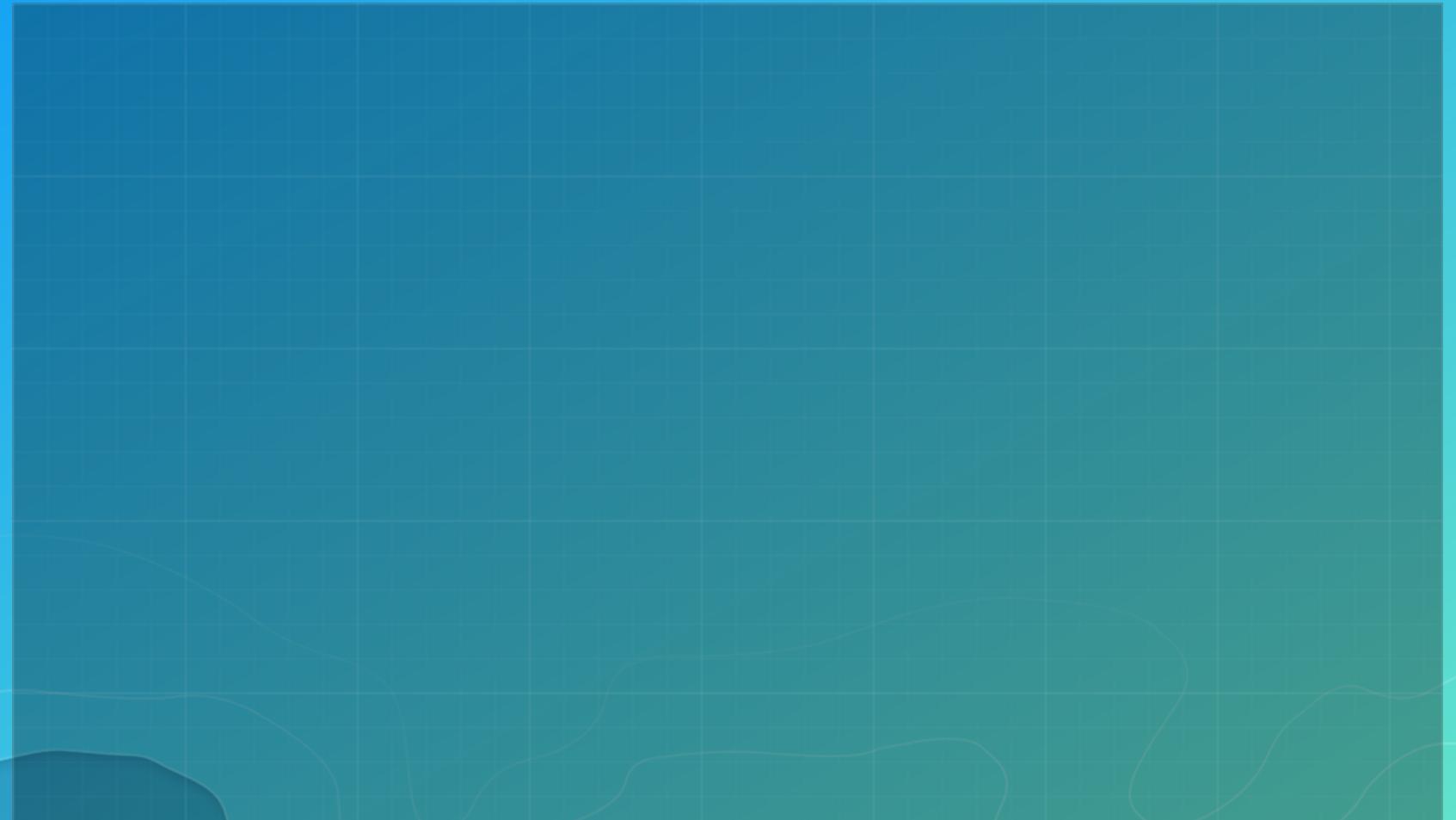
# Building an App: Lyon

```
var renderer = new UniqueValueRenderer({
  field: "Type",
  uniqueValueInfos: [
    {
      value: "Museum",
      symbol: createSymbol("Museum.png", "#D13470")
    },
    {
      value: "Restaurant",
      symbol: createSymbol("Restaurant.png", "#F97C5A")
    },
    {
      value: "Church",
      symbol: createSymbol("Church.png", "#884614")
    },
    {
      value: "Hotel",
      symbol: createSymbol("Hotel.png", "#56B2D6")
    },
    {
      value: "Park",
      symbol: createSymbol("Park.png", "#40C2B4")
    }
  ]
});

var featLayer = new FeatureLayer({
  portalItem: {
    id: "5acdabddfb1f4852932d43f51fca57eb"
  },
  renderer: renderer
});
```

# Elevation mode: relative-to-scene

```
var featLayer = new FeatureLayer({  
  portalItem: {  
    id: "5acdabddfb1f4852932d43f51fca57eb"  
  },  
  renderer: renderer,  
  elevationInfo: {  
    mode: "relative-to-scene"  
  }  
});
```



# Declutter

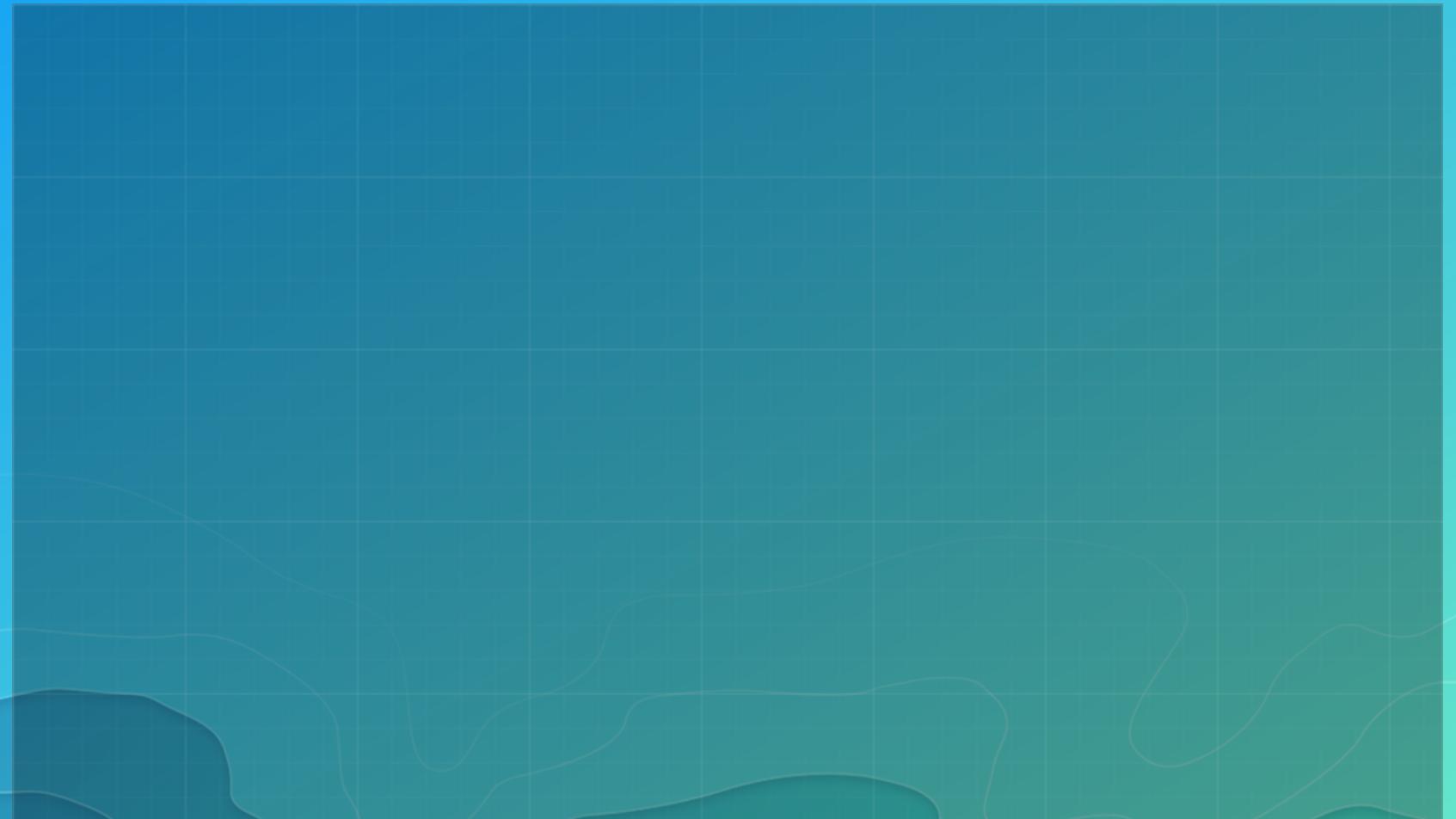
Number of overlapping points is reduced

```
var featLayer = new FeatureLayer({  
  portalItem: {  
    id: "5acdabddfb1f4852932d43f51fca57eb"  
  },  
  
  renderer: renderer,  
  
  elevationInfo: {  
    mode: "relative-to-scene"  
  },  
  
  featureReduction: {  
    type: "selection"  
  }  
});
```

# Improve Perspective

Improve the sense of depth for 2D icons

```
var featLayer = new FeatureLayer({  
  portalItem: {  
    id: "5acdabddfb1f4852932d43f51fca57eb"  
  },  
  
  renderer: renderer,  
  
  elevationInfo: {  
    mode: "relative-to-scene"  
  },  
  
  featureReduction: {  
    type: "selection"  
  },  
  
  screenSizePerspectiveEnabled: true  
});
```



# Callout Lines

Lift symbols above the ground for better visibility.

```
new PointSymbol3D({  
    symbolLayers: ...,  
  
    verticalOffset: {  
        screenLength: 30,  
        maxWorldLength: 200  
    },  
  
    callout: new LineCallout3D({  
        color: "white",  
        size: 2,  
  
        border: {  
            color: color  
        }  
    })  
});
```

# 3D Models

Use WebStyleSymbols to include 3d models in your scene

```
new UniqueValueRenderer({
  field: "TYPE",
  uniqueValueInfos: [
    {
      value: "taxi",
      symbol: new WebStyleSymbol({
        name: "Taxi",
        styleName: "EsriRealisticTransportationStyle"
      })
    }
  ]
});
```

# Webscene loading

Loading a webscene by id

```
var map = new WebScene({
  portalItem: {
    id: "8b464fd68d87480486d36e8cbbc52ab9"
  }
});

var view = new SceneView({
  container: "viewDiv",
  map: map
});
```

# Popups and webscene saving

## Adding a custom popup template and saving the webscene

```
featLayer.popupTemplate = new PopupTemplate({
  title: "{NAME}",
  content: "{ADDRESS}<br>" +
  "Telephone: {TELEPHONE}<br>" +
  "Website: {WEBSITE}<br>"
});
});

// ...

var portal = new Portal({
  url: myPortalUrl,
  authMode: "immediate"
});

portal.load().then(function() {
  webscene.saveAs({
    title: "My Scene",
    portal: portal
  });
});
```



esri

THE  
SCIENCE  
OF  
WHERE