



SA
GeoTech
2019

Reality Modelling *Creating the Digital Twin*
SA GeoTech 2019

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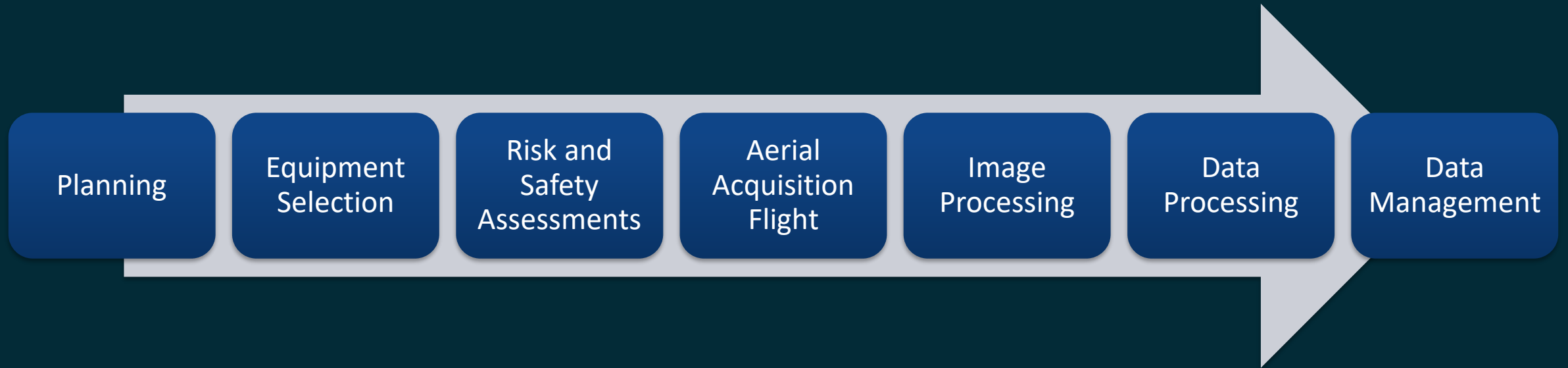
ee publishers

What is Reality Modelling

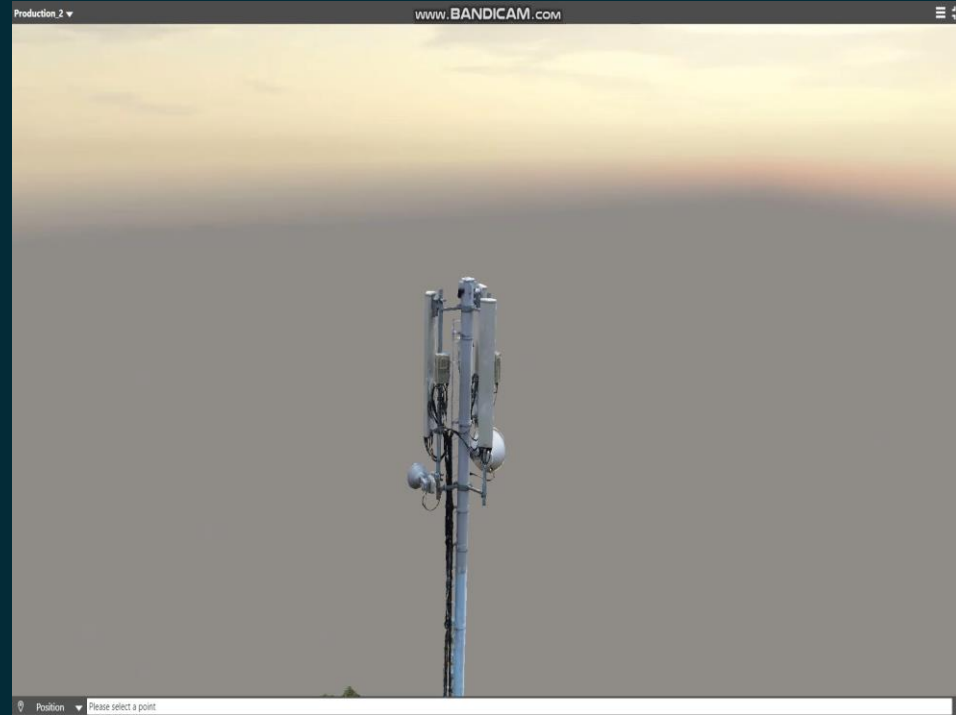
- Processing images of the physical environment into 3D representations, to provide current context within geospatial modelling environments
- Using the reality as context to support decision making



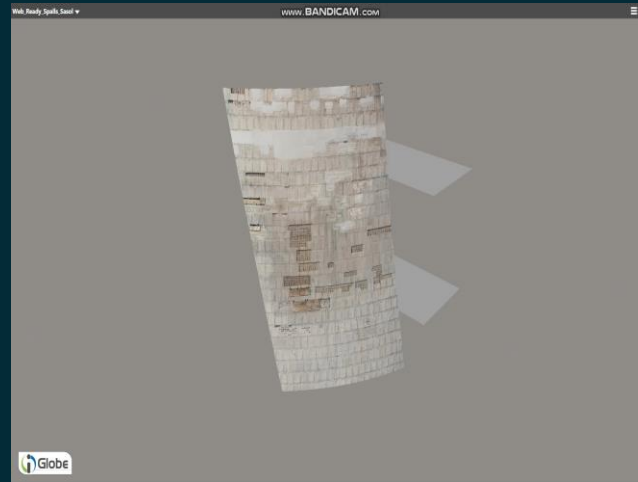
The Reality Modelling Process



Case Study – Communication Tower



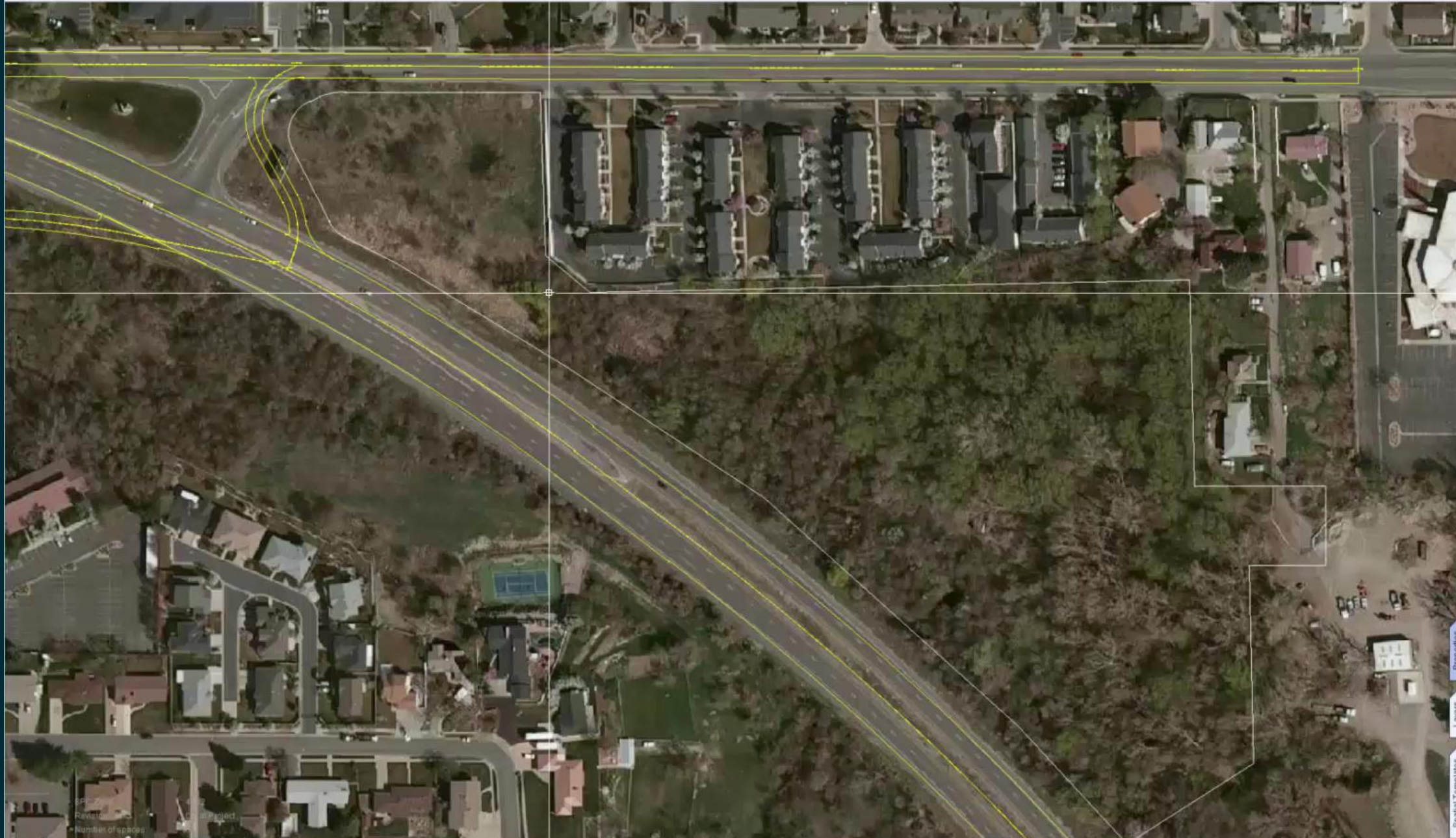
Case Study – Cooling Tower Spalls



Project Import / Export Edit Draw Layout Grading Stormwater View Help

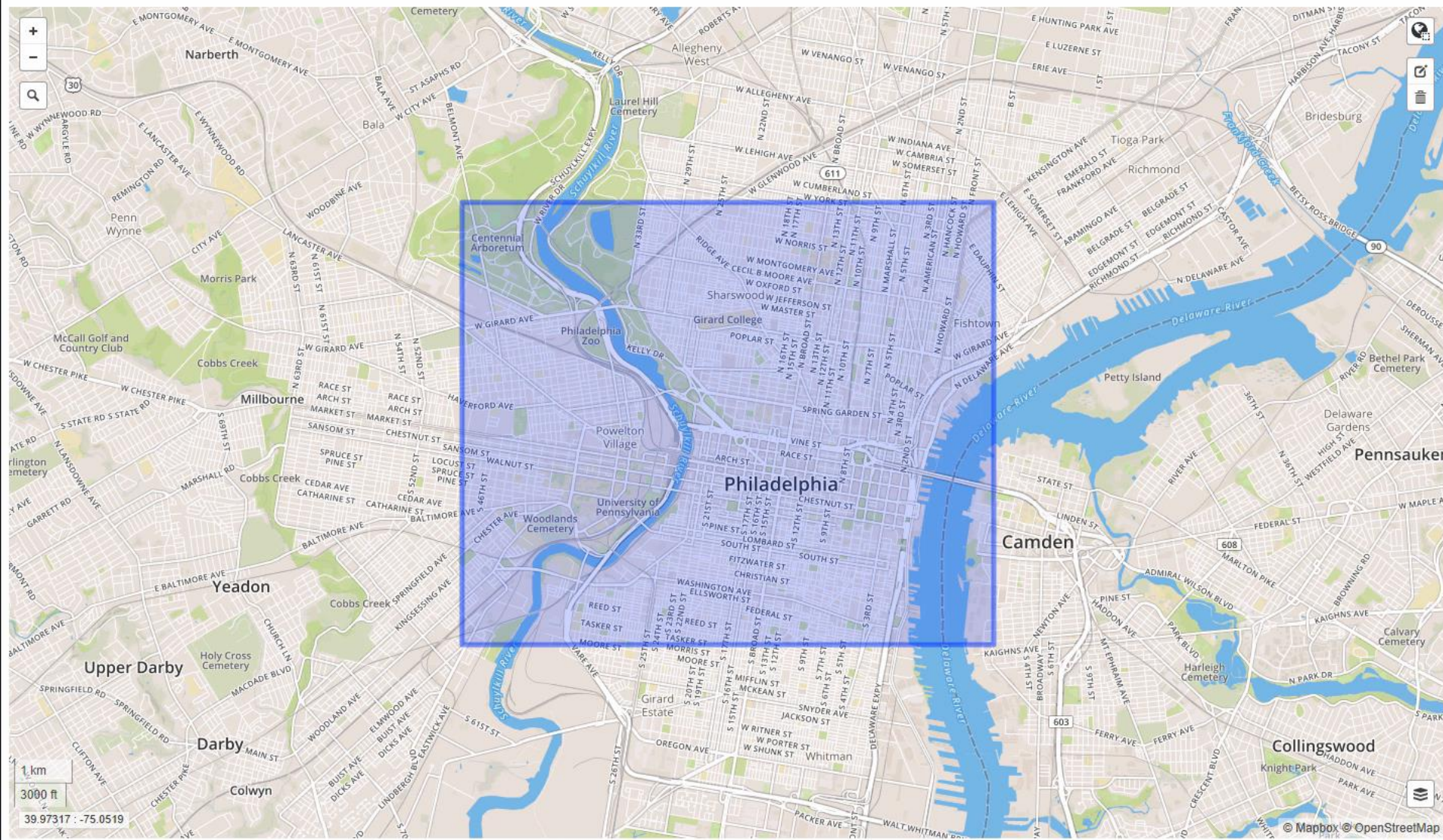
- Property Boundary
- Building Area
- Parking Lot Area
- Direction Path
- Space Point
- Parking Lot
- Bay Point
- Island Point
- Parceling
- Divide Line
- Assign Block
- Drive Path
- Street Path
- Sidewalk Path
- Truck Dock Area
- Vehicle Path Route
- Vehicle Path Point
- Landscape Area
- Outparcel Area
- Other Area
- Other

Layout Solver Grading Solver Utility Solver Solvers



Spatial Templates Layers Properties

Revised
Number of spaces



Data classes

Select classes of data that the import should return, at least one class must be selected.

- Terrain
- Imagery
- Roadway
- Building
- Hydrology

Defined concept area: 49.645 km²