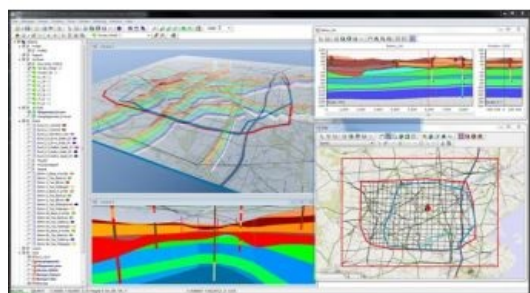


# I-GIS Uses TatukGIS SDK for Geological Modelling and Visualisation Software



Environmental GIS software company I-GIS in Denmark has used the TatukGIS Developer Kernel to develop its GeoScene3D geological modelling and visualisation software. I-GIS customers include the Danish Ministry of Environment, Geological Survey of Denmark and Greenland (GEUS), and all Danish agencies for spatial and environmental planning. I-GIS projects often involve high-resolution geological mapping data prepared by associated organisations SkyTem and Aarhus University.

GeoScene3D is developed for groundwater and environmental use, providing visualisation, interpreting, editing and publishing of many different types of geological data, such as drill holes, geophysics, water chemistry, terrain and geological layers. Main window types include 3D camera views, 2D vertical cross-section views, and 2D GIS map

views, with presentation of most data types used for modelling on the map.

GeoScene3D supports creating and editing points, layers, and voxel (3D grid) models. All data types can be edited directly in 3D views, in cross sections, or in maps with a large range of tools. Built-in 2D and 3D interpolation routines create 2D and 3D GRID's on-the-fly. GeoScene3D supports a wide range of data types and formats, including GIS data from ESRI and MapInfo software.

GeoScene3D was developed using the TatukGIS Developer Kernel VCL edition with the Embarcadero Delphi development platform.

More about I-GIS in its GeoScene3D software is available on the I-GIS web site at: [www.i-gis.dk](http://www.i-gis.dk). For video presentations, search for GeoScene3D on YouTube.

More about TatukGIS and its GIS Developer Kernel component is available at: [www.tatukgis.com](http://www.tatukgis.com)

*The image shows a regional geologic layer cake model built in GeoScene3D with an OpenStreetMap layer, project area, cross sections, camera positions, etc*