

QGIS Application - Feature request #17856

2D profile window needed when drawing in 3D and working with tons of 3D data

2018-01-15 12:17 PM - Jakob Lanstorp

Status:	Open	Resolution: Copied to github as #: 25751
Priority:	Normal	
Assignee:		
Category:	3D	
Pull Request or Patch supplied:	No	
Easy fix?:	No	
Description		
<p>If the 3D windows reaches a point where data like subsurface geological layers can be visualized - need will come for a 2D profile window. Working with geological 3D models requires a lot of input like boreholes and geophysical data. This massive input will obfuscate the 3D windows making it almost useless. When we make 3D geological models at work with software like Geoscene-3D nobody really use the 3D windows for anything. The 2D profile window - defined from a buffered polyline in a 2D map window - is where you model layers and add points in 2D. The points converts automatically to 3D points in relation to either profile line or if they are snapped to an existing 3D geometry in the 2D profile map. Interpolation on 3D points delivers the resulting 3D layer.</p> <p>Also other 3D subsurface data like drinking water pipes, sewer networks and power lines could benefit from a 2D profile window.</p>		
Related issues:		
Related to QGIS Application - Feature request # 21540: Create 3D Cross-sections		Closed 2019-03-10

History

#1 - 2018-01-15 12:42 PM - Vincent Picavet

Hi Jakob,

Note that Vincent Mora already implemented this kind of view for the Albion software (<https://github.com/Oslandia/albion>), which is dedicated to Geology and 3D volume reconstruction. This software came before QGIS 3D, and therefore implements its own technology for 3D and profile/section view.

If someone would be willing to fund it, we could port this work to QGIS 3D faster than waiting for this roadmap item to hit top priority in Albion.

#2 - 2018-01-15 12:49 PM - Martin Dobias

- Assignee deleted (Martin Dobias)

#3 - 2019-03-10 08:22 AM - Saber Razmjooei

- Related to Feature request #21540: Create 3D Cross-sections added