

# QGIS2threejs

Geologisch modelleren met QGIS



# Introductie

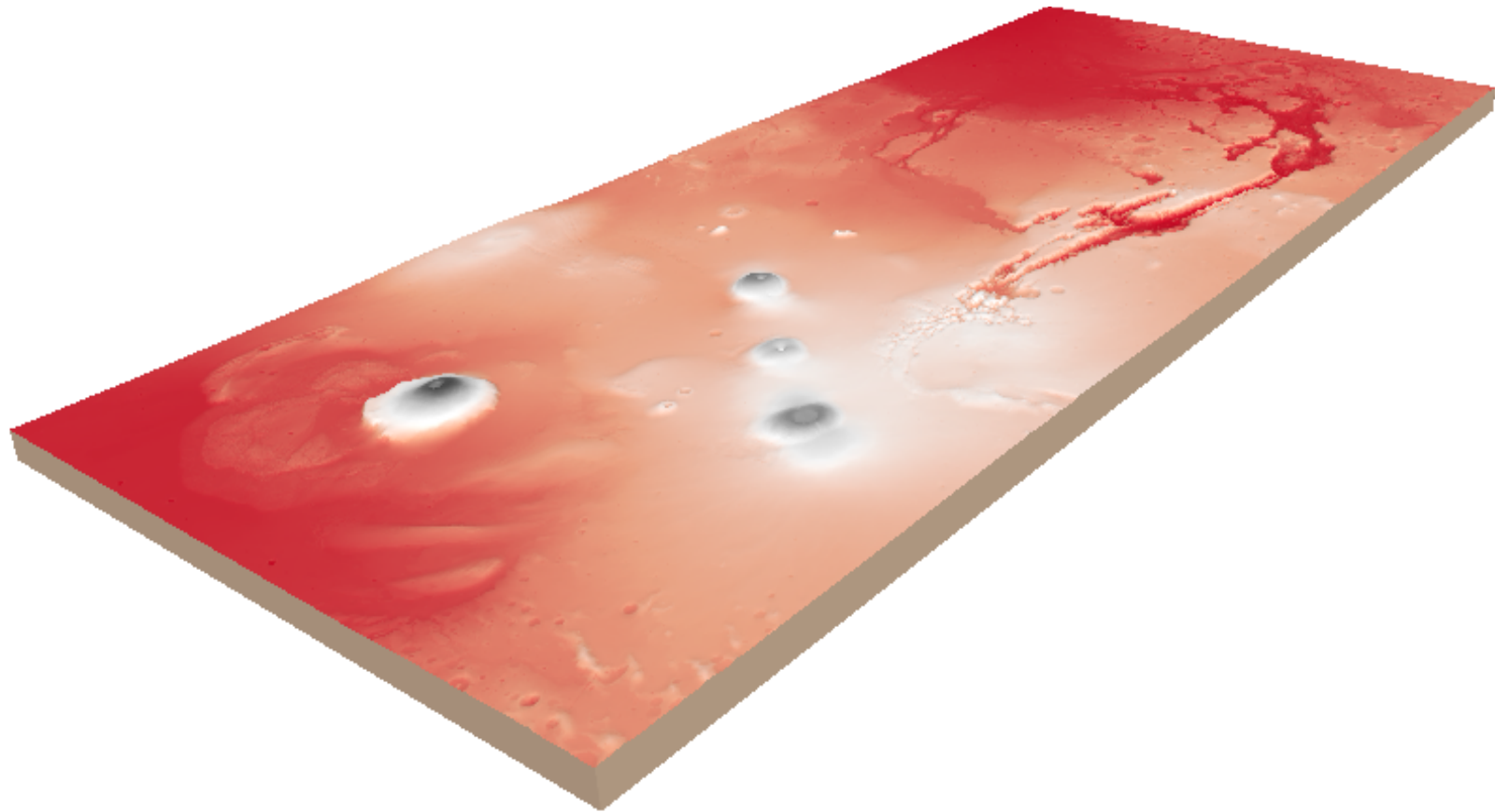
- QGIS2threejs plugin
- Enkele voorbeelden
- Databronnen
- Data geschikt maken
- Demonstratie
- Vooruitblik



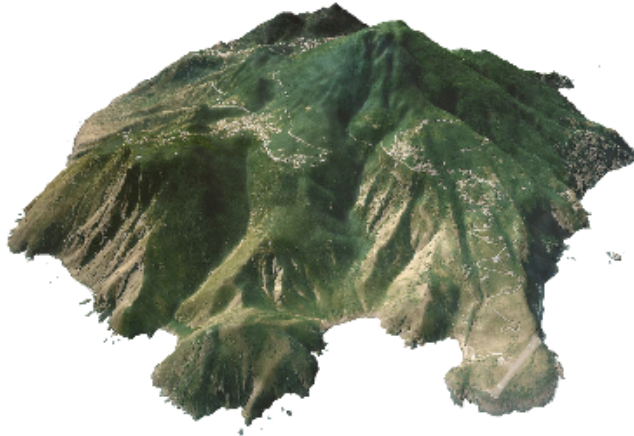
# QGIS2Threejs

- Exporteer hoogtedata (raster) naar webbrowser
- Te combineren met vectordata en map canvas view
- Maakt gebruik van three.js library
- <https://github.com/minorua/Qgis2threejs>

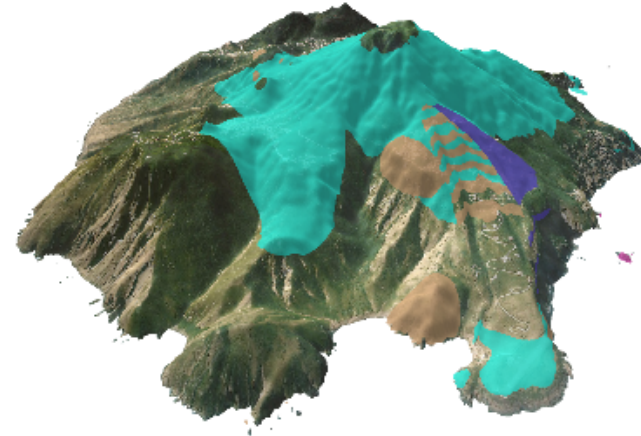
# Voorbeeld



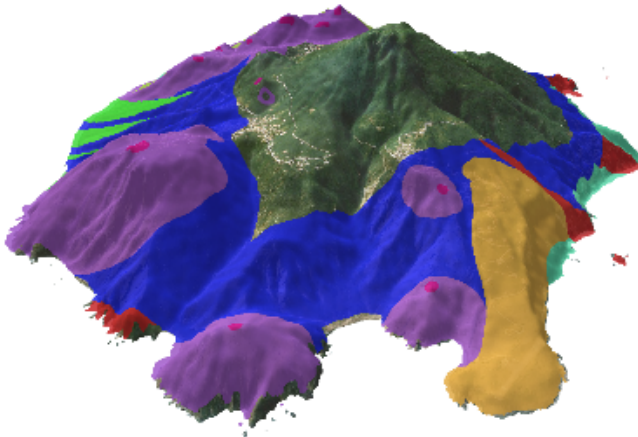
# Nog een voorbeeld...



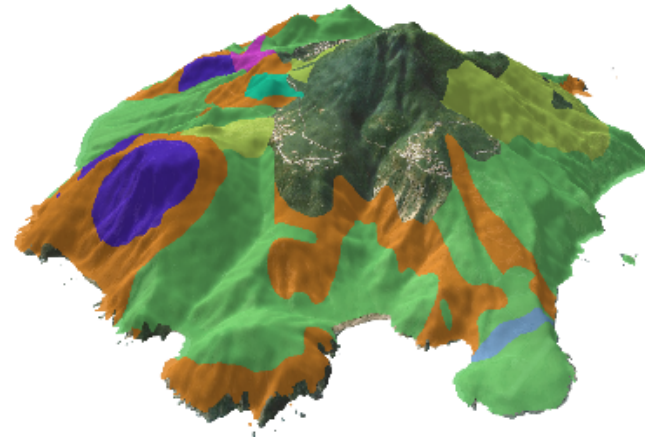
(a) Aerial photograph



(b) Surface geology



(c) Geomorphology



(d) Soil



# Databronnen

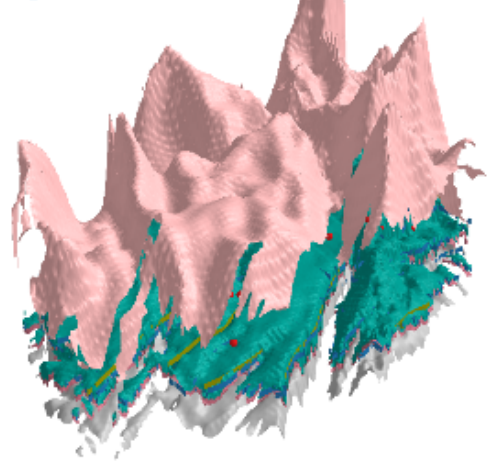
- Website US Geological Survey
- NLOG dataportaal
- Dinoloket
- Groningen: Gasbevingen Portaal
- Googlen...



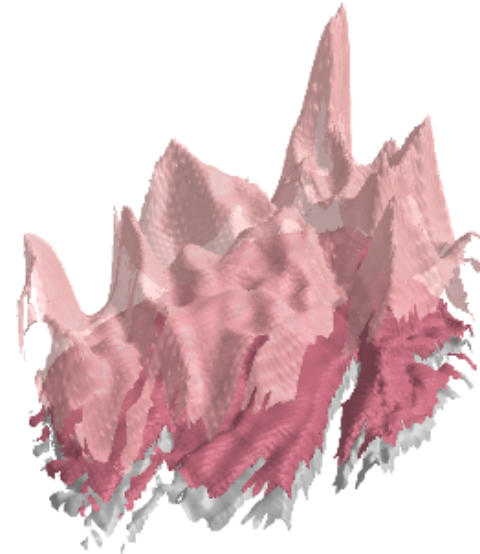
# Data bewerken

- Bij hele veel data: uitdunnen
- Interpolatie van puntdata (IDW betrouwbaar resultaat)
- Gaussian filter (smoothing)
- Clippen
- Kleuren instellen
- Etc, etc

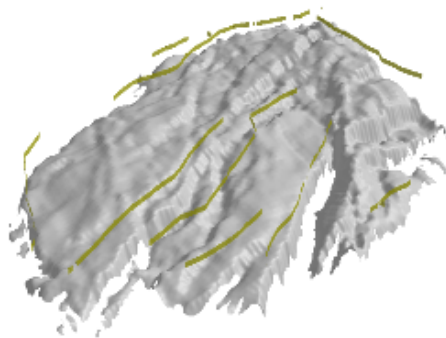
# Demonstratie model Groningen



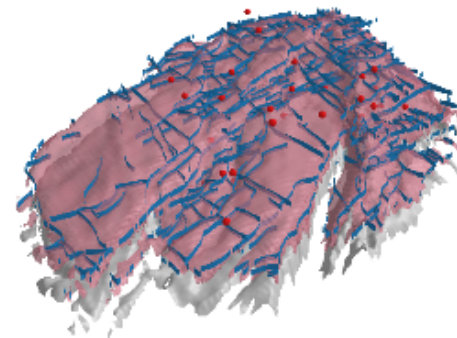
(a) Full 3D model



(b) Zechstein, Rotliegend and Carboniferous



(c) Carboniferous with Zechstein faults



(d) Rotliegend with faults and induced earthquakes





# Vooruitblik

- Combineren met plugin Midvatten?
- Borehole data interpoleren
- Maatvoering, noordpijl, volume berekenen, etc...
- Lagen solide maken