Project Coordinate System

Use the **“Coordinates”** section when creating or editing a project to define its units, reference systems, and spatial framework.

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These settings are essential for aligning all spatial data correctly within your project and ensuring consistency across datasets.

Field	Description
Time Zone	Sets the local time zone for the project location. This helps timestamp data and coordinate updates across time-based processes.
Horizontal Datum	A horizontal datum defines how latitude and longitude coordinates are calculated based on the shape of the Earth. VoxelSpace supports the following horizontal datums: • WGS 72 • WGS 84 • GRS 80 • NAD27 • NAD83 • NAD83 (2011) • NAD83 HARN • NAD83 CSRS • GDA94 • ETRS89 • AGD66
Vertical Datum	A vertical datum sets the reference surface used to measure elevation or depth. VoxelSpace supports the following vertical datums: • WGS 84 • NGVD 29 • NAVD 29 • NAVD 88 (GEOID variants 96–12B) • CGVD 28 • CGVD 2013 • DVR 90 • NN2000 • NN54 • DHHN92

Field	Description
Projection	Defines the map projection used to represent the Earth’s curved surface in 2D/3D space. Supported projections include: • Latitude/Longitude • Longitude/Latitude • Earth-Centered Earth-Fixed (ECEF) • Mercator • Universal Transverse Mercator (UTM) • Transverse Mercator • Lambert Conformal Conic • AEAC • AMG • MGA
Units	Choose whether your project uses **meters** or **feet** for all distance measurements.
Voxel Size	Voxels are 3D cubes. This setting defines the edge length of each voxel (in project units).
Project Origin (X, Y, Z)	The origin point of the project’s coordinate space. All spatial data will be referenced relative to this point.
Min X, Y, Z (Read-only)	The minimum bounds of the coordinate system in each axis. Calculated automatically.
Max X, Y, Z (Read-only)	The maximum bounds of the coordinate system in each axis. Calculated automatically.

Next Steps

After setting the coordinate system, click **“Next”** to continue defining the dimensions and spatial extent of your project.

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