Voxel Block Model (Processed)

A **Voxel Block Model** is the spatially indexed version of a raw Block Model entity. Once voxelized, the block model can be visualized in 3D, dynamically queried, and integrated with other spatial datasets in the project—making it ideal for analysis, comparison, and reporting.

Voxelize a raw block model for real-time visualization, spatial querying, and data integration.
→ *Enables advanced visual analytics and dataset fusion.*

Creating a Voxel Block Model

1. Navigate to your project's **Catalog** section.
2. Click the **"Add Object"** button and select **"Voxel Block Model"** from the list.

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3. Fill out the following configuration fields:

Field	Description
Item Name	A readable, descriptive name for the new voxelized block model.
Source	Select a raw **Block Model** entity from the list. This will be used as the input for voxelization.
Translate X / Y / Z	Move the model along each axis by the specified value.
Scale X / Y / Z	Scale the model along each axis. A value of **1.0** maintains the original size.
Rotate X / Y / Z	Apply **Euler rotation angles** (in degrees) around the X, Y, and Z axes.
Rotation Order	Specify the sequence in which rotations are applied (e.g., XYZ, ZYX).

Finalizing the Process

- Once all parameters are configured, click **“Create”** to begin the voxelization process.
- You can monitor progress in the **“Pending”** section of the project dashboard.

Viewing the Voxel Block Model

After processing is complete:

- Click the **“View”** button next to the entity in the **Catalog** to explore it in 3D.
- Alternatively, create a **View** entity and assign the voxelized block model as its source dataset for integration with other spatial layers.

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