

Movie 1 illustrates the navigation of the 3D terrain model in RIMS. It is split into three parts: the first shows how the view can be rotated, panned and zoomed to allow exploration of the data. The second illustrates the dynamic change in the level-of-detail of the data representation. The last part gives an example as to how changing the view from a bird's-eye perspective and smoothly rotating about a drainage allows for the 3D shape of this feature to be perceived more accurately.

Movie 2 shows the terrain model rendered as a wireframe to better illustrate the effects of the level-of-detail (LOD) considerations on the mesh representation. Two things are highlighted: first, regions of high detail are associated to the position of the interaction cursor; and second, the finest LOD is dependent on the view (the maximum detail discernable on screen) and is adapted as one zooms in and out of the terrain.

Movie 3 demonstrates the line mapping capabilities of RIMS: polylines can be created that range across the whole scene and can afterwards be easily tweaked by moving, deleting and inserting control points. While mapping the view can be changed arbitrarily.

Movie 4 demonstrates the use of the "virtual geologic compass" tool in RIMS. Using this tool, users can place and orient a plane in the terrain data and get quantitative feedback on its strike and dip angles.