# Drape Tools User Guide

Contents

The Drape tools are a set of tools in all our spatial products that allow you to drape elements onto a surface or viewplane, meaning to bring them down or up etc. from where they are so that they then rest exactly upon the actual surface area or viewplane. They can be found here:
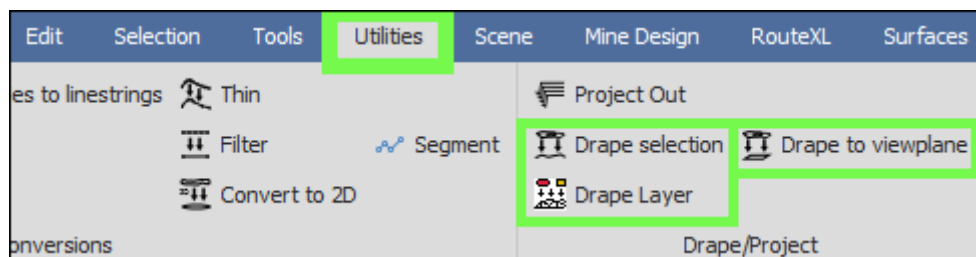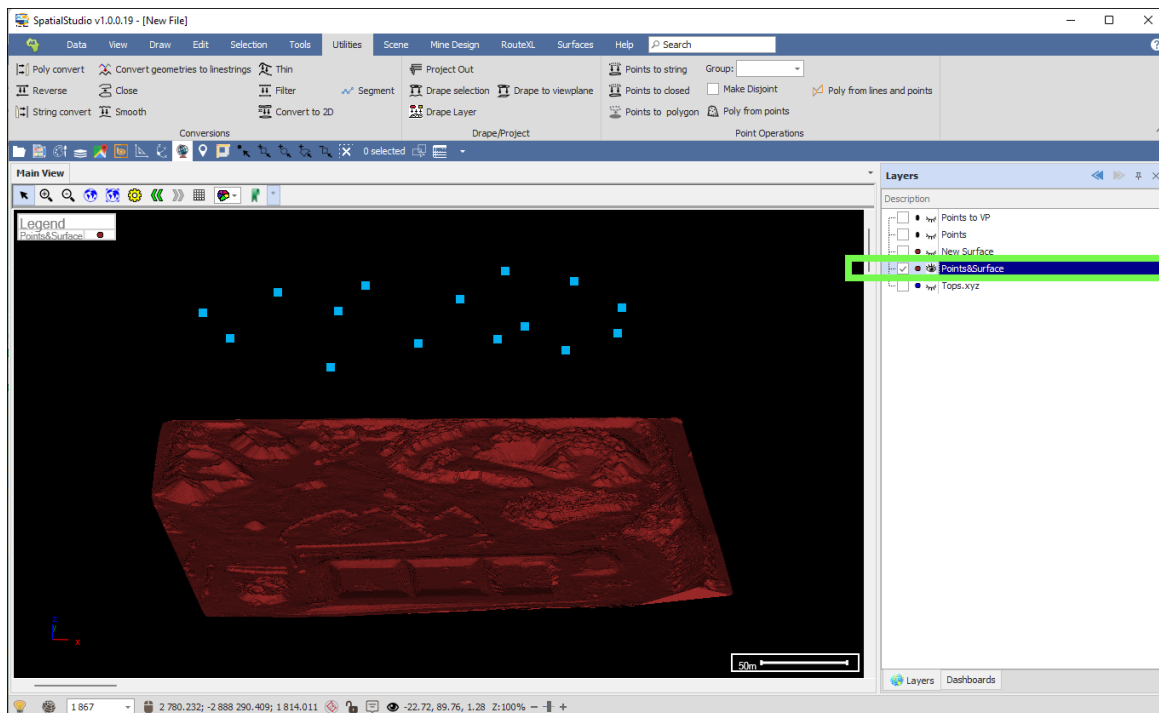

There are three different forms of the tool, so we'll start with the first one:

Drape Selection
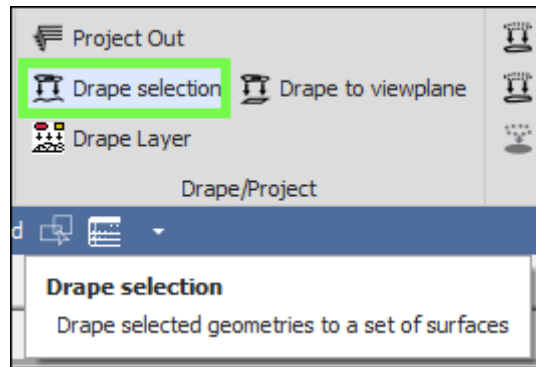
This form is used to perform a draping operation on selected geometries to a surface or surfaces, these geometries can exist in the same layer as the surface or be in some other layer. In this example I have them all in one layer:


As you can see in the picture above the points are floating above the surface and I would like to drape these points onto the surface.

Before using this tool make sure to set your scene view to the correct orientation for the draping which in this case will be a top view because I am draping downwards, you can click in your scene and then hit the **T** key on your keyboard as a

shortcut to get to a top view or select it in the View Orientation window accessed by the eye at the bottom of the spatial pane:
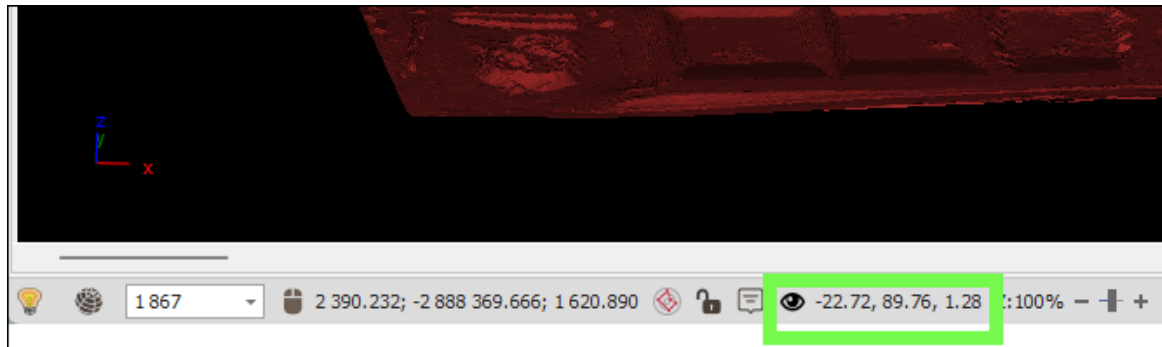

This then brings up the **View Orientation** dialogue box where you will select **Top**:
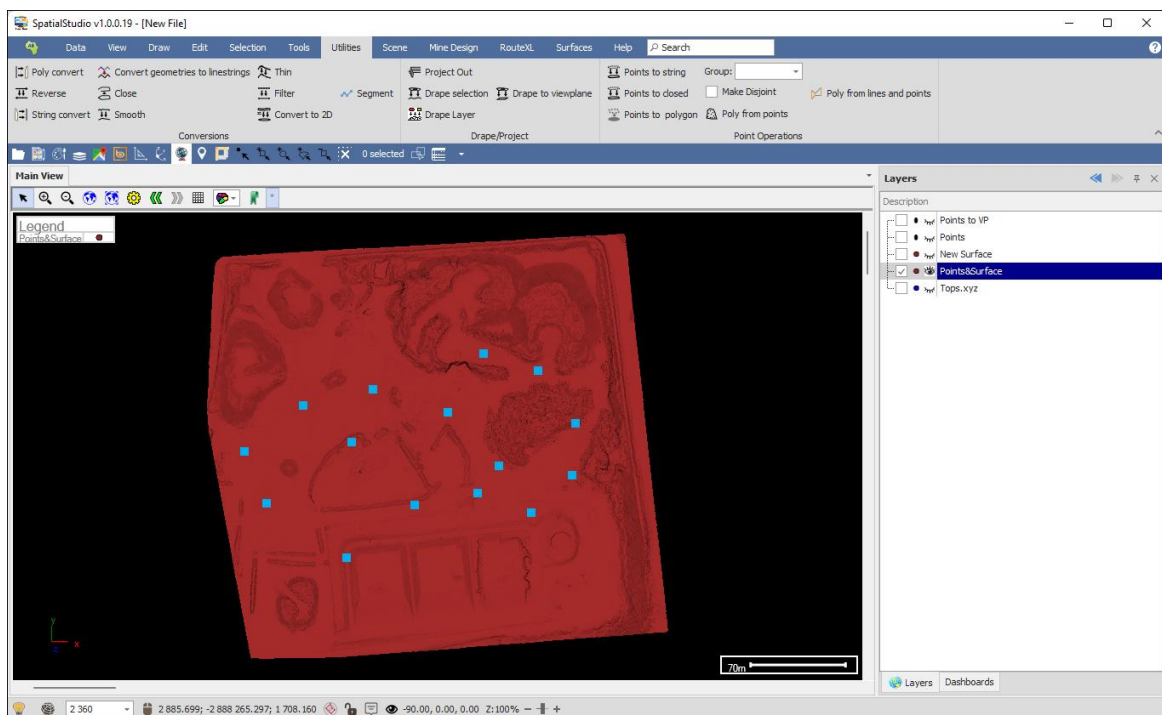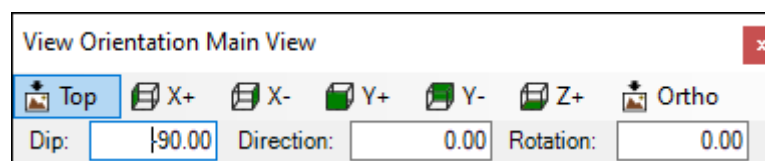
You are now viewing from above.

Next step is to select the points you want to drape with one of the selection tools or you can select the whole layer (all the geometries in it) by right clicking on the layer and choosing **Selection>Set to layer**. You then need to select the surface/s you want to drape to as well using one of the selection tools or right clicking on the layer with the surface/s and choosing **Selection>Set to layer** to select all the elements in the layer. In this case my points and surface are all in one layer so I will just select the whole layer:
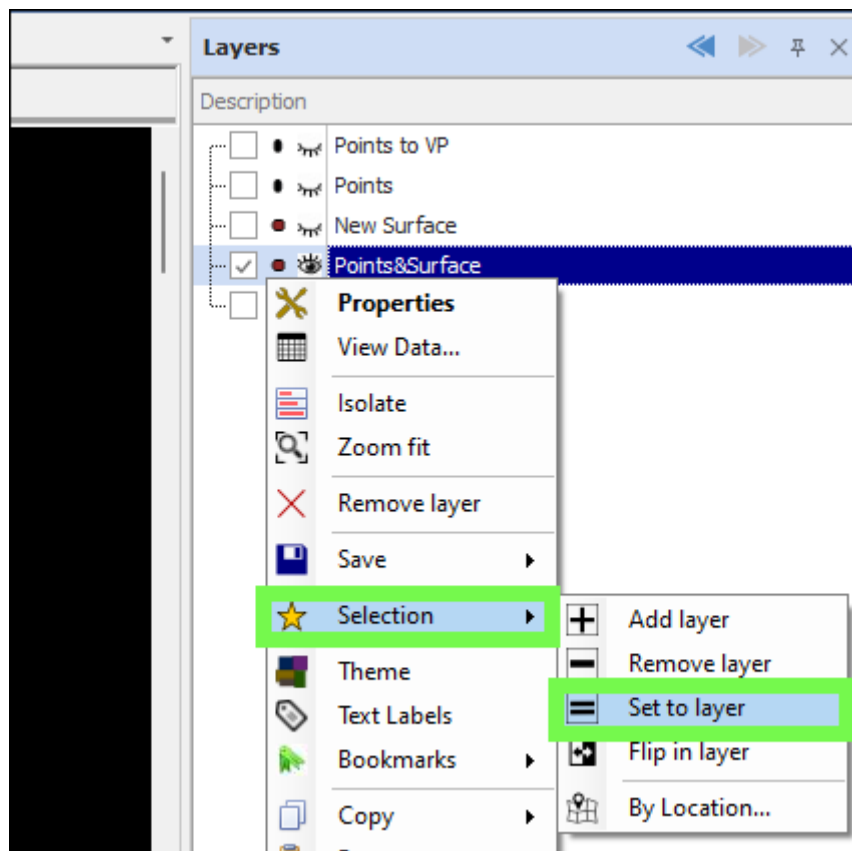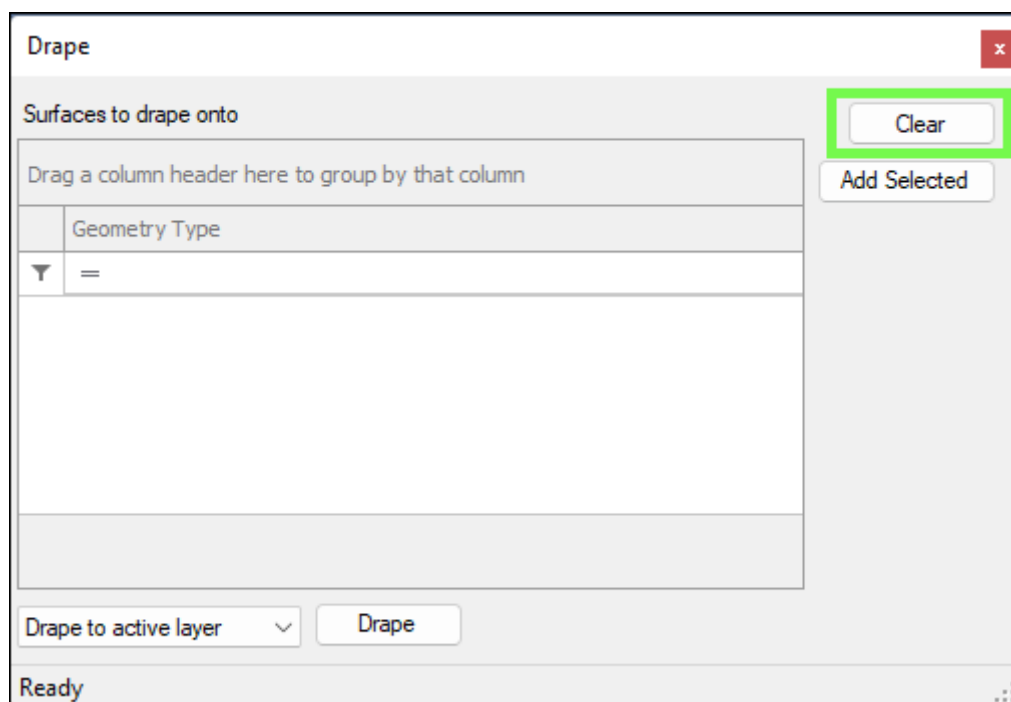

Now you can open the **Drape Selection** tool and it will bring up the following dialogue:
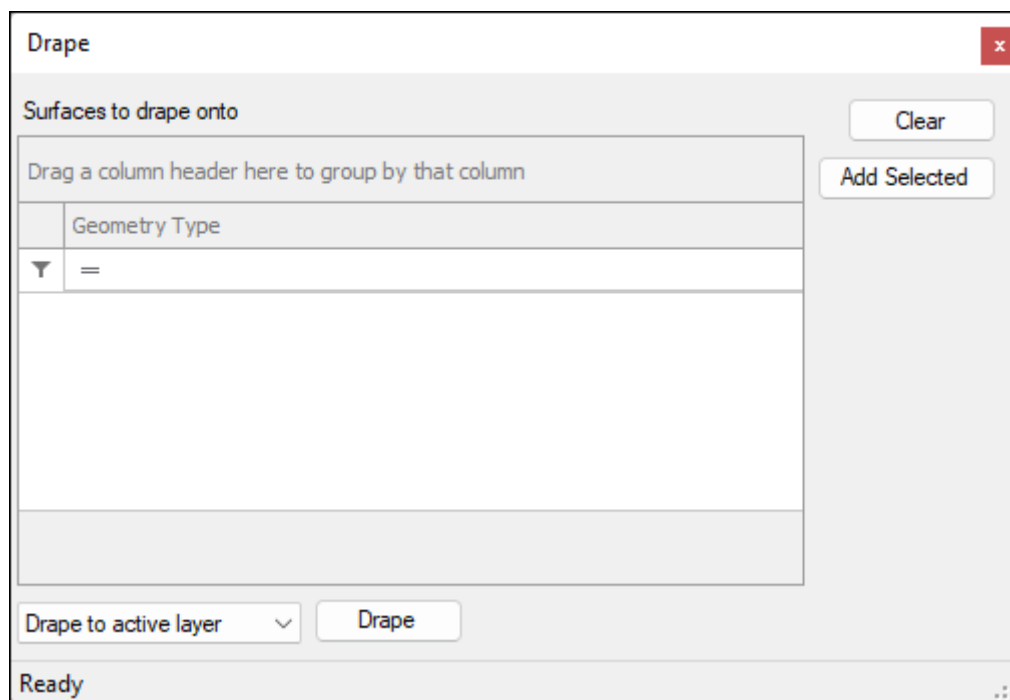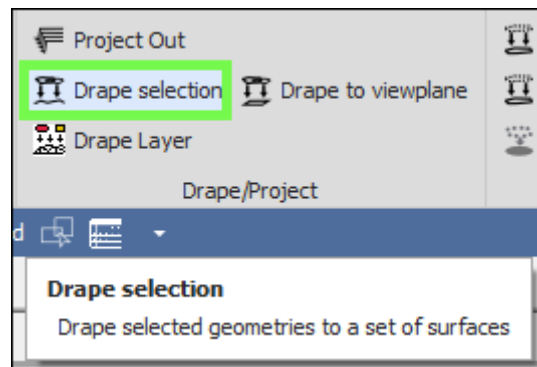
Click **Add Selected** and the geometries of the surface you are draping onto will be entered into the tool:
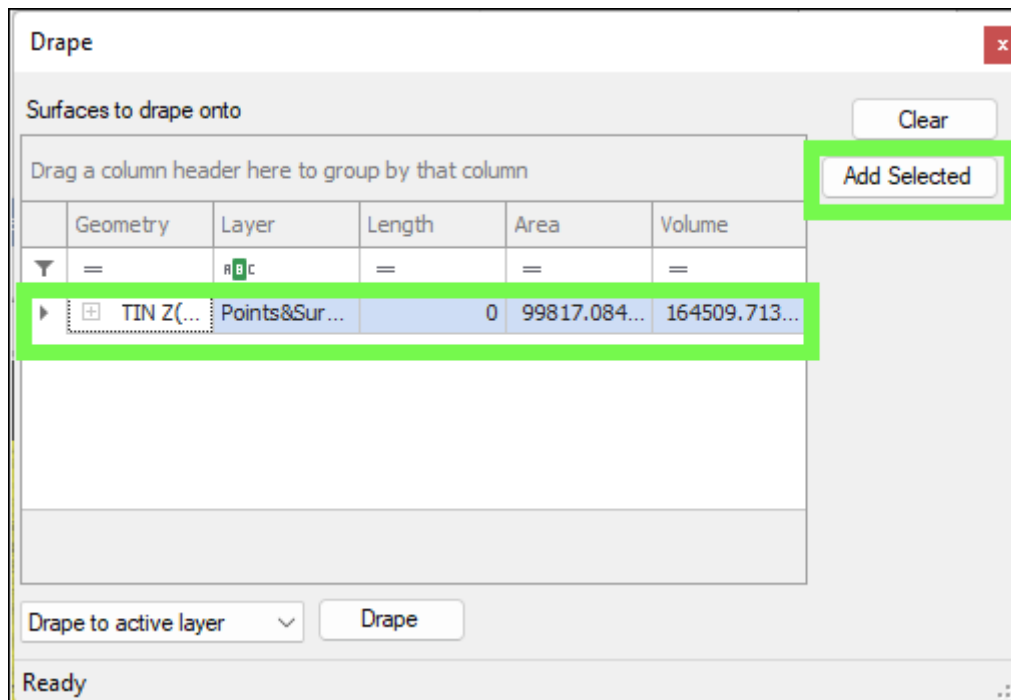
If you have made a mistake and the wrong geometries have been entered in, clicking the **Clear** button will clear the geometries out of the tool and they can be entered again:
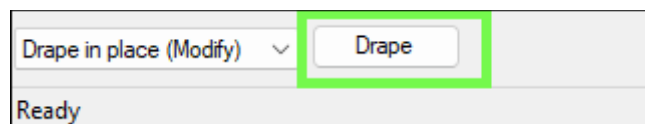
Now in the dropdown box below choose whether you would like to **Drape to active layer**, meaning to a different layer that is set as active or whether you would like to **Drape in place (Modify)** which will do the draping right in the same layer (will modify the layer):
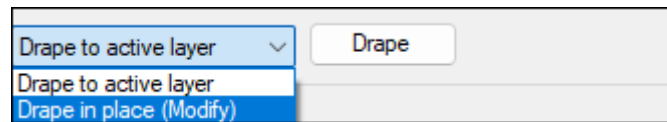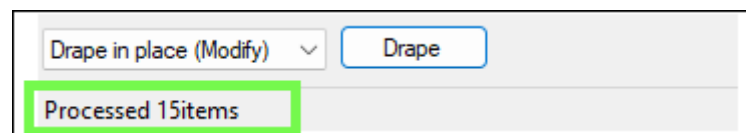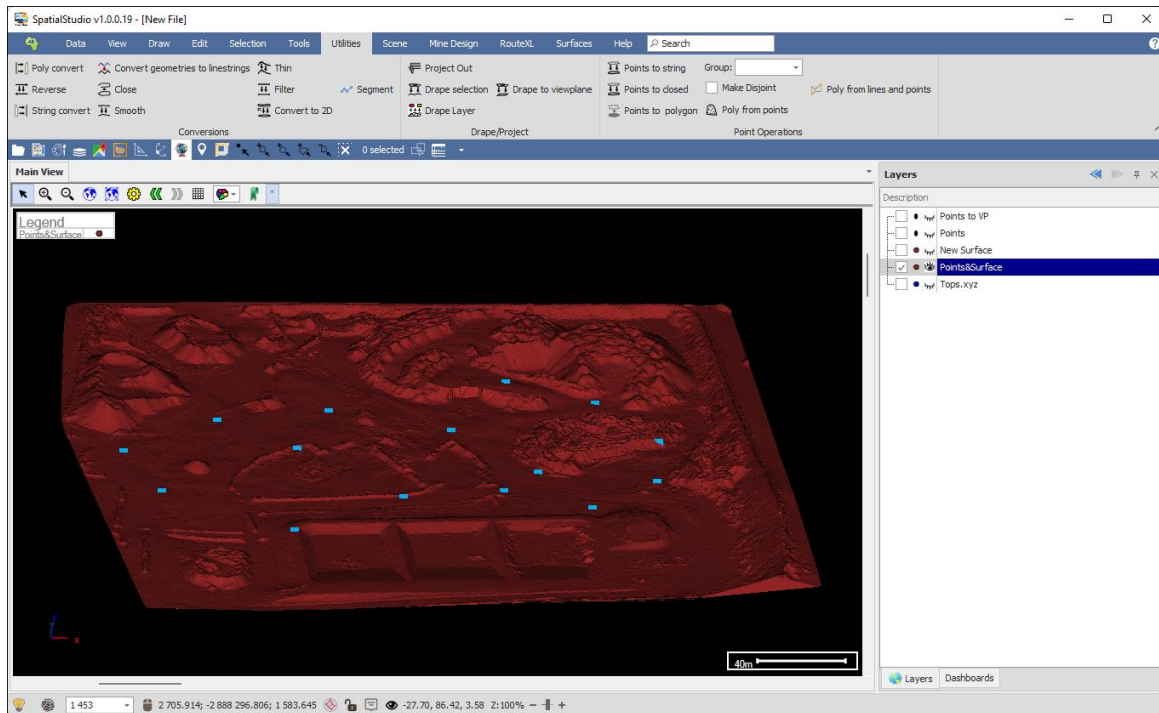
I will choose to just **Drape in place**:
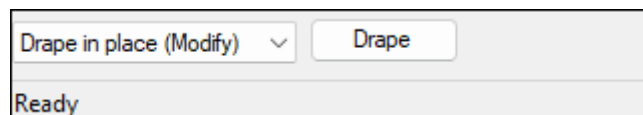
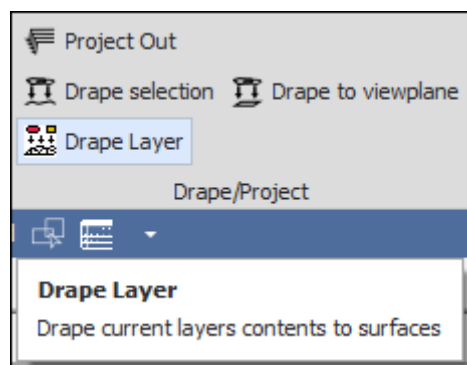Now you can go ahead and click the **Drape** button**:**

Your points have now been draped as indicated by the status bar below, go over to your scene and rotate your surface to see:
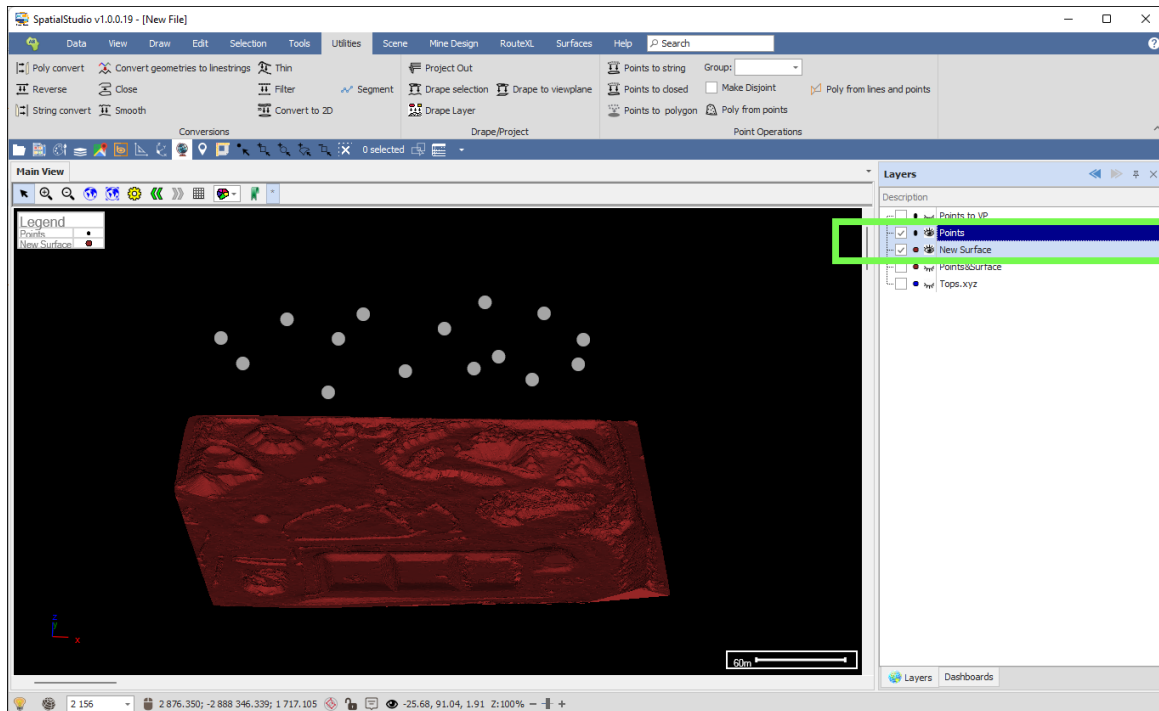
Drape Layer

The second form of the tool is used to drape a layer's contents to a surface which is in another layer, so you are essentially draping one layer onto another, it is a layer operation:
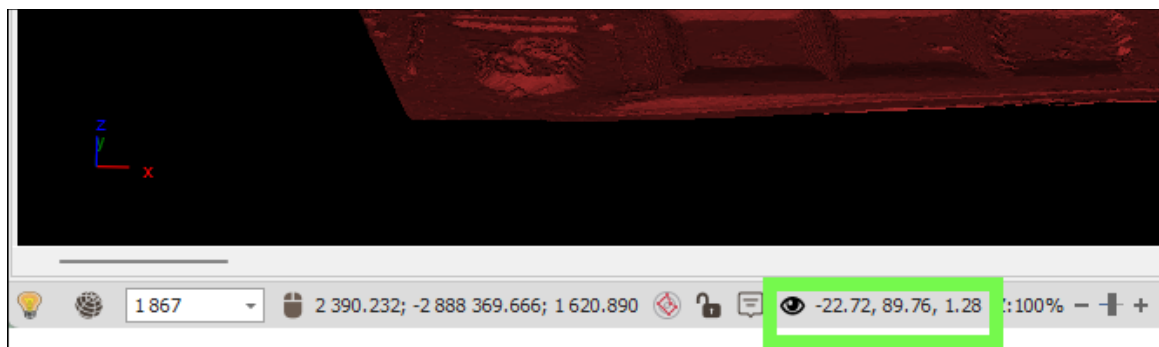
As you can see here, I want to drape my 'Points' layer down onto my 'New Surface' layer.

Before using this tool make sure to set your scene view to the correct orientation for the draping which in this case will be a top view because I am draping downwards, you can click in your scene and then hit the **T** key on your keyboard as a shortcut to get to a top view or select it in the View Orientation window accessed by the eye at the bottom of the spatial pane:
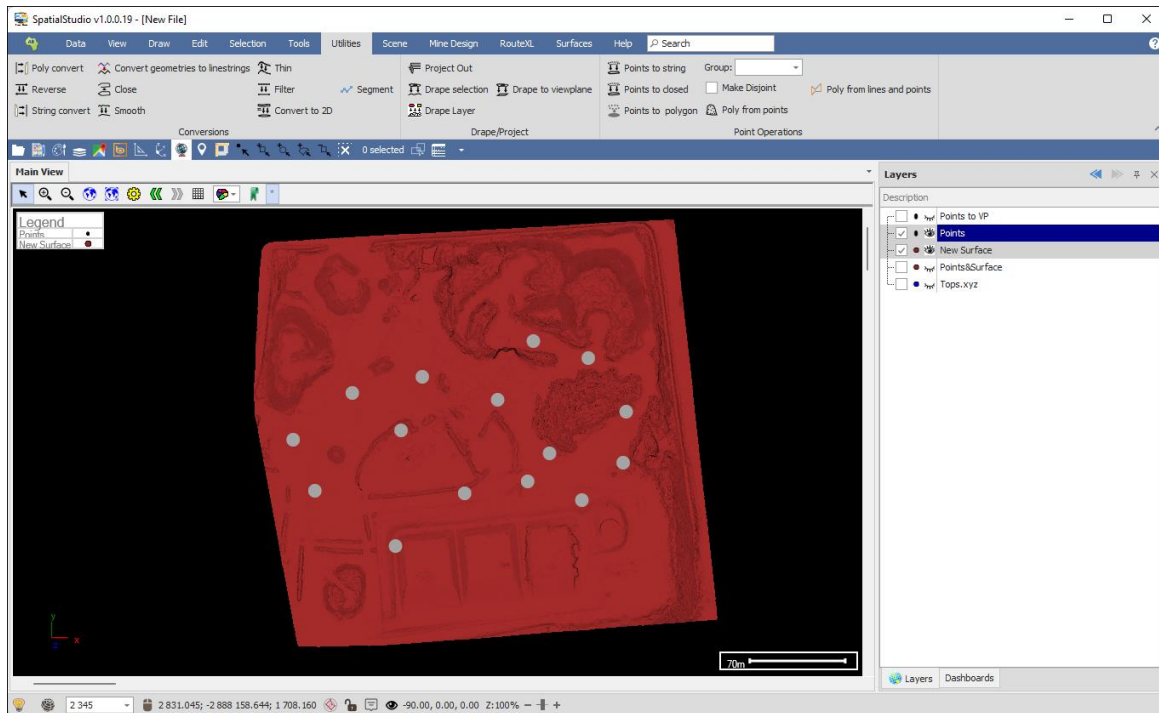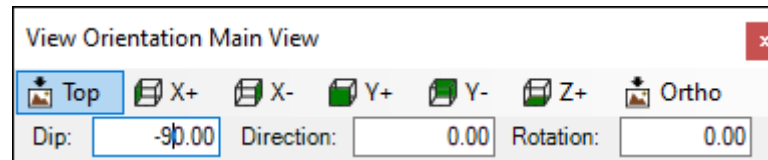
Then select the surface/s with one of the selection tools or select the whole layer (in this case the 'New Surface' layer) with the surface/s by right clicking on it and choosing **Selection**> **Set to Layer**:
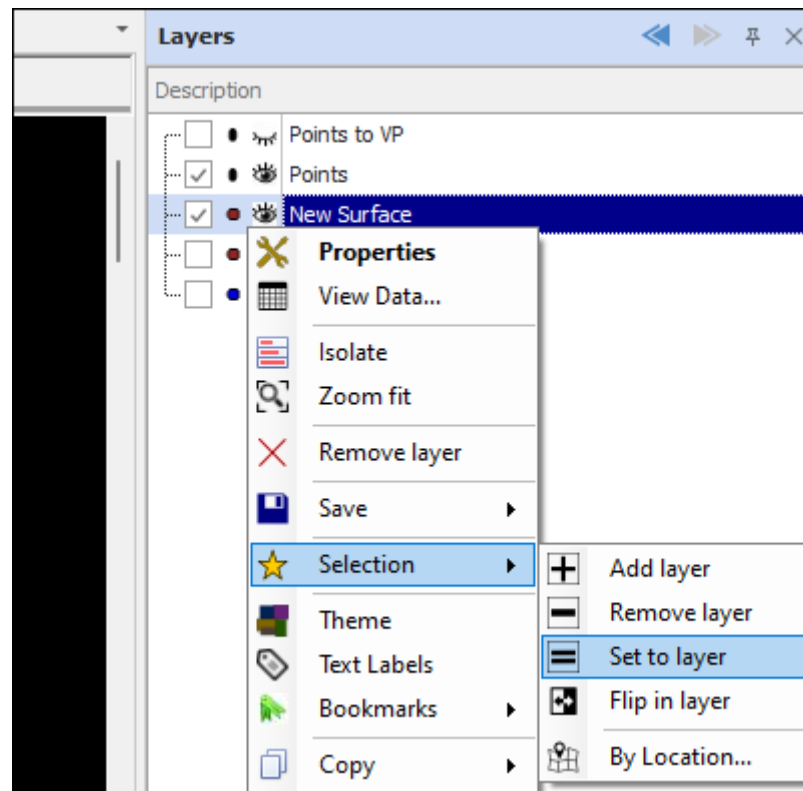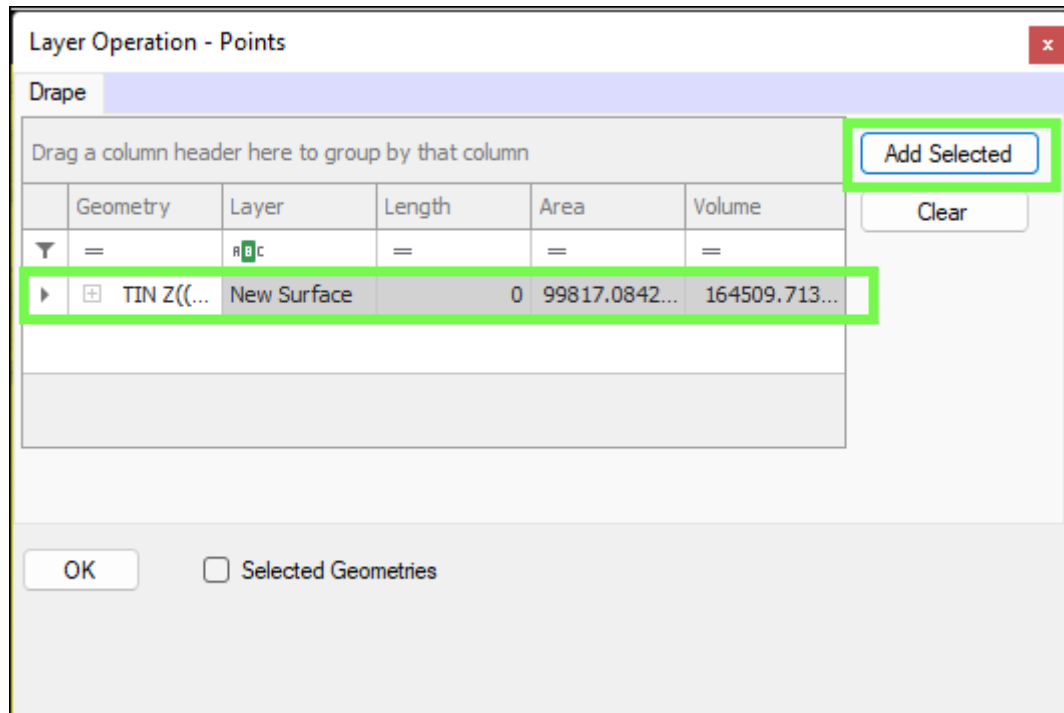
Now click on your layer with the points to make sure this is highlighted in the **Layers Description** box (This lets the tool know which layer it is going to drape), in this case it is my 'Points' layer:
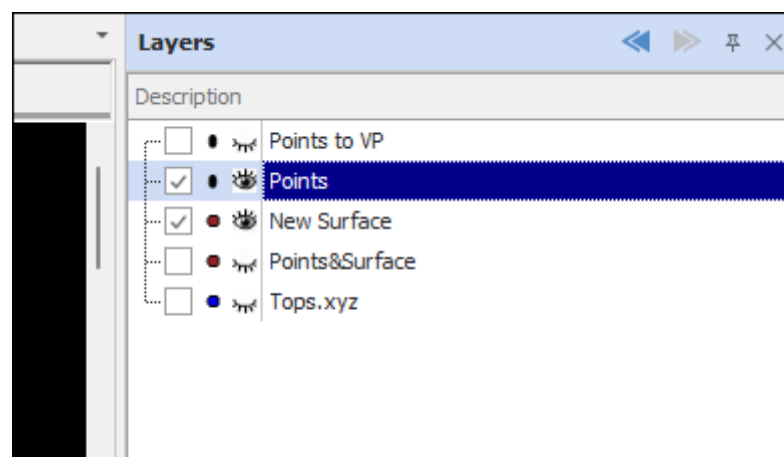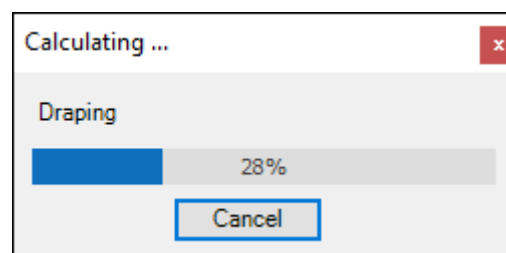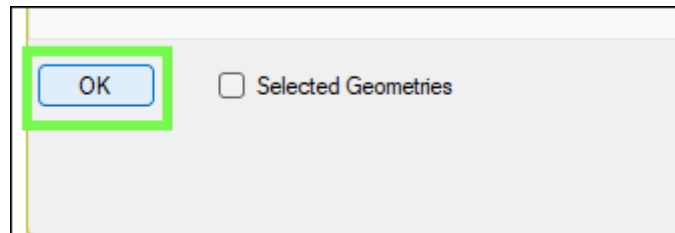

You can now open the tool and it will bring up the following dialogue:
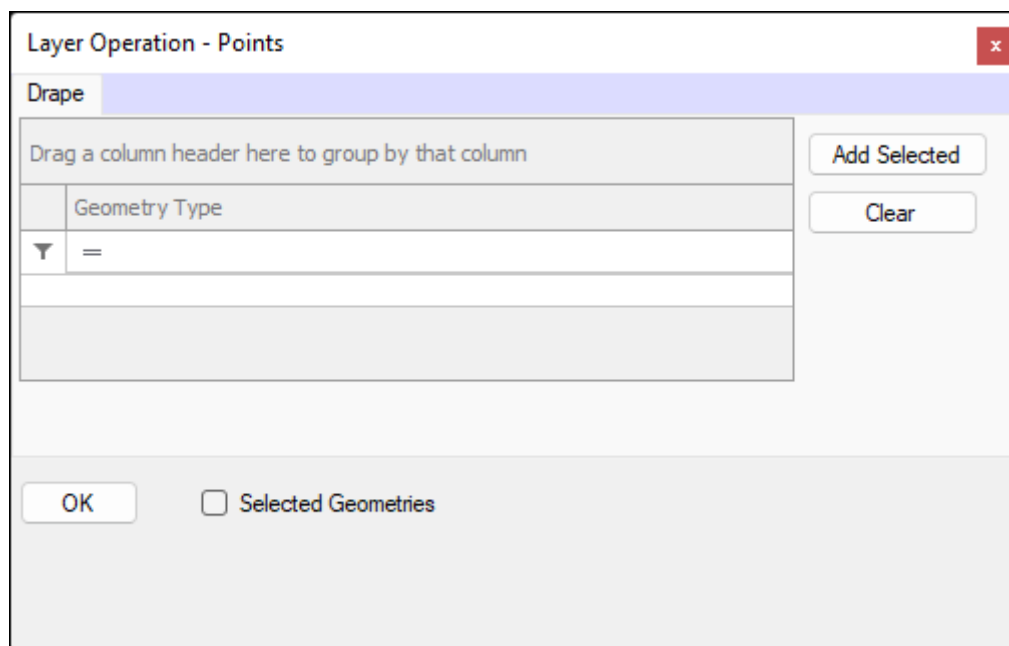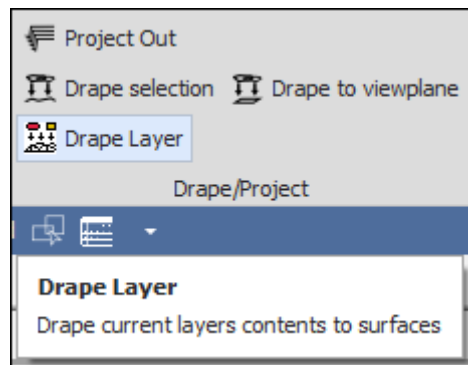
Then click **Add Selected** and this will enter the geometries of your surface into the tool:

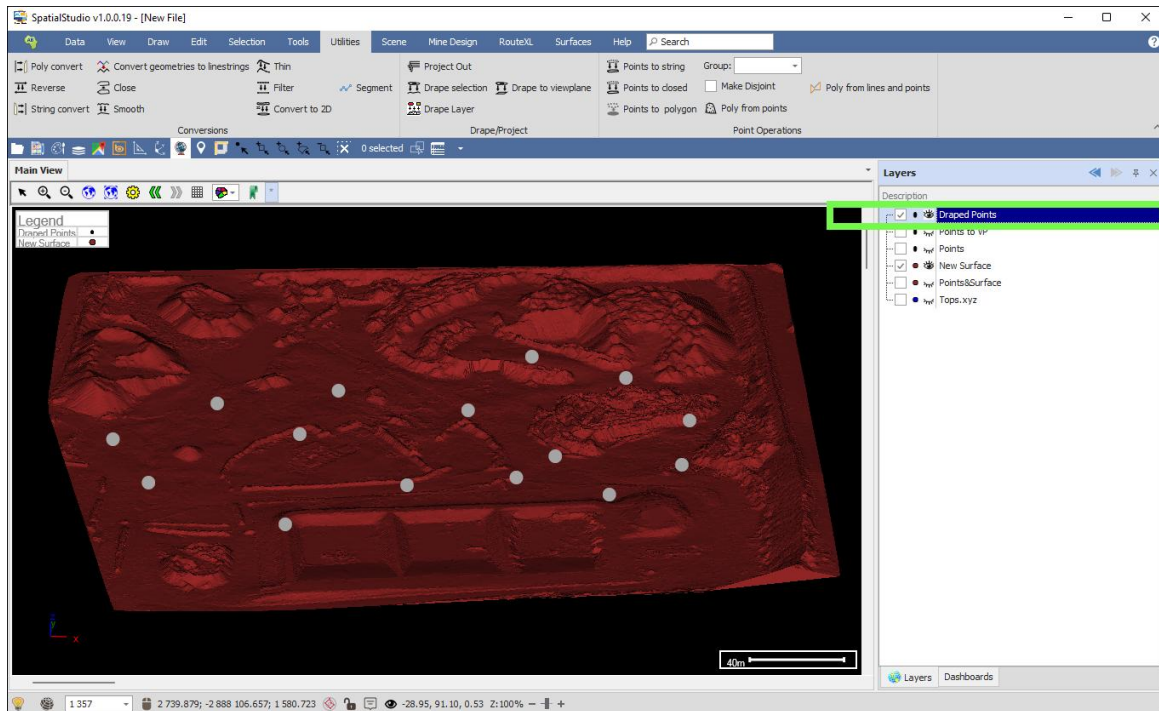You can then go ahead and click **OK** to do the draping operation:

A layer properties box will then come up where you can set the name of the new layer that will be created with your draped points and its various properties:
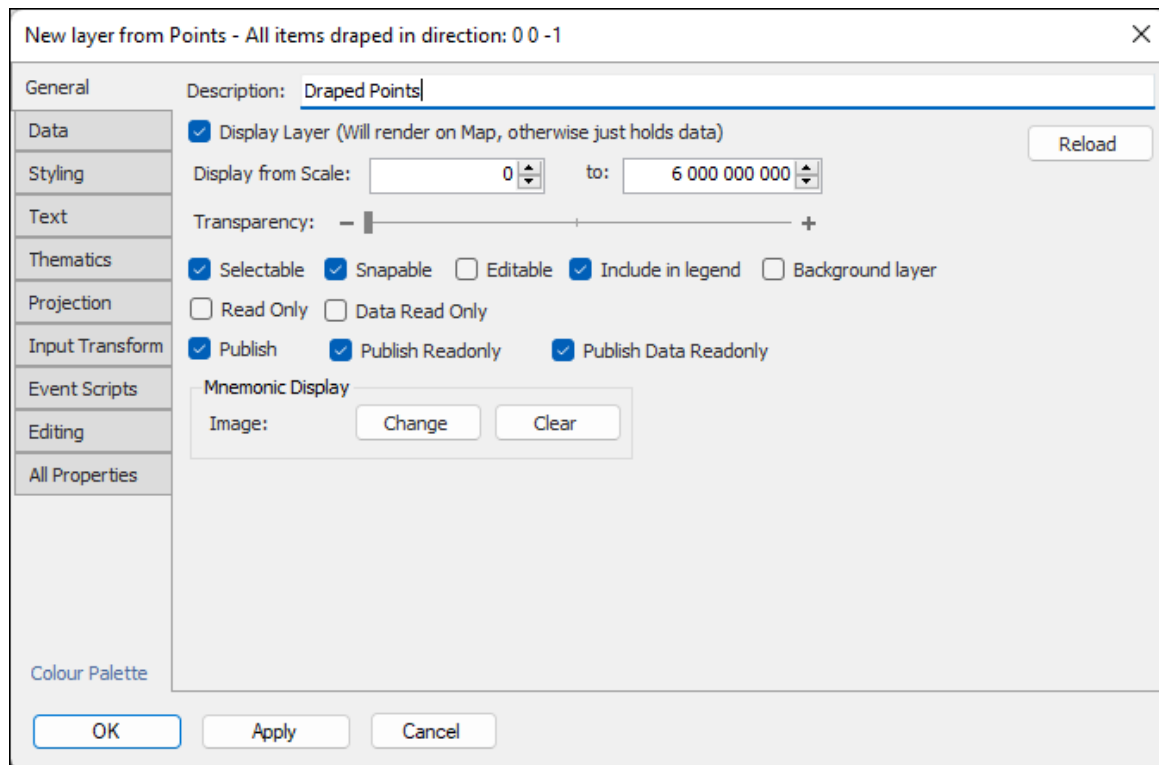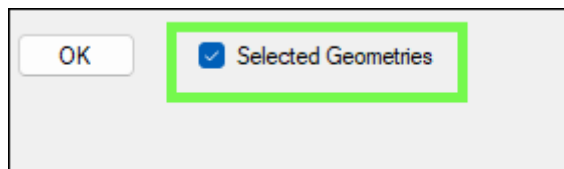
Then click **OK.**

Your points have been successfully draped. You can then turn off your original points layer and view the new draped points:
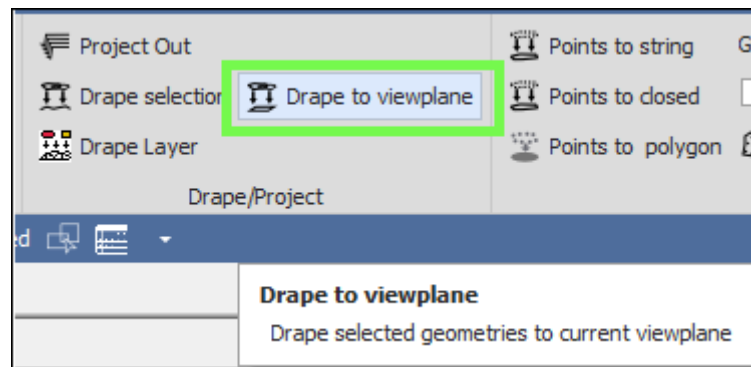
If you only wanted to drape selected points in your points layer, then you would select the exact points in the scene with one of the selection tools and then have **Selected Geometries** ticked on when using the tool:
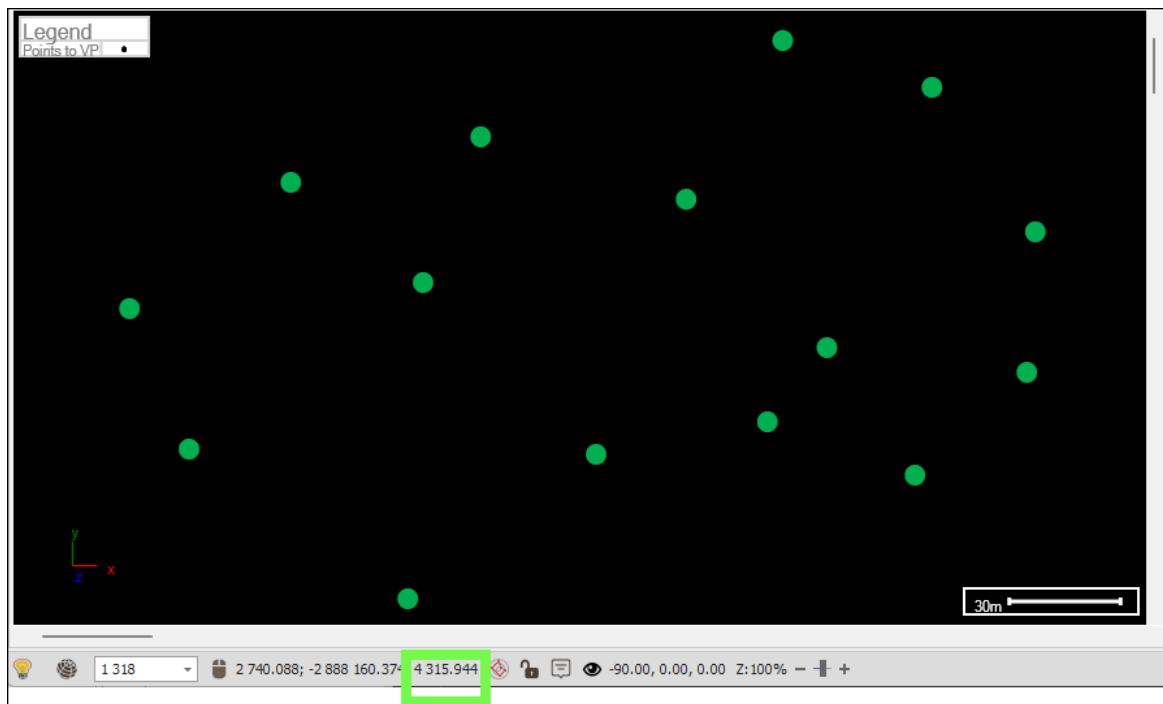

Drape to viewplane

The **Drape to viewplane tool** will drape elements onto the current viewplane you are at in your scene:

So for example, I have a set of points here that lie at an elevation of about 4300 in in the scene and I would like to drape them to a viewplane with a zero elevation:


First, select the elements in the scene you want to drape by using one of the selection tools or right clicking on the layer and choosing **Selection>Set to layer** if you want to select the whole layer to drape which is what I will do in this case:
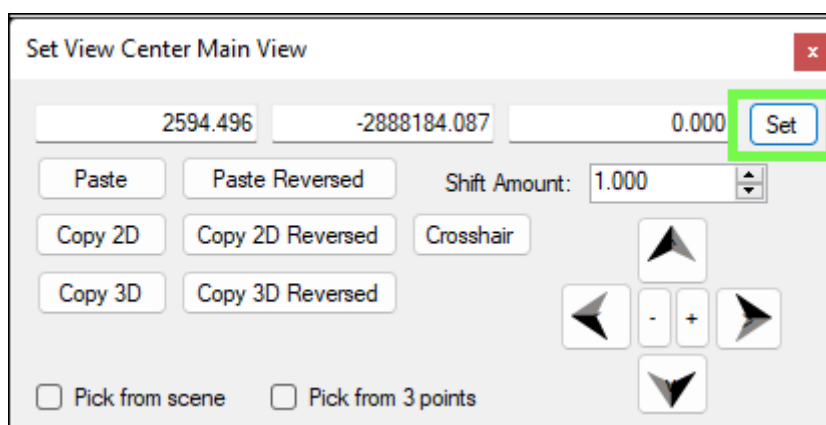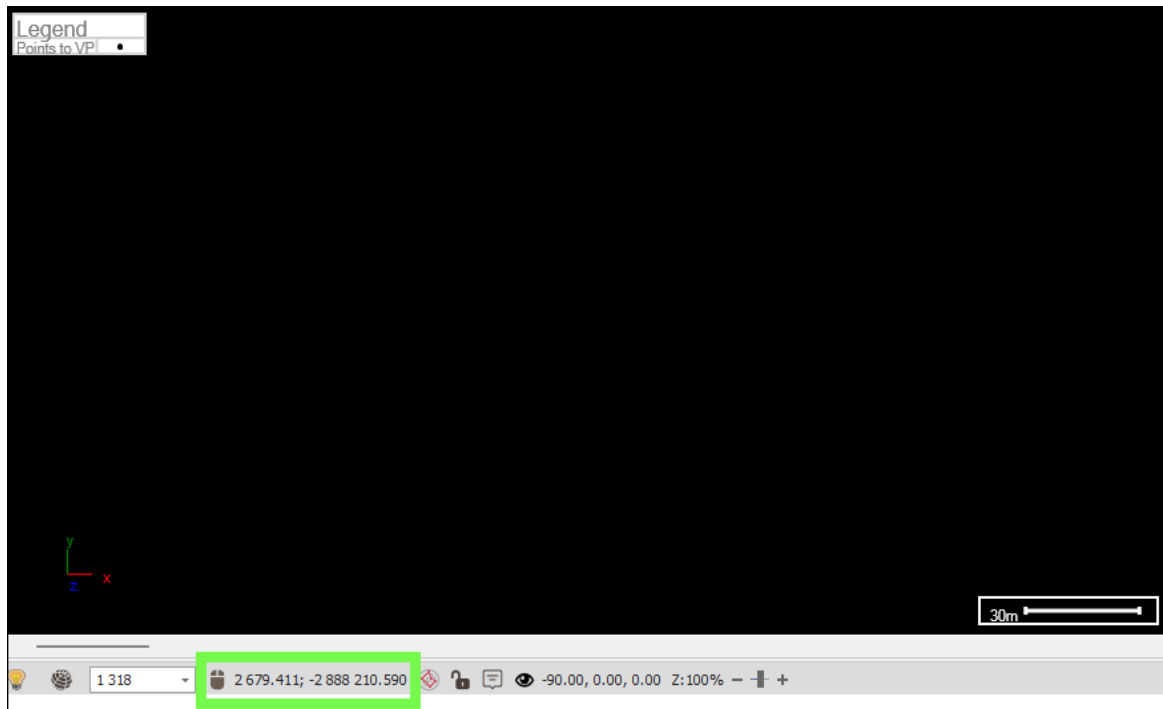
16
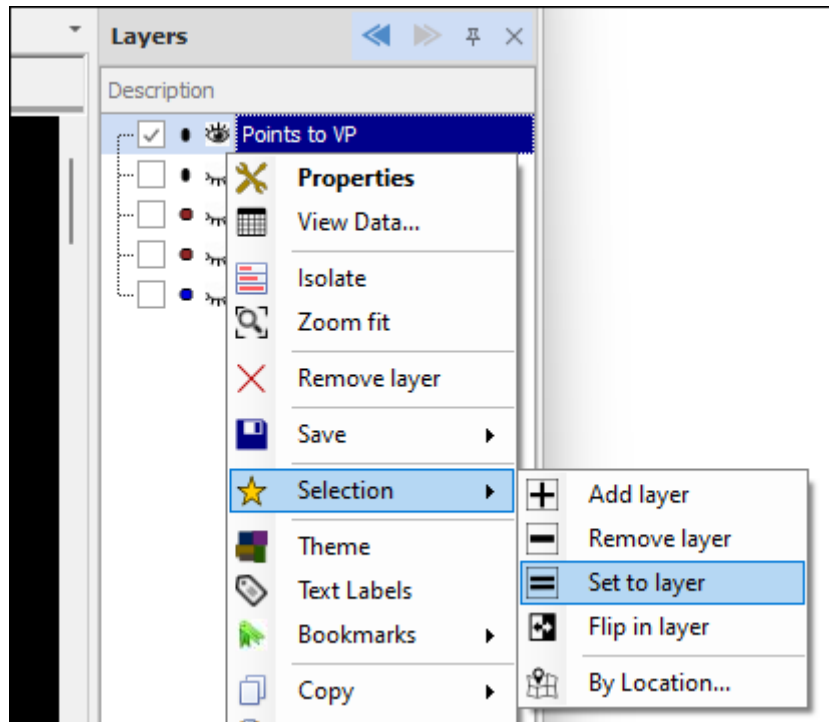
Next, I will go to the desired viewplane of zero elevation in my scene using the Set View Center dialogue accessed by clicking on the Mouse Location coords in the spatial pane below. In here I will set the Z value to be 0 instead of 4300:
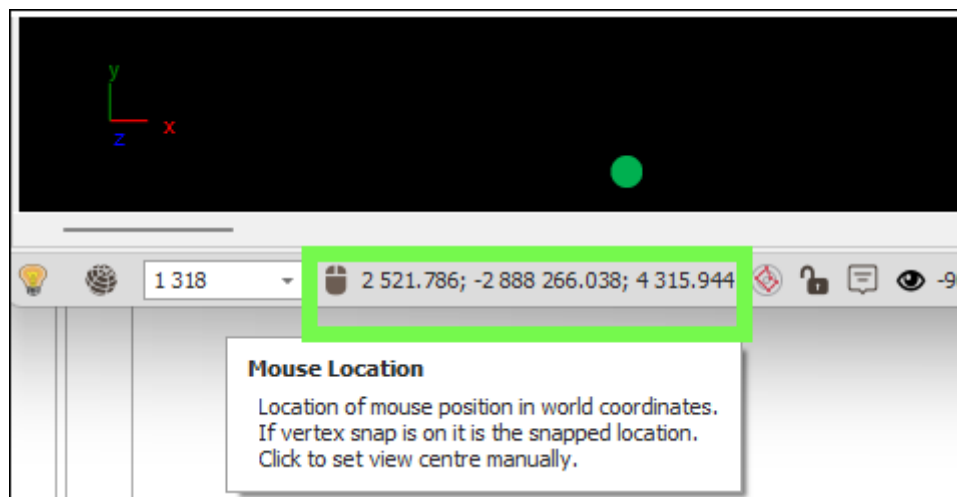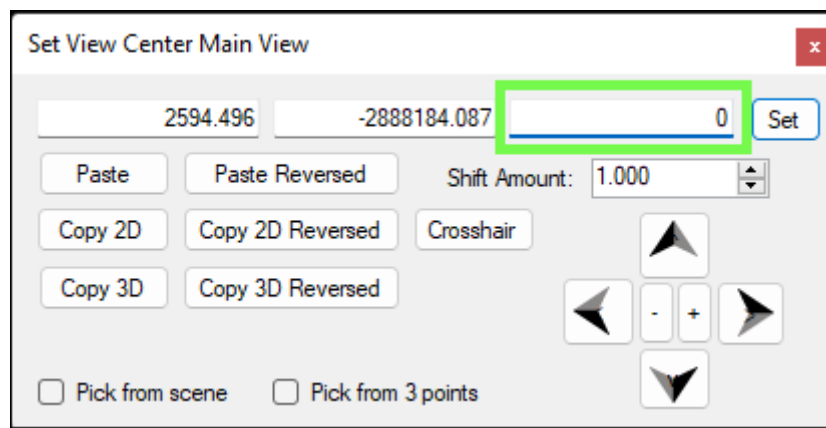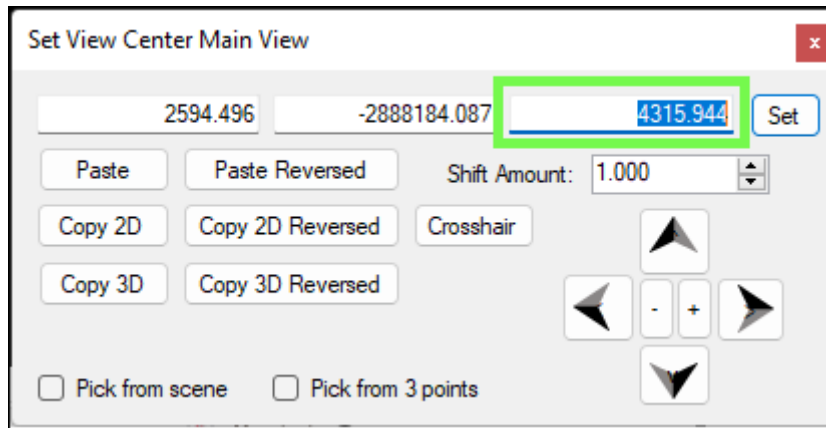
I will then click **Set** and my scene and viewplane is now at 0 elevation:

I can now bring up the Drape to viewplane tool by clicking on it. In the dialogue choose whether you want the elements to be modified in place, meaning changed in their source layer when they are draped, or whether you want the draped elements to be drawn to a layer you have set as active. In this case I will just have them modified in place:
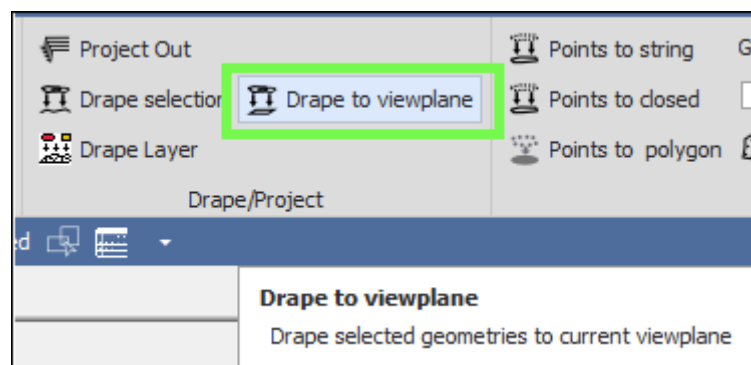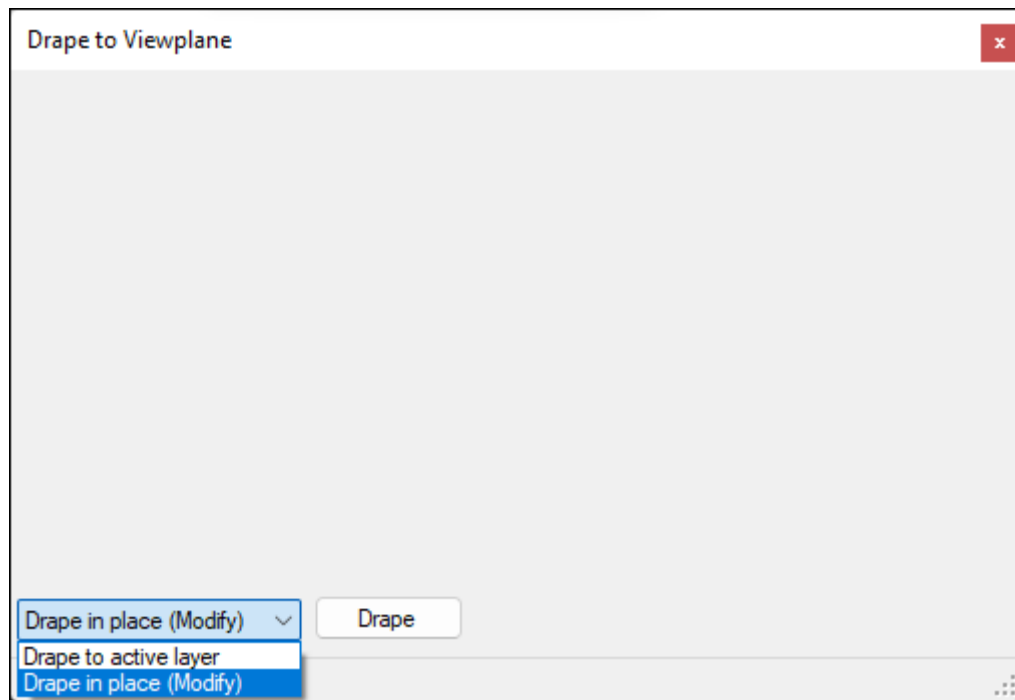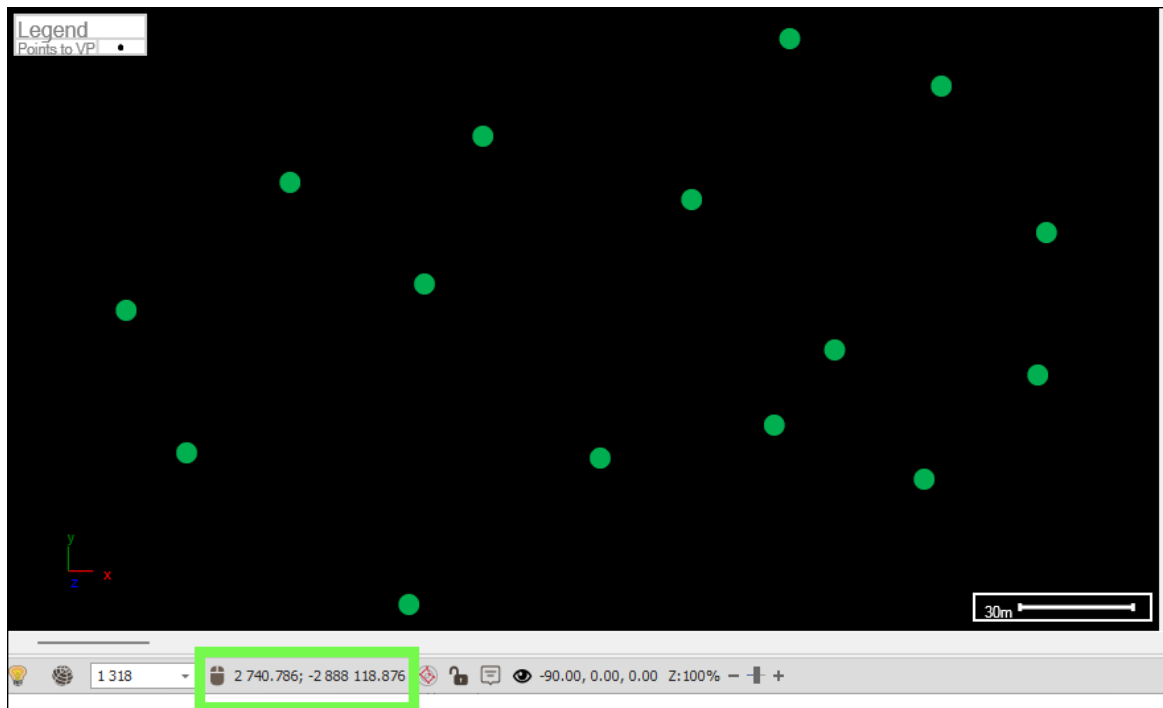
You can then go ahead and click **Drape**:
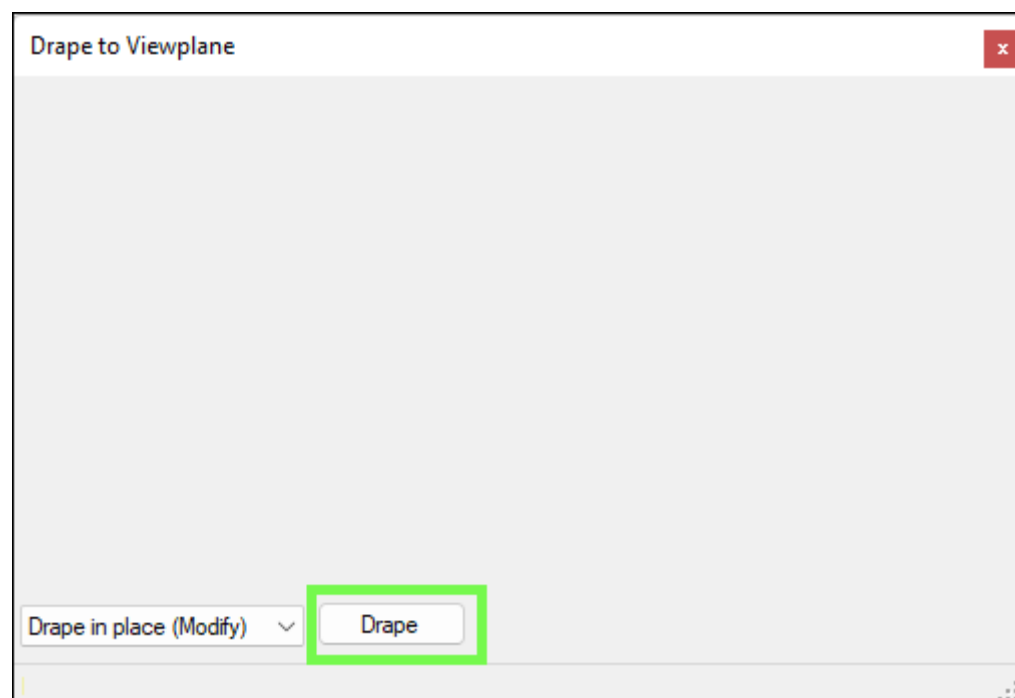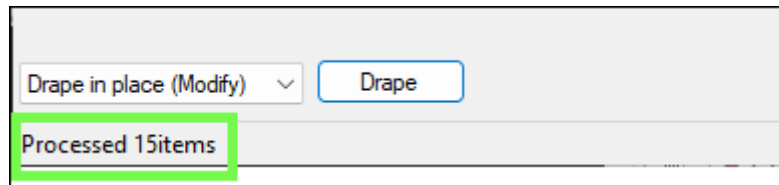
My points have now been draped to my desired viewplane of zero elevation:

You can also drape to different viewplanes by changing orientation of the scene to viewing along the X axis for example, and then drape to this viewplane as well.

Support