

Extrude Tool

The Extrude tool is a feature in our spatial products, found in the "Surfaces" tab, that enables you to extrude out a surface by a certain amount in a desired direction.



First, select your surface, you can do this by using one of the selection tools:



Then, open the Extrude tool. You will be presented with the following dialogue:

Extrude Surf	ace			x			
Direction X:	0.000	-	Limit X:	0,000 📥 🗋 Pick			
Y:	0.000	* *	Y:	0.000			
Z:	-1,000	* *	Z:	0			
	Pick	Flip		Compute From Selected			
Close	Flatten						
Choose direction and limiting point Extrude							

When you extrude a surface, it will choose a direction to extrude it in, the default it gives you is Z: -1 which is in a downwards direction.

You can also pick the direction using the "Pick" checkbox. Check it on, then click the from and to point in the scene and it will populate the direction values in for you.

Once you have specified a direction, you can flip the direction, so it goes the other way, by clicking the {Flip} button.

Then you have to choose what level you want to extrude to. You specify the Limit X, Y and Z values either by typing them in or simply picking it from the scene using the "Pick" checkbox. Check it on then select the distance in the scene:



If you check on "Close" it will close the bottom part of the surface when extruded.

If you check on "Flatten" it will extrude the surface straight down without following along the original features of the surface.

Extrude Surfa	ace			x
Direction X:	0.000	▲ ▼	Limit X:	593821,082 🛉 🗋 Pick
Y:	0.000	-	Y:	1216694,985 🜲
Z:	-1,000	-	Z:	168 🛖
	Pick	Flip		Compute From Selected
🗹 Close	🕗 Flatten			
				Extrude

I am now ready to extrude the surface so I will click the {Extrude} button.

It will them prompt you to choose the projection for the new layer it will create:

Choose layer projection			x
The data to load has no projection associa Please choose a projection for the data.	ited with it.		
WGS 84 / UTM zone 28N		SRID:	β262 ‡
 Well known text 			
	Use scene projection	Use selected p	projection

It then will add the layer with the extruded surface:



If we view the properties of the surface by clicking on the Inspector tool \bigcirc , and then click on the surface to select it, we can see that it is a proper closed surface and we can see it's volume:

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1 Item Properties 1 of 1		×					
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Copy Geometry Edit Geometry Copy G							
Edit Selection Navigation		^					
Data Linked Data Measurements Geometry Profile Vertices Images							
Measurements							
Length (metre)		0,000					
Area (metre2) 79 883,616							
Volume (metre3) 859 245,835							
Centroid X 593 684,018							
Centroid Y 1 216 814,785							
Centroid Z 186,317							
Dip Direction (degrees)	Dip Direction (degrees) 41,2155						
Dip (degrees)	3	3,1388					
Vertices 110068							
Geometries 1							
Bounds 593522.317							
Valid							
Closed		1					
Ready		.::					

With these extruded surfaces you can use them for very accurate cut and fill, where you will select both the top and bottom surfaces to extrude and then, once extruded, do the cut and fill between them.

Main View	•
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💡 Extruded 1 surfaces 🏐 1 734 🕞 🏥 593 830,08); 1 216 681,422; 111,592 🛞 🎦 🗐 👁 -15,02, 327,05, 356,65 Z:100% —

For more information on how to use the Cut and Fill tool check out the Cut and Fill <u>user guide</u> and <u>video</u>!

You can also use the extruded surface for creating mining blocks to schedule for use in <u>ScheduleXL</u>, our mine scheduling product.

