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Fault animation with 3D model integrating drone and satellite images.

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This presentation describes the new improvements applied to the display of a model already presented at EGU2020.

The model was describing a strike/slip fault located in the Venezuelan Andes, and it was special because the fault movement could be animated by the user. The animation was achieved by implementing the options provided by the combination of two software, Blender and Sketchfab, that are typically used for computer games.

The new version allows a better understanding of the fault evolution by expanding the area represented in the model and by graphically highlighting the various elements of the topography. The first improvement is achieved by integrating the portion of the model acquired with a drone, with the DTM and imagery acquired by satellites. The second improvement is achieved by colouring the topography with false colours that can be switched on by the user by pressing a button.

This new version further improves the initial drone SfM model, so that it can be didactically more effective.