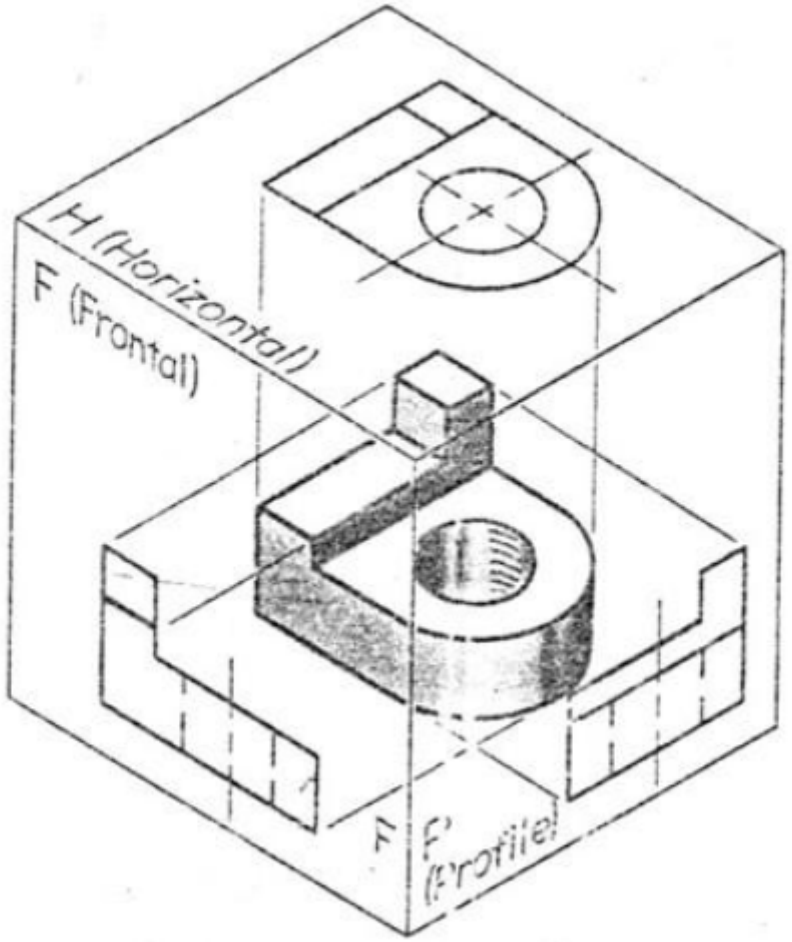
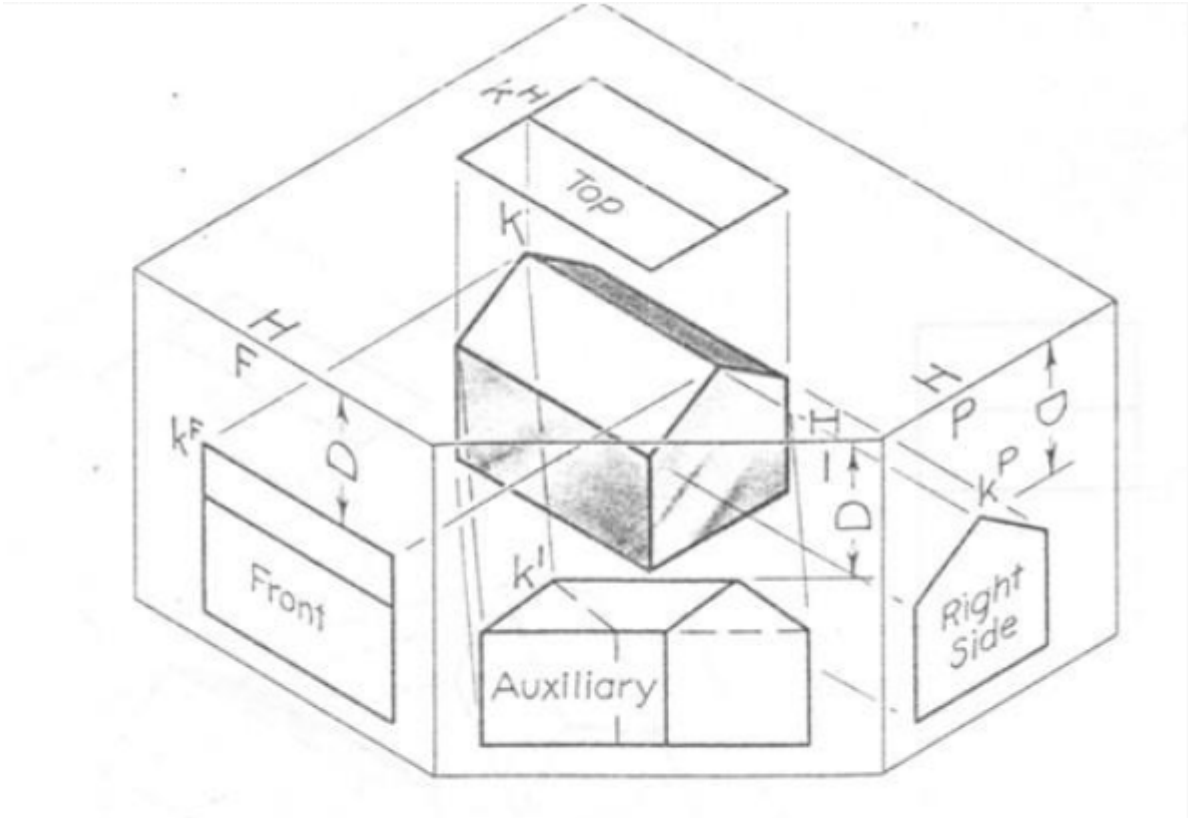
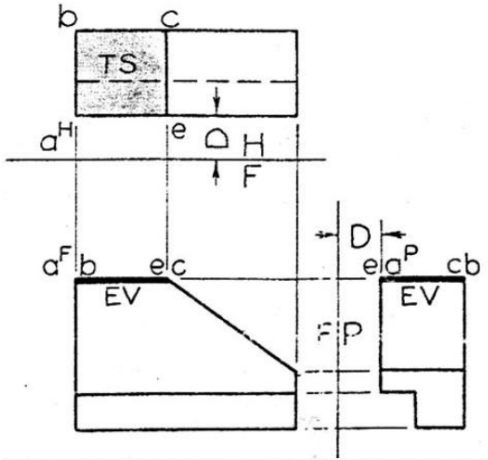
Mech Engineering ‘projections’



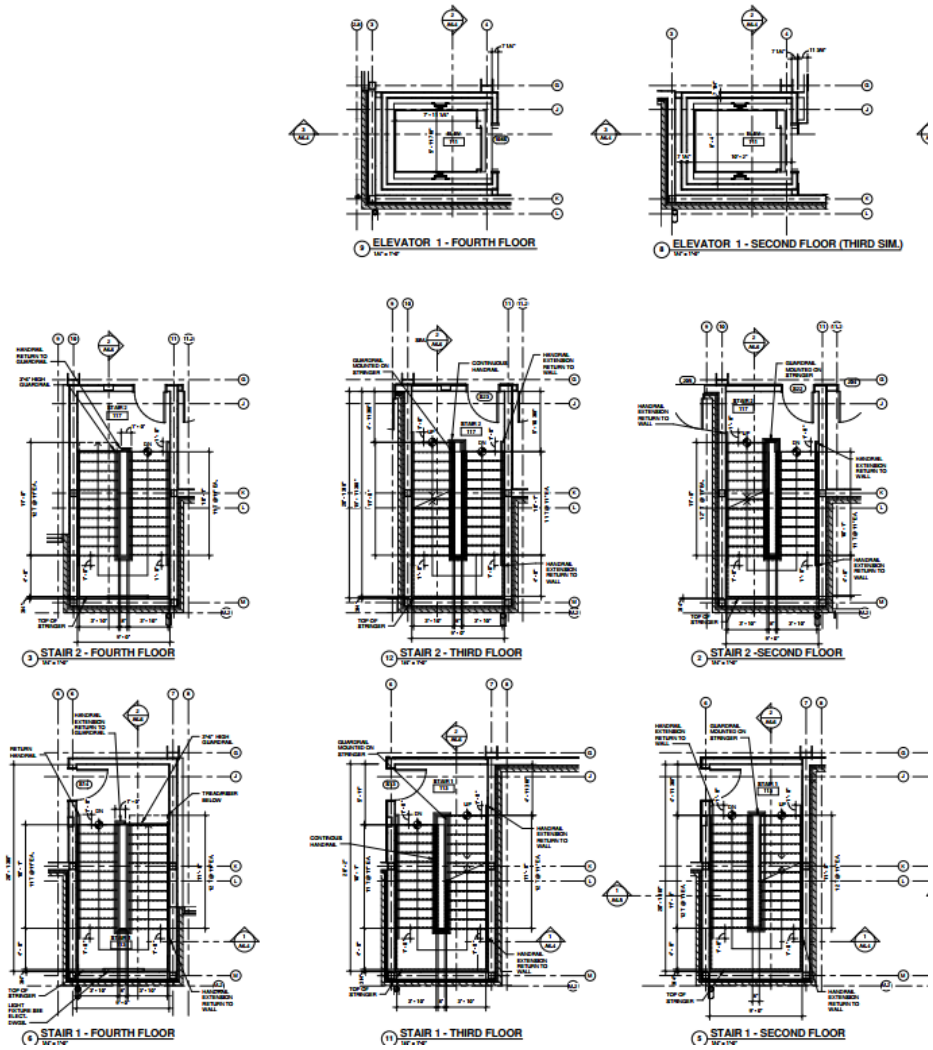
Architectural ‘projections’





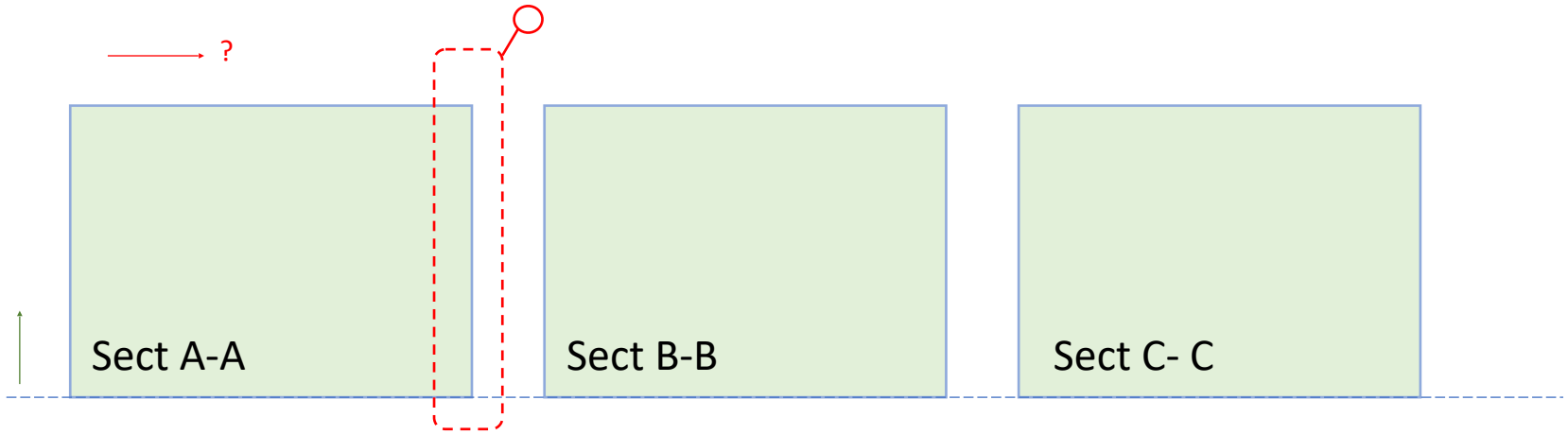
Architectural ‘projections’

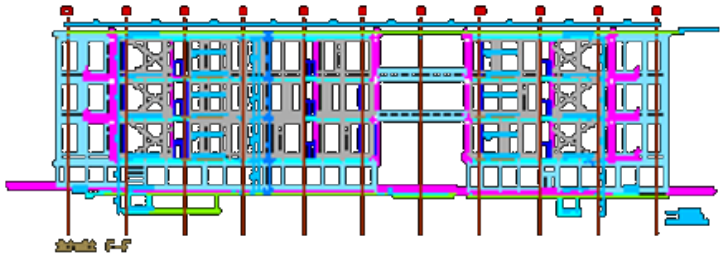
Plan array

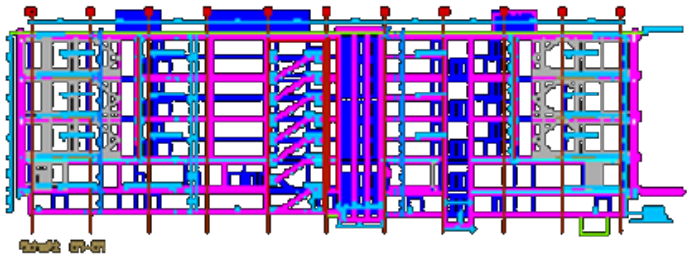


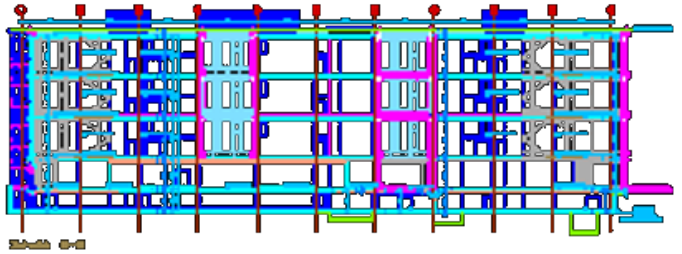
Architectural ‘projections’

Section/Elevation array



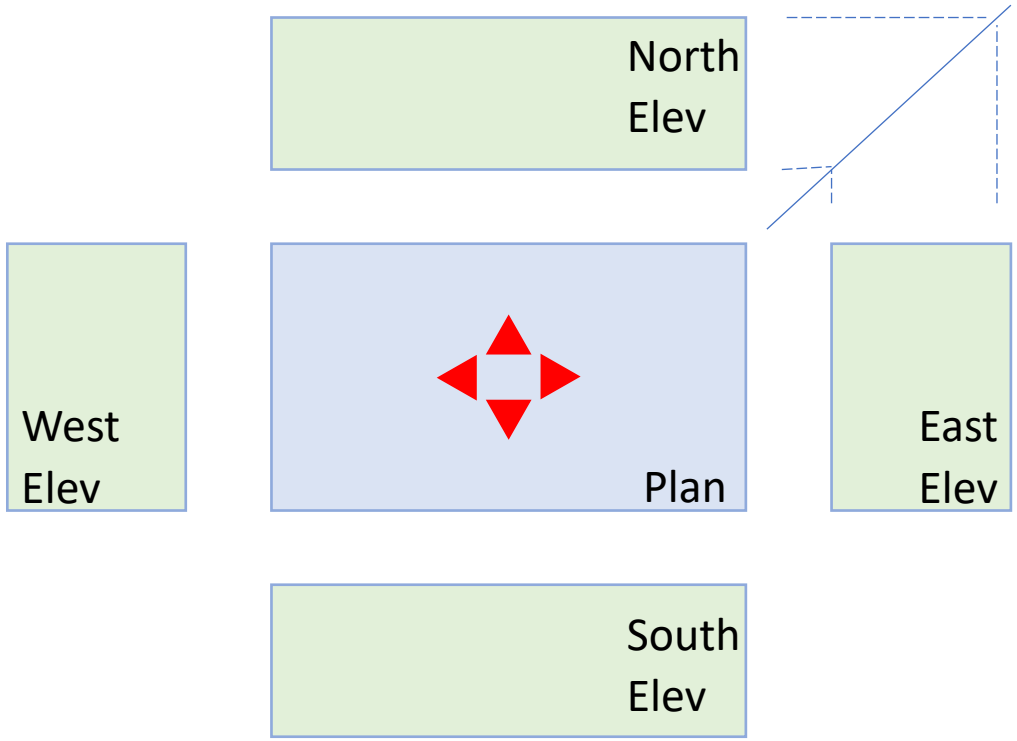


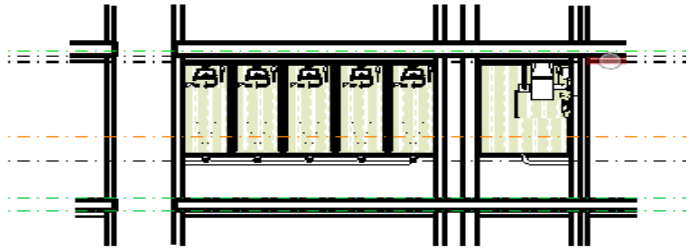


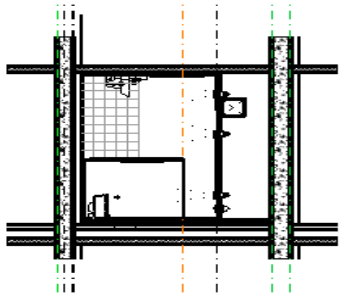


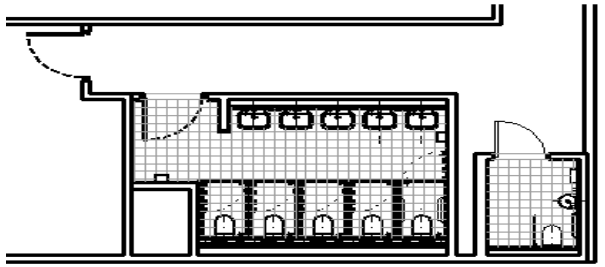
Architectural ‘projections’

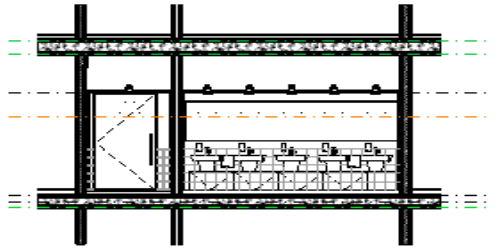
Room / Elevation array





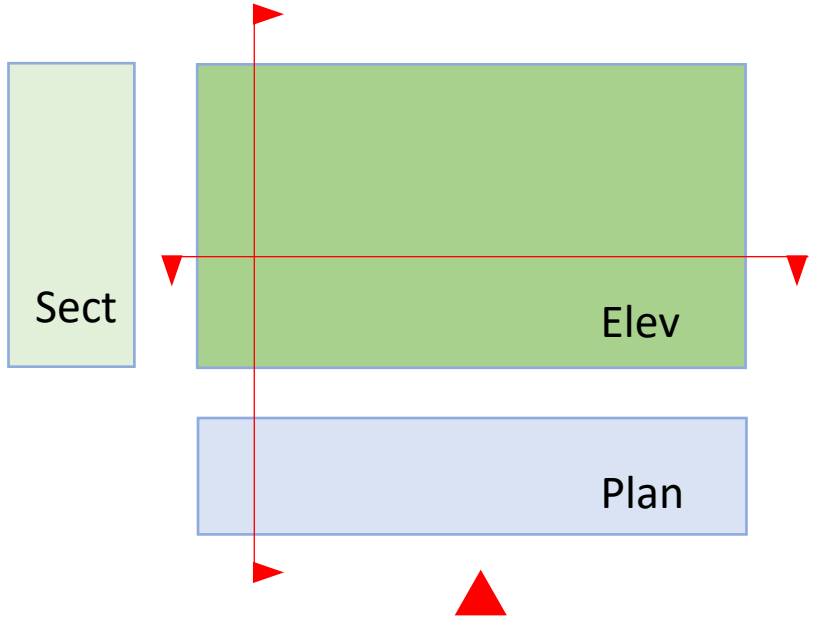


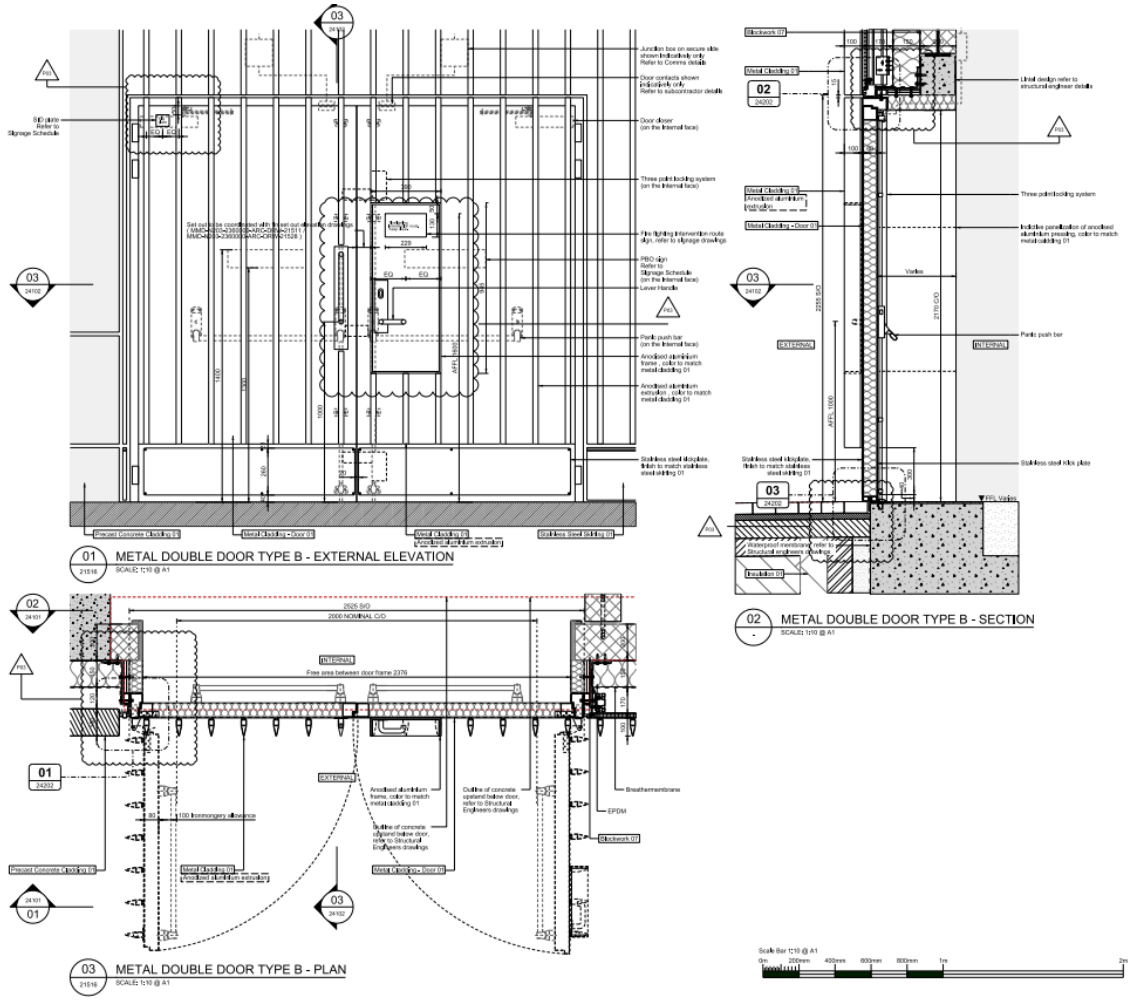




Architectural ‘projections’

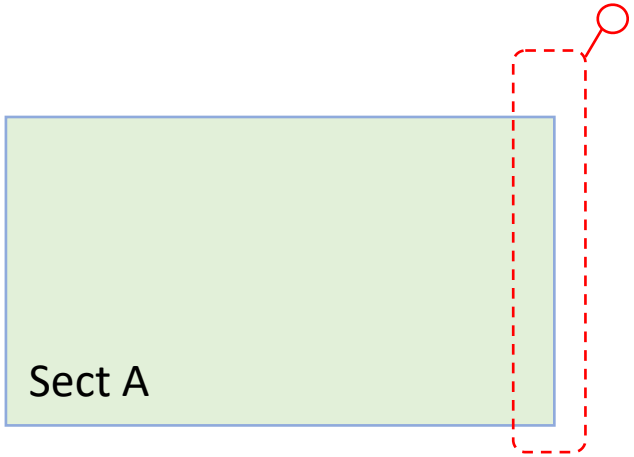
Plan / Section array

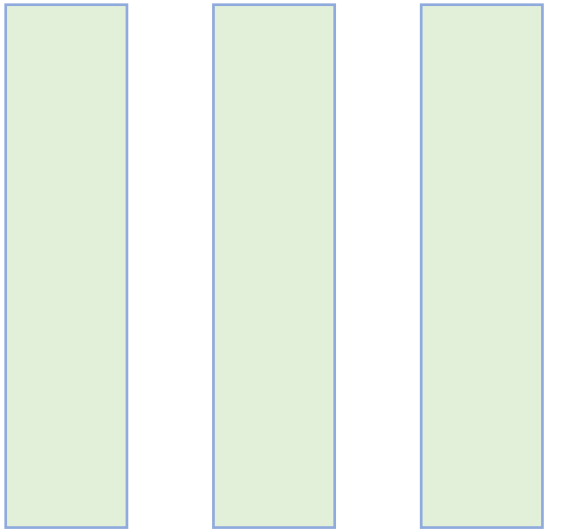


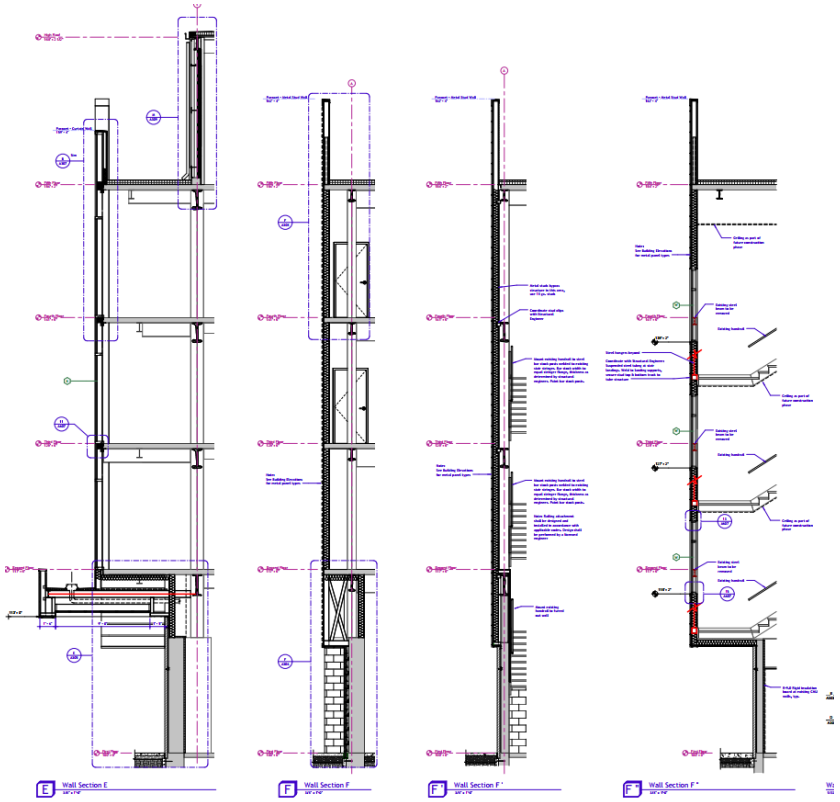


Architectural ‘projections’

Bldg Section array

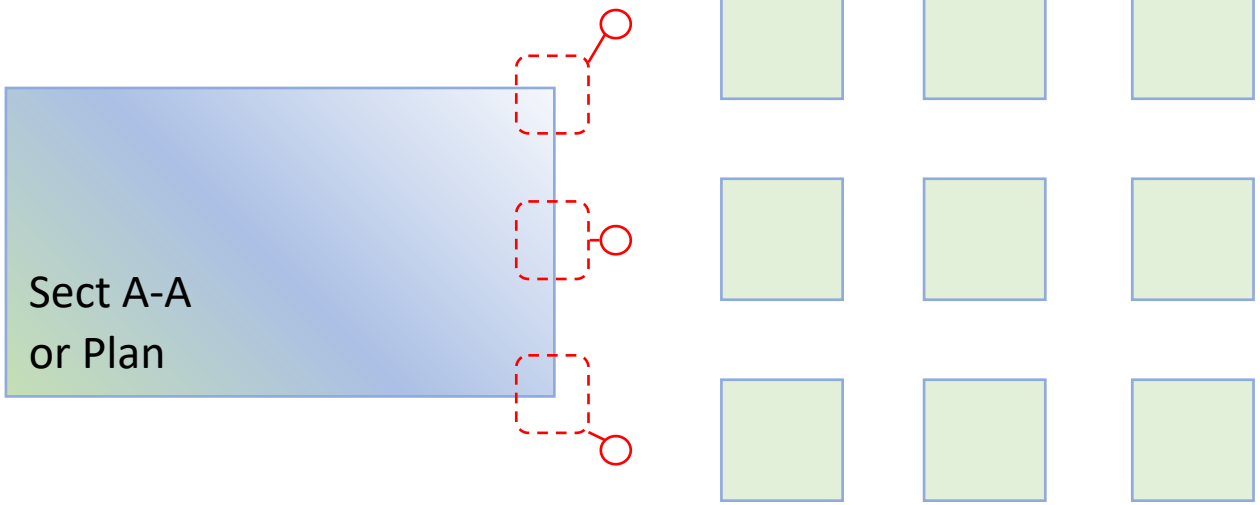


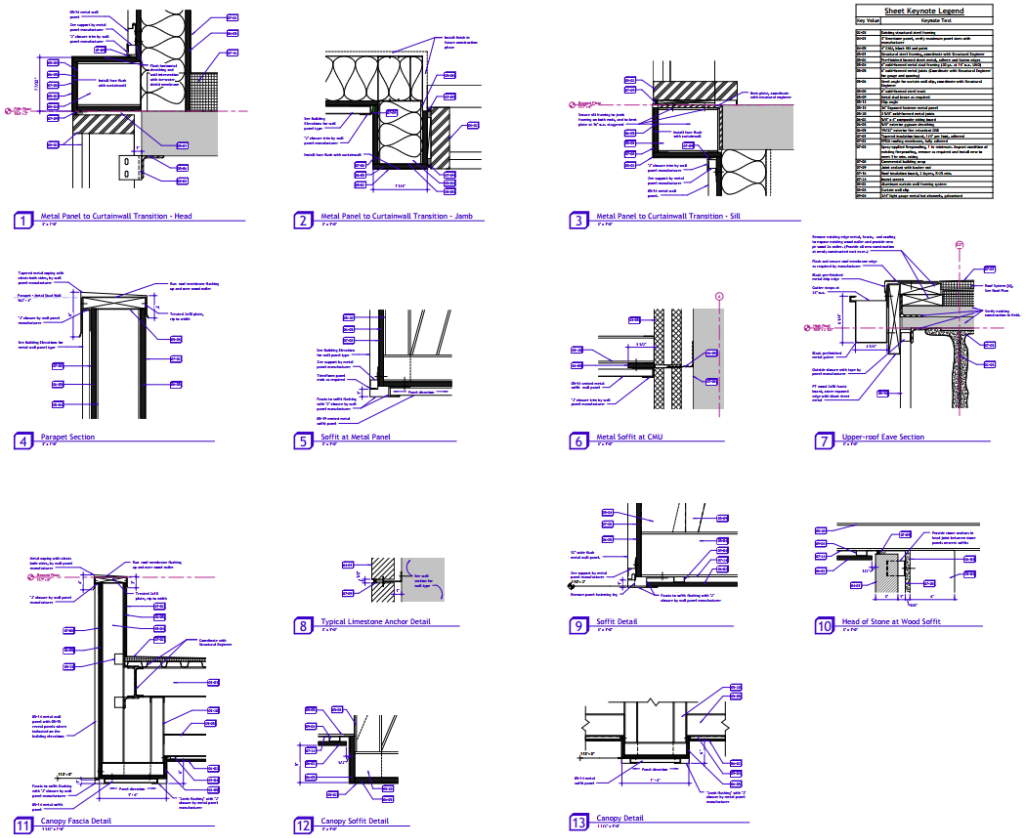




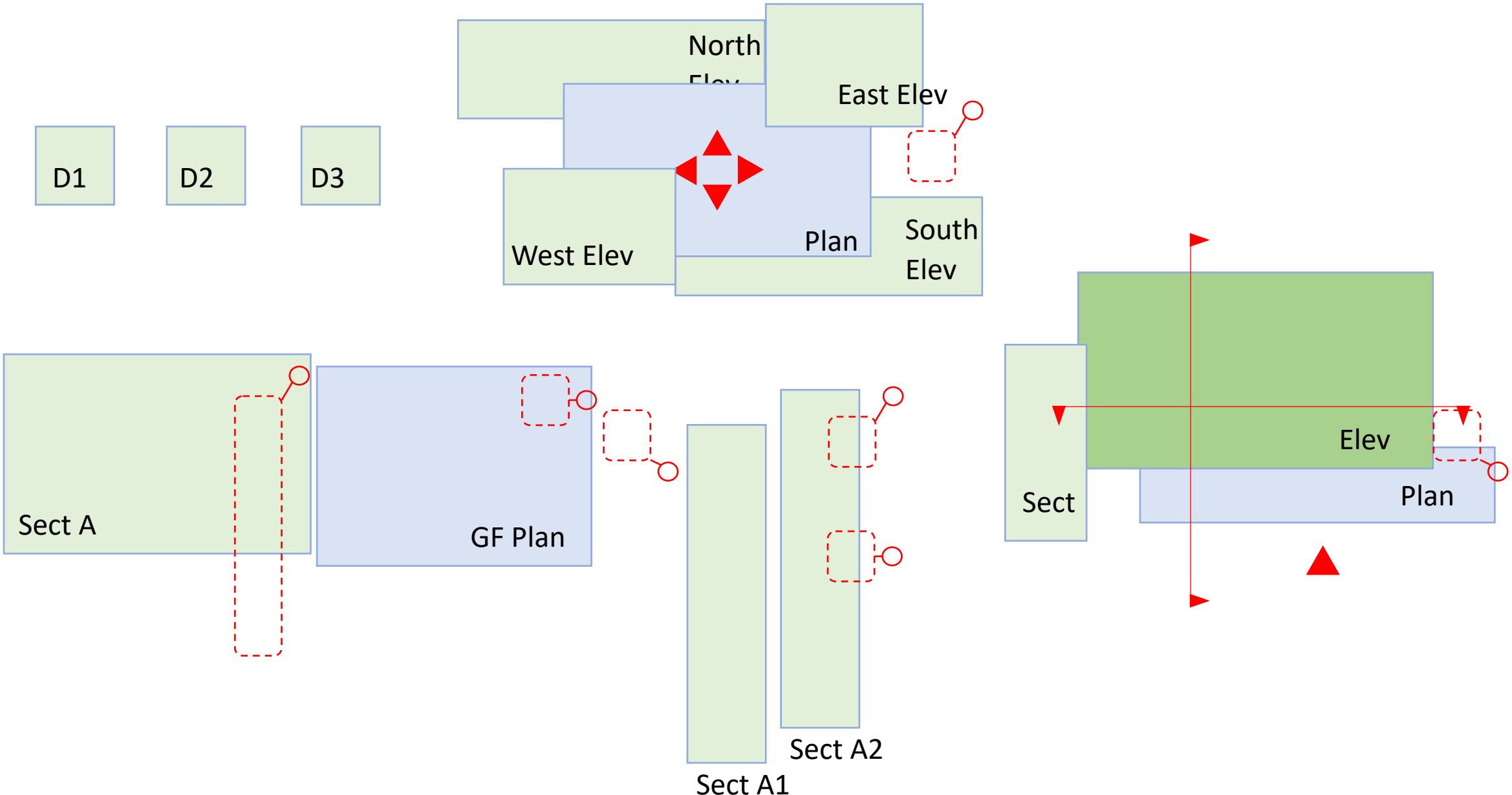
Architectural ‘projections’

Detail Section array

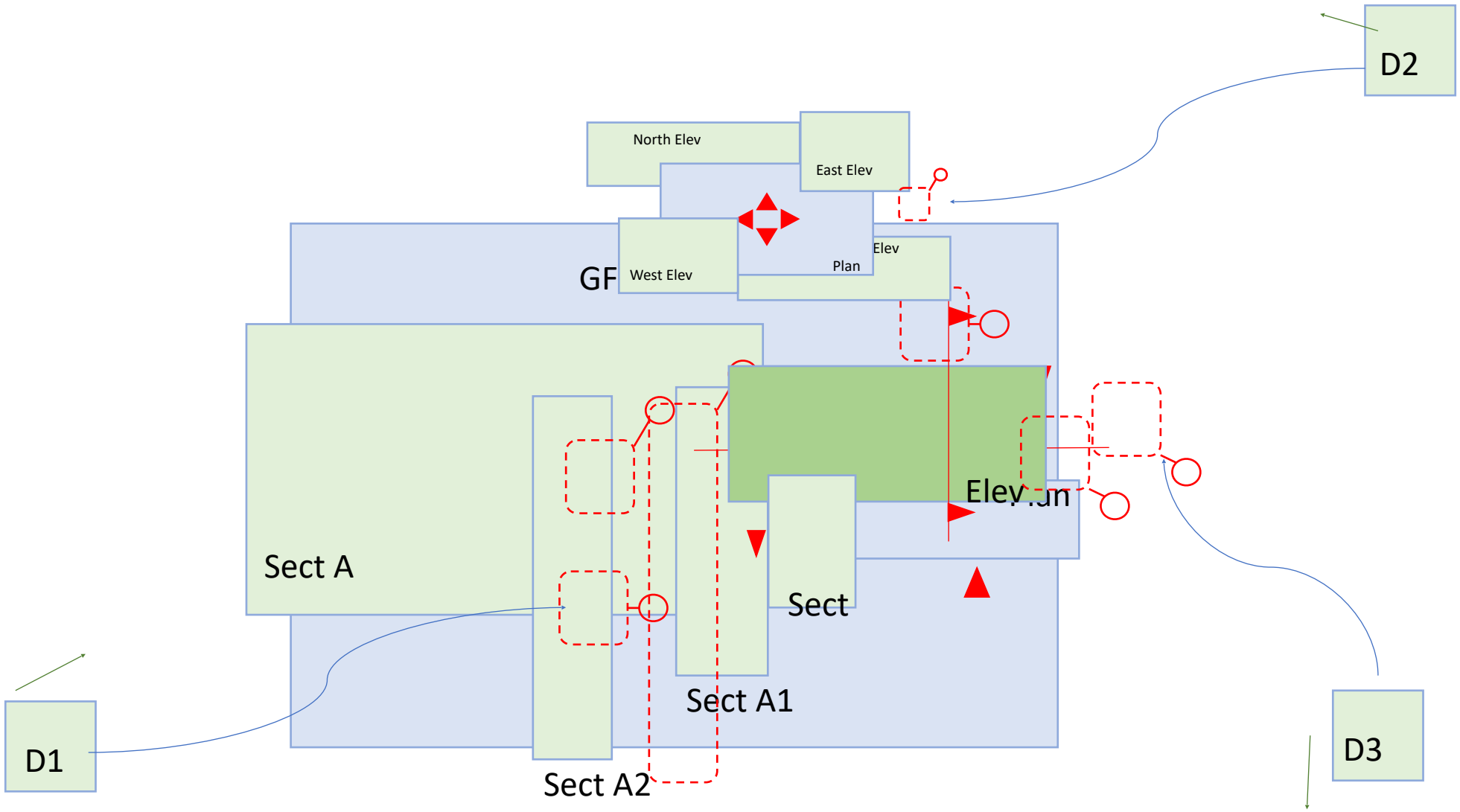




Architectural ‘projections’



Architectural ‘arrays’ ?

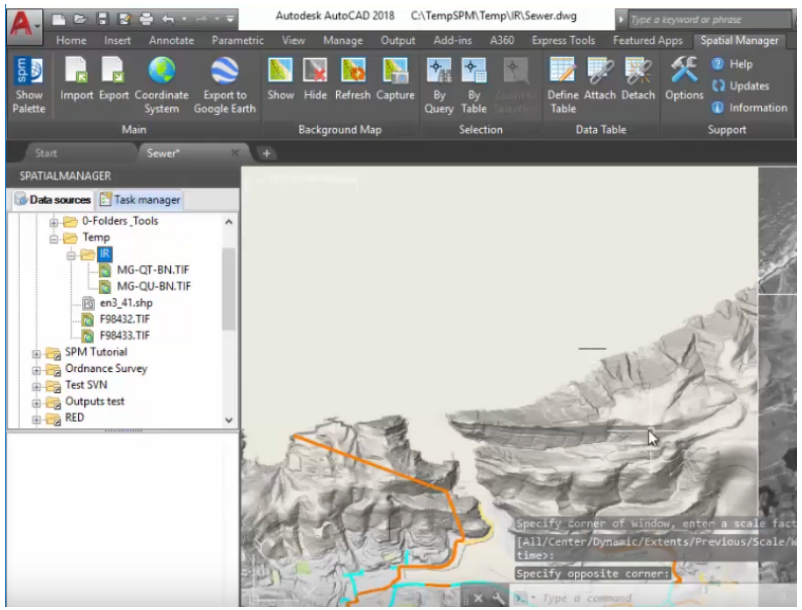


GeoTIFF

From Wikipedia, the free encyclopedia

GeoTIFF is a public domain metadata standard which allows georeferencing information to be embedded within a TIFF file. The potential additional information includes map projection, coordinate systems, ellipsoids, datums, and everything else necessary to establish the exact spatial reference for the file. The GeoTIFF format is fully compliant with TIFF 6.0, so software incapable of reading and interpreting the specialized metadata will still be able to open a GeoTIFF format file.[1]

An alternative to the "inlined" TIFF geospatial metadata is the *.tfw World File sidecar file format which may sit in the same folder as the regular TIFF file to provide a subset of the functionality of the standard GeoTIFF described here.



Keyhole Markup Language

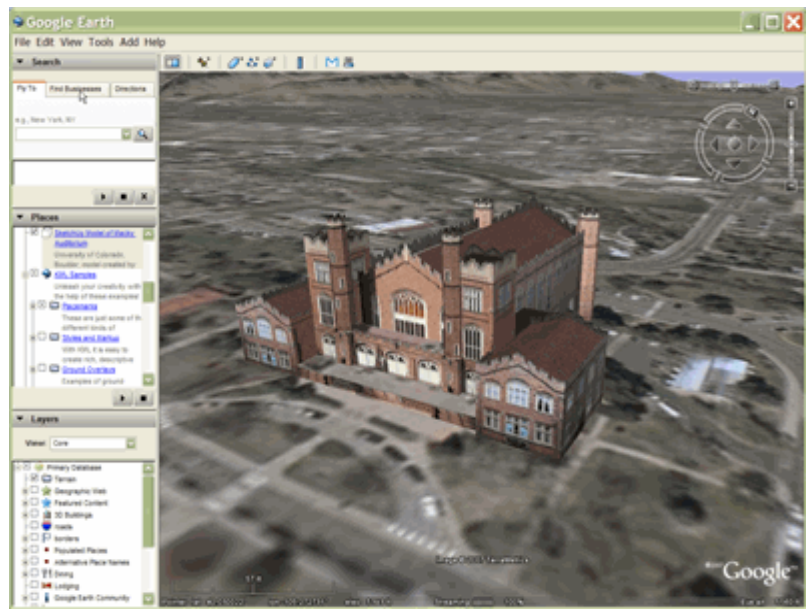
From Wikipedia, the free encyclopedia

"KML" redirects here. For other uses, see KML (disambiguation).

Keyhole Markup Language (**KML**) is an XML notation for expressing geographic annotation and visualization within two-dimensional maps and three-dimensional Earth browsers. KML was developed for use with Google Earth, which was originally named Keyhole Earth Viewer. It was created by Keyhole, Inc, which was acquired by Google in 2004. KML became an international standard of the Open Geospatial Consortium in 2008.[1][2] Google Earth was the first program able to view and graphically edit KML files, but other projects such as Marble have added KML support.[3]

Keyhole Markup Language

Filename extensions	`.kml`, `.kmz`
Internet media type	`application/vnd.google-earth.kml+xml` `application/vnd.google-earth.kmz`
Developed by	Keyhole, Inc., Google
Type of format	GIS file format
Extended from	XML



Bluebeam Acquires Project Atlas' Groundbreaking SaaS Solution for the Construction Industry

In Press Release by Mark Williams / June 13, 2018

Powerful visualization solution "maps" the built world across the entire project lifecycle

Pasadena, CA (June 13, 2018) Bluebeam, Inc., leading developer of innovative technology solutions for the architectural, engineering and construction (AEC) industries, announced today that is has acquired substantially all of the assets of privately held Project Atlas, LLC.

Founded in 2017 by construction industry veterans Todd Wynne and Joe Williams, Project Atlas created a digital mapping engine that uses geo-location instead of traditional folder structures to organize and visualize 2D plans and construction data. This location-based orientation allows design and construction professionals to create and search a seamless digital map of their project that contains plans, people, material, site photos and drone imagery, all within highly detailed, zoomable layers.

"Bluebeam was founded on the idea that powerful AEC solutions should also be easy to use, capable of delivering the right information at the right time while improving the ability of all project partners to collaborate throughout the lifecycle of an entire project," says Bluebeam CEO Jon Elliott. "We are incredibly excited to add Project Atlas to our portfolio of solutions to continue delivering on this promise. Project Atlas provides users an entirely new way to visually organize and unify location-based documents and data, bridging the gap between 3D models and 2D drawings. This location-based methodology dramatically reduces the time it takes to find critical plans and information, empowering owners, architects, engineers, contractors and sub-contractors to access data in an immediately