Wrap-up of Vector/Raster/3D Modeling

Outline

- Review of Vector Modeling and Geoprocessing
  - Spatial joins (graphical & object-based; within/contains/centroid-based/...)
  - Intersect/union..., area allocation, one-to-many relations

  Review of Raster Modeling - [Lorlene Hoyt's Spring 2002 notes]*
    - Interpolation/kriging methods to generate value 'surfaces' and other smoothed distributions
    - Map algebra to create new layers as algebraic sums of other proximate cells ('Neighborhood statistics')
    - Density maps, contour plots, [Lorlene Hoyt's Spring 2002 notes]*

- Introduction to 3D Analyst
  - Adding 'Z': 3D CAD models & 2.5-D surface models: lattice mesh, TIN
    - [Lorlene Hoyt's Spring 2002 notes]*
  - Using ArcView's 3D analyst

* Kindly refer to the Lecture Notes section