# **3D Geological maps**

Explore the landscape by wandering around in it. As in real life rivers should be crossed at bridges. Then change to an overview and see what the geological map looks like.

## **Instructions**

**Dip models** – type 1-6 to change angle of dip

**Strike models** – type 1-8 to change angle of strike

**C** – Change the camera view between an overview and being in the world

**Left Mouse Key Down then drag** – Rotate map in overview

**Arrow Keys** or **WASD** keys - to control movement in the world

**Mouse** - to control head ( where you are looking at )

**Space Bar** – Jump

**Esc** – to move cursor out of the window (Click in window to re-centre cursor)

**Ctrl-esc** – to close

<http://www.see.leeds.ac.uk/virtual-landscapes/block/>