

Getting Started with Orebody Modelling

Detailed Module Descriptions

Welcome: Getting Started with Orebody Modelling

This module provides a short summary of main course topics. You will also meet your instructors.

Introduction to Triangulations

This module will help get you started with Envisage and introduces Vulcan triangulations. This module includes the following lessons:

- What is a Triangulation?
- Getting Started
- Envisage Interface
- Triangulation Properties

Create Surface

In this module, you will learn to create a triangulation surface from an imported DXF file. You will also learn techniques for controlling triangles that form along the edges of the surface.

- Import DXF
- Create Topography
- Edge Control

Triangulation Validation

The lessons in this module will explain why validation is important, describe each validation test, show you how to run a validation check, and demonstrate one quick method for triangulation repair. This module includes the following lessons:

- Why Validate?
- Validation Tests - Explained
- Run Validation
- Quick Repair

Solid Creation

In this series of lessons, you will learn how to create a triangulation solid from an imported archive file, discover techniques for guiding triangle formation, and divide an orebody to reflect a fault location. This module includes the following lessons:

- Import an Archived Layer
- Create a Simple Solid
- Resolve Crossing Triangles
- Control Triangles with Tie Lines
- Tip: Quick Solid Creation
- Polygon Morph
- Generate Faulted Solids

Quick Solutions

In this module, you will discover four solutions to common workflow tasks. This module includes the following lessons:

- Simple Reserves
- Orebody Footprint
- Create Bench Strings
- Surfaces from Solids

Complex Solids

Watch this module to learn how to triangulate complex shapes. You will learn how to triangulate a splitting orebody or create a single triangulation file that contains triangles with spatial separation. This module includes the following lessons:

- Triangulate Gaps
- Append Triangulations
- Pick Partial Polygons
- Create Splitting Orebody
- Close Solid
- Merge Triangulations

Triangulation Repair

Now that you have learned to create triangulation solids, you need to ensure they are ready to use in other Vulcan options. In this series of videos, you will learn how to address issues that cause validity or stability issues. This module includes the following lessons:

- General Workflow
- Explicit Repair
- Simple Repair: Coincident Points
- Simple Repair: Crossing Triangles

Exam: Getting Started with Orebody Modelling

Questions in this exam test your knowledge of the concepts introduced in this course. Pass this exam with a 70% or better to receive your completion certificate.

Survey: Getting Started with Orebody Modelling

Please take this brief survey. Your feedback helps us improve your online training experience.