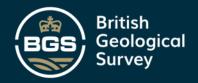
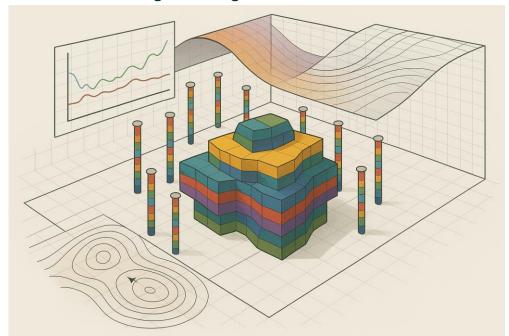


STEVE THORPE & CATHERINE CRIPPS (BGS)

Juggling the challenges of 3D modelling



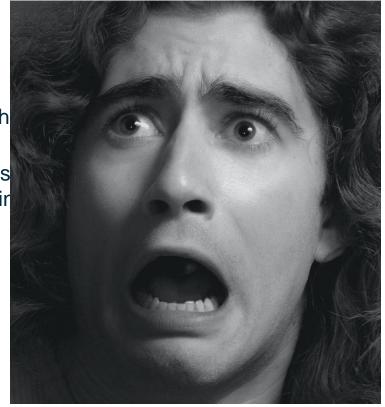
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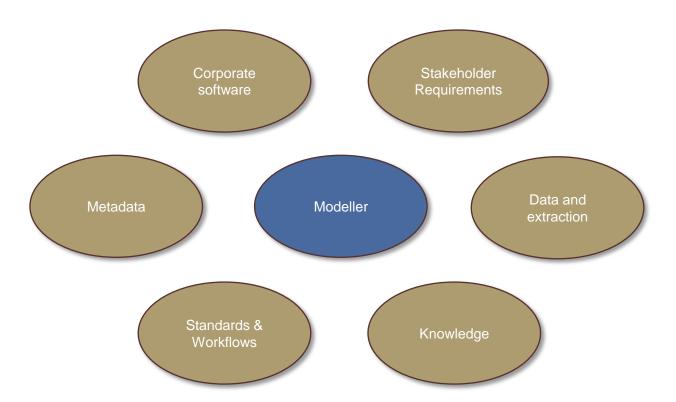




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- Argghhhh! I didn't sign up for all this headache!
- As a geological modeller of almost 20 years it didn't occur to me that I was so good at my job
- Let me take you through all the challenges of 3D modelling from my (and the British Geological Survey's) perspective



The "Wheel of Modelling Inputs"





The "Wheel of Modelling Inputs"



Stakeholder Requirements

Stakeholders should be the catalyst for everything we do

Often have very different requirements – important to know and understand

these

Internal versus external

Knowing when to talk to them is key

- Can affect what you do input data, data formats, delivery mechanisms
- Learning how to convert what they tell you into pieces of information you can use to shape your products/ models/solutions
- BGS is on this learning journey we still don't talk enough



Data and Extraction



- Most GeoSurveys have multitude of datasets that feed into the modelling process
- BGS relies on people able to extract data using GIS, FME, database queries
- Data quality is key important to understand how to work with varying quality standards
- BGS has invested heavily in ensuring most of the major modelling/mapping datasets are held centrally, but new data constantly evolving
- Ongoing projects aimed at improving our data extraction processes to reduce the burden on staff and ensure standardisation of approach



Knowledge

- Modellers need to know everything!
- Modelling techniques, best practice, technical insights, geological background
- It's a lot to keep in our heads and it's also difficult to teach quickly
- BGS is slowly learning that a geologist might be the best person to create the model
- Projects need plenty of time for discussing issues and complexities in geology and modelling practice especially when new people join the organisation



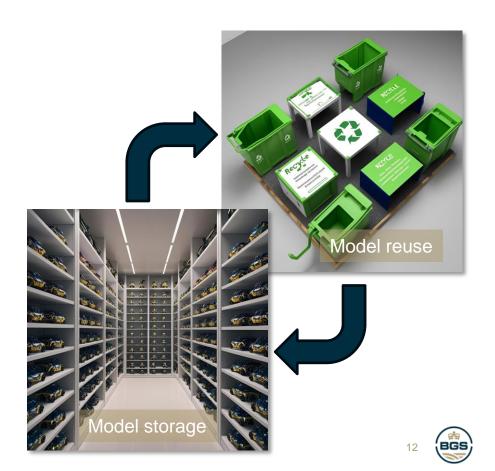
Standards & Workflows

- In any organisation there are workflows/rules that must be followed
- QA, Sign-off, peer review all appear to slow down the modelling process, often because they are not costed into a project
- Workflows are a challenge but also allow standardisation of outputs
- Processes, data flows, bureaucracy all require time and effort to ensure they are followed
- Standards help ensure consistency and transparency of input and output data helps with stakeholder conversations
- BGS has developed some standards QA of models
 - Standard metadata documentation
 - Technical checking documents for different types of model



Metadata

- Possibly the most underrated (and underfunded) part of any modelling system
- Metadata is crucial for future storage and reuse of models
- Without knowing how, when, why and who the model was created, its use is restricted
- Uncertainty can't be judged without adequate metadata defining purpose and modelling methodology



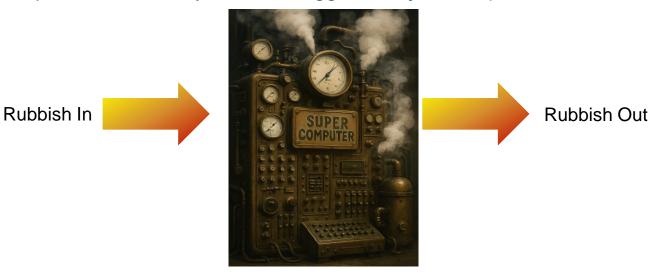
Corporate Software

- Keeping up-to-date with technology
- Many software packages out there each do things slightly differently
- Defining the corporate approach can be tricky – rarely does one software provide an answer
- Often pushing software boundaries
- Increasingly organisations are restricting open use of software not corporately approved
- Producing a foolproof workflow, utilising different software to achieve the end result is often tricky to communicate



What these Wheel challenges mean

- How these endpoints manifest themselves RIRO
- Project risk often under-appreciate the challenges
- Misunderstanding of data/processes common phrases occur for example "You can just use XXX", "You can make a model of XXX quickly can't you?"
- Conceptual model is key but it's bigger than just this part



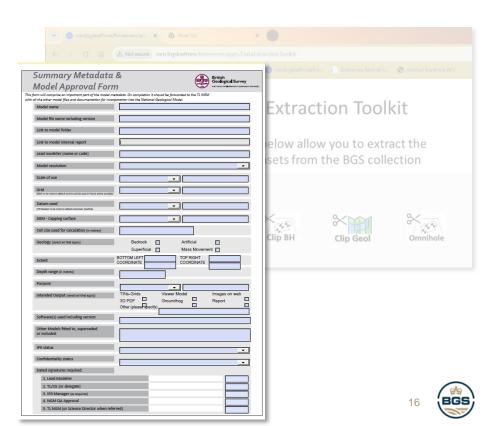
BGS approaches to "fixing" some of this

- Ongoing best practice improvements
- New data extraction tools outside GIS
- Defining modelling standards and QA
- Centralised storage
- 3D model software investigations/ investment
- More time for "admin"



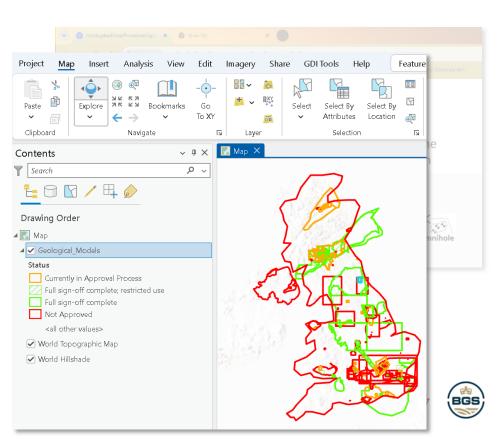
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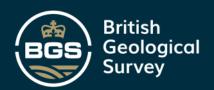
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Conclusions

- Each GeoSurvey will have its own challenges, and there needs to be communication amongst modellers in order to navigate.
- I've shown how BGS is approaching these challenges hopefully some lessons can be learned
- Working with the Wheel we need to learn how to balance expectations with own experience/knowledge and work with our team to fill any skills gaps





Thanks for your attention

Time for Questions

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