

**3D visualisations in simulations of future land use:  
exploring the possibilities of new, standard visualisation tools**

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Three-dimensional (3D) visualisations are an interesting method for representing model outcomes. Most visualisation techniques require expensive software and a lot of time to create them. When the visualisations need to be adapted frequently, a faster and more flexible method is needed. The first step of the proposed model is to create the 3D elements. These elements are combined with the base map, and distributed to the public using Google Earth. Both freely available and commercial software are used in this process.

**Keywords:** three-dimensional visualisations; visualisation techniques; Google Earth

The full paper is published as:

Lloret, J.Rodríguez, N. Omtzigt, E. Koomen and F.S. de Blois (2008) 3D visualisations in simulations of future land use: exploring the possibilities of new, standard visualisation tools, *Journal of digital Earth* 1(1): 148-154.

Subscribers can download the paper from the journal website:

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