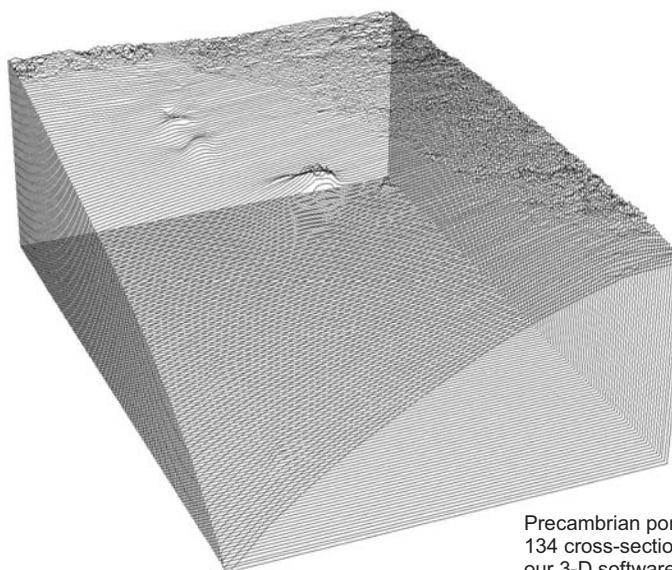
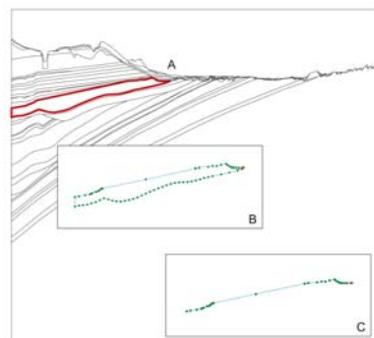
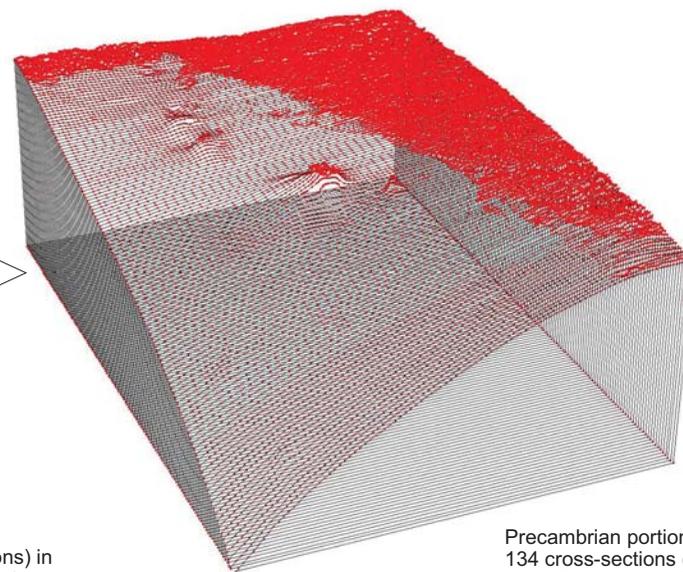
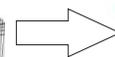


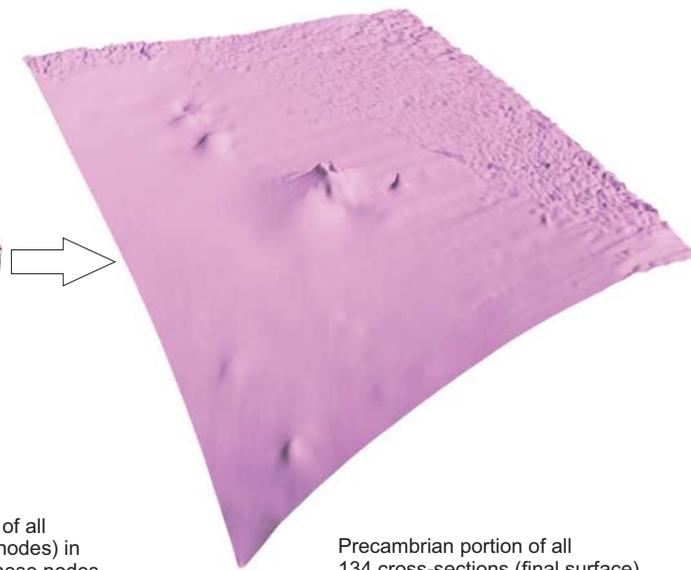
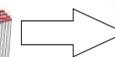
Prior to modelling, each cross-section must be 'disassembled' into parts, each representing a single unit. These parts must then be modified to leave only the unit 'top'. This process is the most time consuming part of the modelling process.



Precambrian portion of all 134 cross-sections (polygons) in our 3-D software. These polygons are converted to nodes for modelling.



Precambrian portion of all 134 cross-sections (nodes) in our 3-D software. These nodes are used in surface creation.



Precambrian portion of all 134 cross-sections (final surface)