

MINESIGHT 3D ADVANCED CAD

ADVANCED CAD FUNCTIONALITY IN MINESIGHT 3D:
NOW WITH PROXIMITY REPORT TOOL PLUGIN

OVERVIEW

Interactively manipulate solid, surface, and polygon data in the MineSight 3D CAD environment. Generate mining cuts for open pit mining and drillhole spearing, coding, and point functions.

Find the minimum distance between stopes, drillholes or faults with the MineSight Proximity Report Tool Plugin. Although designed for underground applications, the MineSight Proximity Report Tool Plugin is applicable whenever minimum distance calculation is crucial.

FEATURES

CAD

- > Surface gridding
- > Contour generation from points and polylines
- > Isopachs of surfaces
- > Solids from polygon contours
- > Automatic cut design targeting on tonnes, volume, or distance
- > Intersect polylines, surfaces, or solids with powerful Boolean operators
- > Clip polyline and polygon data
- > Clip surfaces
- > Triangulate points and polylines to create surfaces
- > Contour grade values
- > Grid surfaces to models or models to surfaces
- > Polyline linking to create surfaces and solids
- > Surfaces colored by dip angle
- > Partials generation for resource and reserve calculations
- > Surface verification and conditioning including self-intersection, duplicates, and openings
- > Surface/solid expansion
- > Create solids from survey strings
- > Create and manage Large Gridded Objects

- > Explode surfaces into components
- > Merge surfaces

AUTOSLICER

- > Automatically slice polygons and solids used for scheduling
- > Select target based on distance, volume/area, grid, points and coordinates
- > Control direction of slice polygons and solids

CUT GENERATION

- > Design cut patterns for strip or open pit mines
- > Limit cut shapes by polygonal boundaries (inside or outside)
- > Rectangular gridded cuts or echo cuts from a polyline
- > Name individual cuts automatically

DRILLHOLE AND MODEL SPEARING, CODING, AND POINT FUNCTIONS

- > Directly code drillholes or generate geometry from drillholes that pierce solids or surfaces
- > Export intersection points
- > Drillhole coding and percents from solids or polygons
- > Ore and waste coding

- > Generate marker points for top or bottom occurrences of drillhole values or at contact between values
- > Normalize coded percents
- > Code by sectional polygons within specified tolerance
- > Model coding

PROXIMITY REPORT TOOL PLUGIN

- > Finds the minimum distance between geometry by selection using MineSight 3D viewer
- > Categorizes and then generates color-coded preview of calculated minimum distances by zone
- > Attributes, styles and saves calculated minimum distances to a geometry for further data analysis and report generation

D A T A S H E E T



Mintec, Inc. | Tucson, AZ USA | 520.795.3891
www.minesight.com