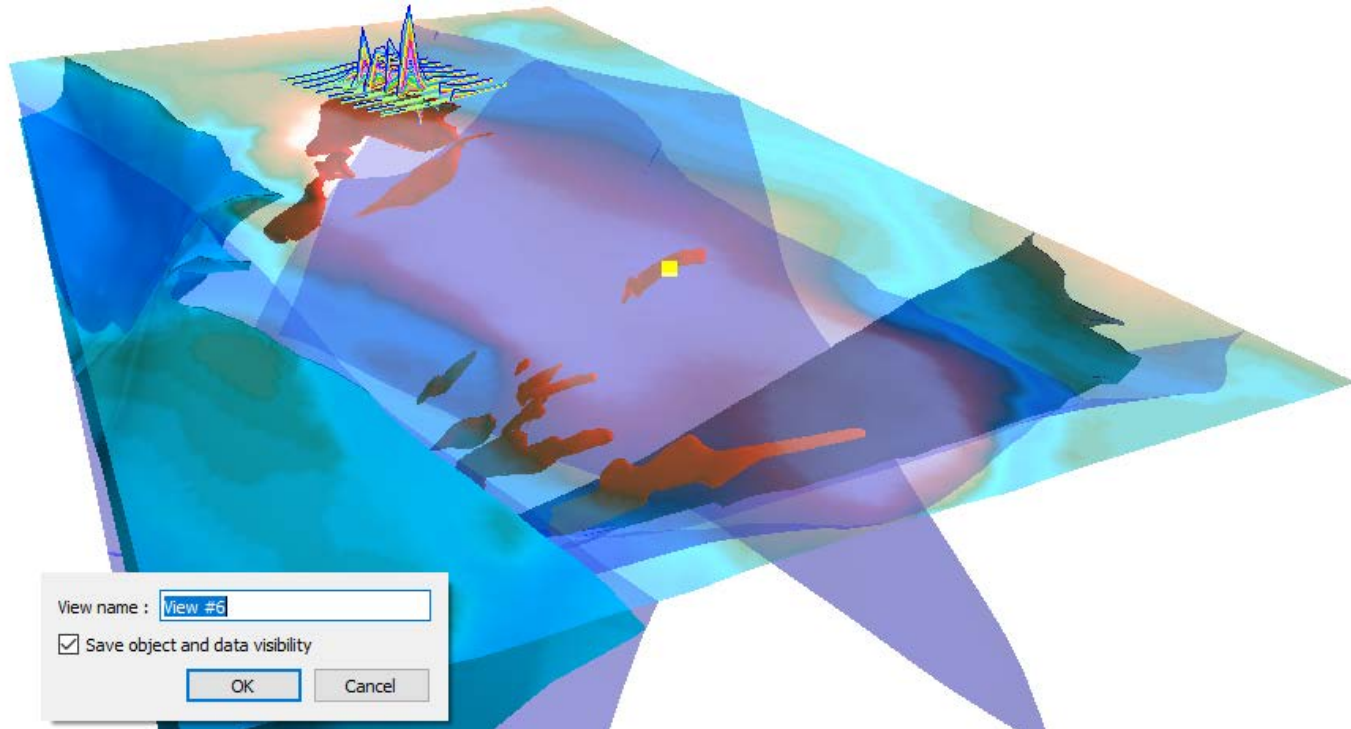


# Saving views/scenes

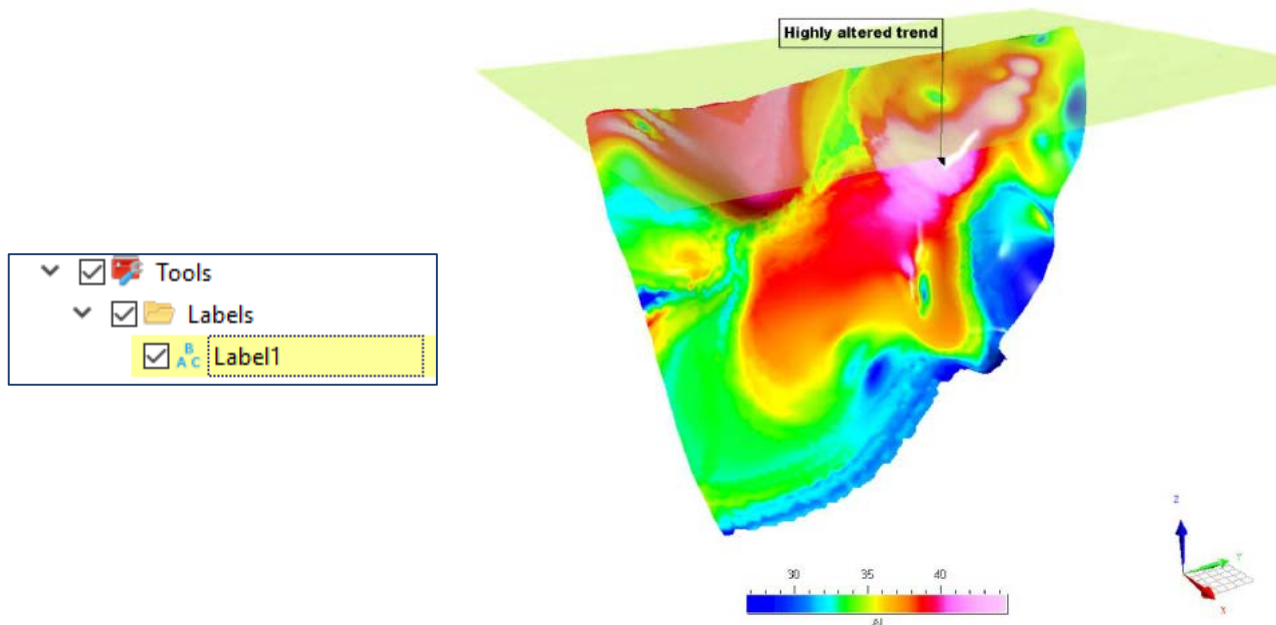
Up to 10 custom views can be saved by pressing **Ctrl-F(1-10)** with the option to also **Save object and data visibility** to create scenes.

Views can be recalled from the **Views** menu or pressing the associated **F** key. The view name is displayed in the upper right corner of the Viewport.



# Labelling

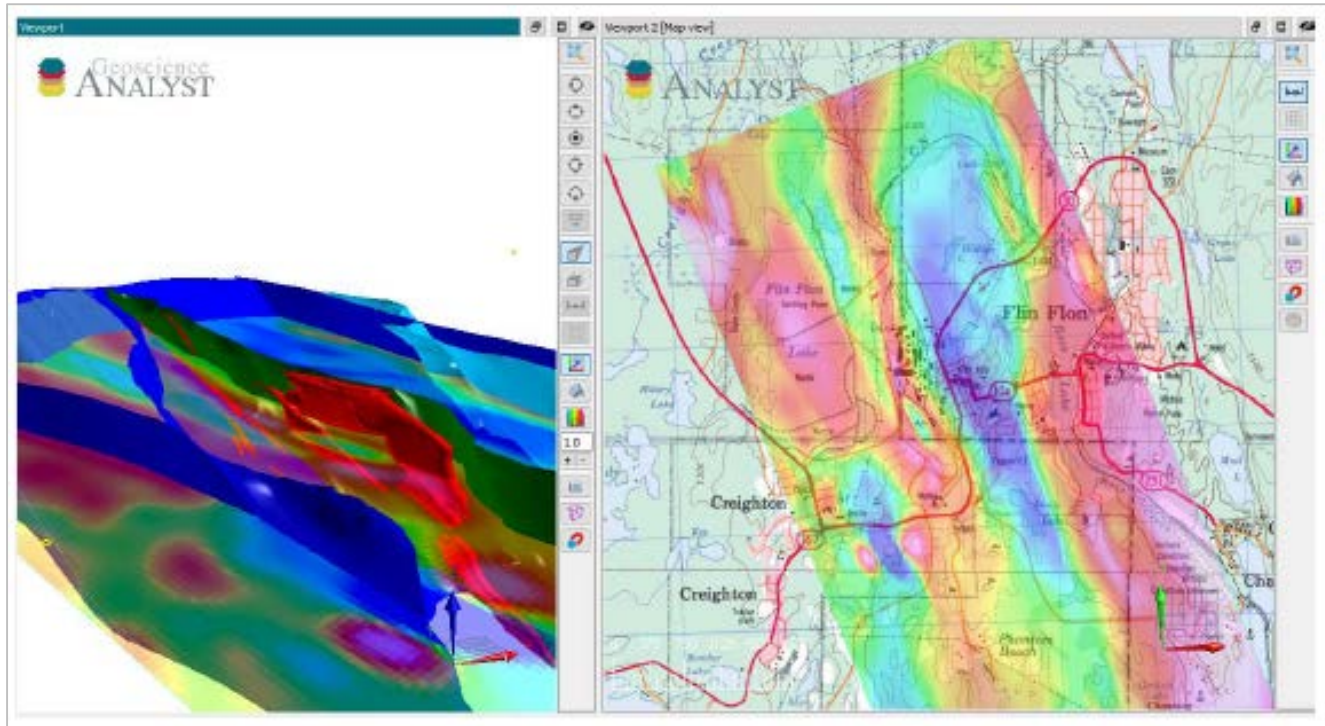
Labels can be added to draw attention to a particular feature in the Viewport by pressing **L + left click** (drag).



Once created, they can be turned on/off in the Tools folder.

# 2D map view

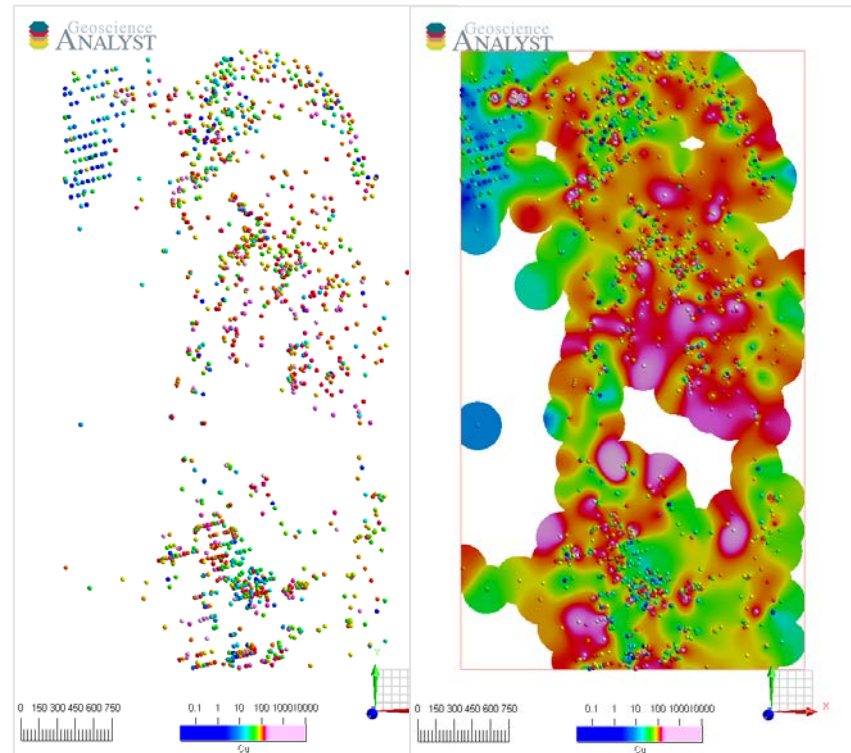
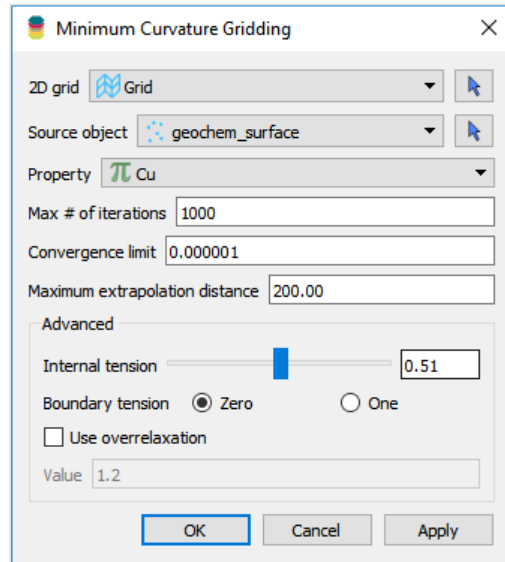
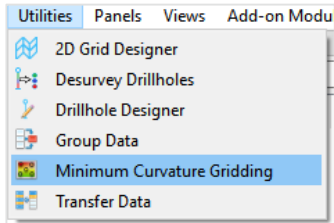
2D data can be viewed using the **Panels** menu > **Add map view Viewport**.  
3D data can be shown in the 2D view for further integration.



2D and 3D Viewports can be displayed side-by-side.

# 2D minimum curvature gridding

With the Pro module, you can interpolate numerical data from points, curves and surfaces onto horizontal 2D grids using minimum curvature algorithm.



Geochemistry data stored on points

# Creating surfaces from points

With the Pro module, you can create surfaces from any points imported in your workspace.

