

BaselineZ IGLOO Application

Getting Started Guide – Version 2024.2

March 2024

Trademark Information

BaselineZ is a registered trademark of Craytive Technologies.

Disclaimer

Use of this product is governed by the BaselineZ License Agreement. Other than set forth in the License Agreement, Craytive Technologies makes no warranties, express or statutory, with respect to the product described herein and disclaims without limitation any warranties of merchantability or fitness for a particular purpose. Craytive Technologies reserves the right to revise the information in this document at any time without notice.

Application

The BaselineZ IGLOO Application is a stand-alone Windows .NET based application and can be installed using the BaselineZ IGLOO Application installer. The installation instructions and prerequisites are described in this document. This BaselineZ IGLOO Application can be used in combination with Igloo Vision immersive visualization spaces, see www.igloovision.com.

The installation files for the BaselineZ IGLOO Application can be requested from the BaselineZ support team. Please contact us at support@baselinez.com.

Table of Contents

Trademark Information	2
Disclaimer.....	2
Application	2
Table of Contents	3
Pre-requisites.....	4
BaselineZ User Account.....	4
Igloo Vision Space	4
Installation and Startup.....	5
Installation procedure.....	5
BaselineZ IGLOO Startup.....	7
BaselineZ IGLOO Sign In	7
Igloo Settings.....	10
Explore without BaselineZ User Account.....	12
Support	13
Appendix A – Game Controller	14
XBox Controller buttons and controls layout	14
BaselineZ instructions	14
Appendix B - Igloo ICE Controller	16
iPhone application layout	16
BaselineZ instructions	16

Pre-requisites

BaselineZ User Account

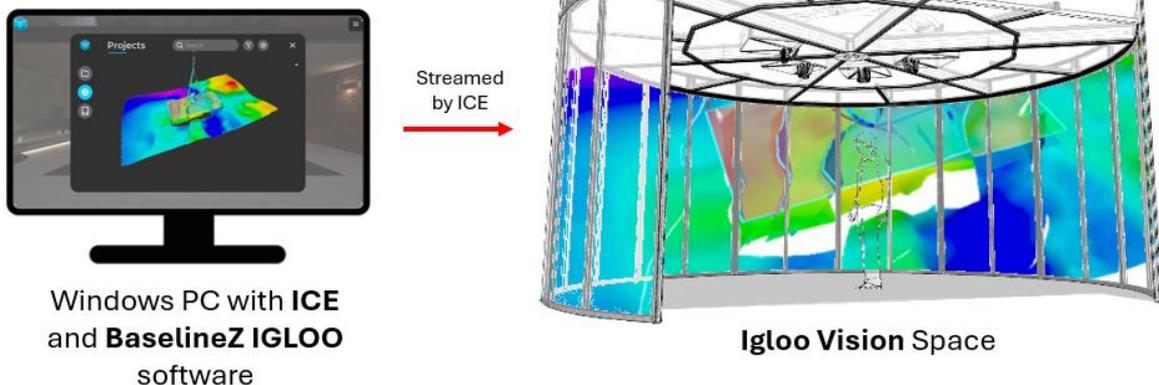
Ensure you have a registered **BaselineZ User Account** to get access to all BaselineZ example projects, to your own BaselineZ Projects or to any BaselineZ Project you joined from others. If not, you can register for free on one of these servers and select **Sign up now**:

- <https://app.baselinez.com> (Western Europe region)
- <https://app.baselinez.com> (North America region)
- <https://sg.baselinez.com> (Singapore region)

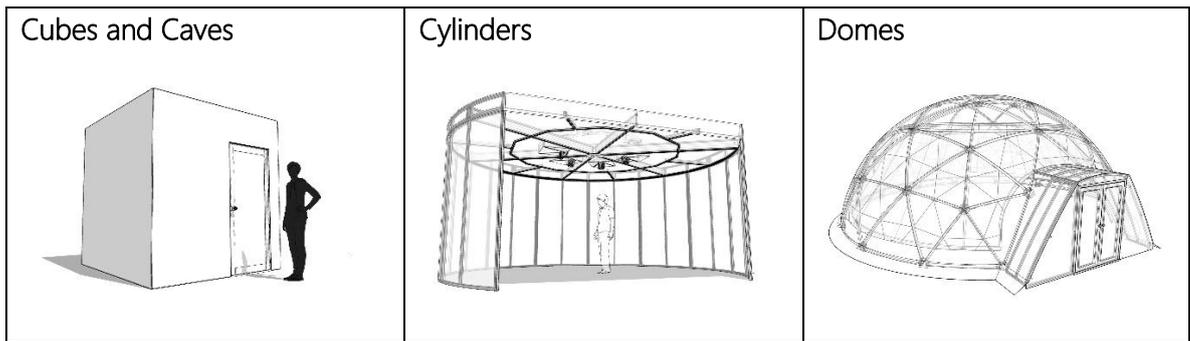
NOTE: BaselineZ Server can also be installed On Prem or on a customer Microsoft AZURE tenant. Please contact us for more information about the BaselineZ Server deployment options: sales@baselinez.com.

Igloo Vision Space

BaselineZ IGLOO is designed to work seamlessly with Igloo Vision immersive spaces and can be connected directly through the **Igloo ICE software**: the BaselineZ IGLOO application will visualize your 3D Geoscience projects and the ICE software will ensure all 3D visualizations are streamed properly to the attached Igloo Space.



1. An existing **Igloo Vision** installation should be available, controlled by the Igloo ICE control software. Any Igloo Vision space can be utilized:



2. BaselineZ IGLOO assumes to be installed on the **same PC** that is hosting the Igloo ICE software and runs the Igloo Space.
3. BaselineZ can be controlled in the Igloo Space using an **XBox Game Controller** and the **ICE Controller Application for iPhone**. Ensure that one of these 2 controllers is available in the Igloo Space. See attached **Appendix A and B** for an overview of the available controller options.

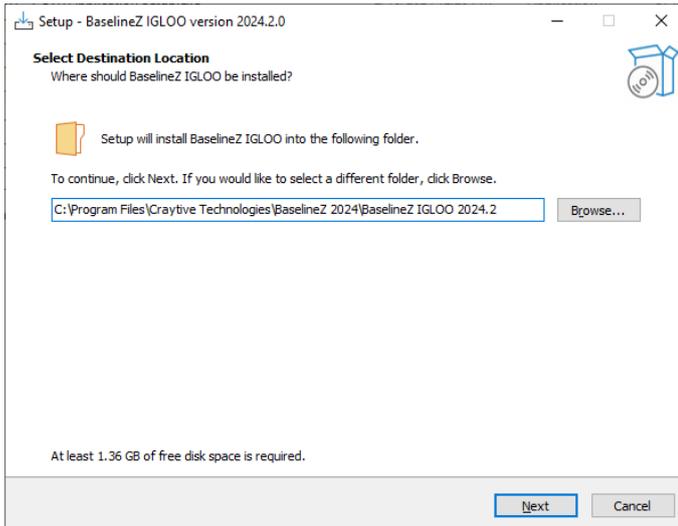
NOTE: a **BARCO** 3D Visualization Space can also be utilized in combination with the Igloo ICE software. If you are interested in connecting to an existing BARCO 3D Visualization system, please contact us at: support@baselinez.com

Installation and Startup

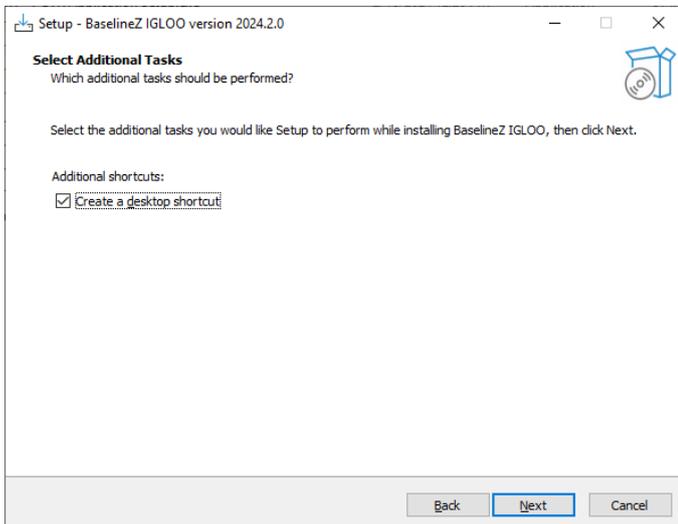
Installation procedure

To install the BaselineZ IGLOO Application, follow these steps:

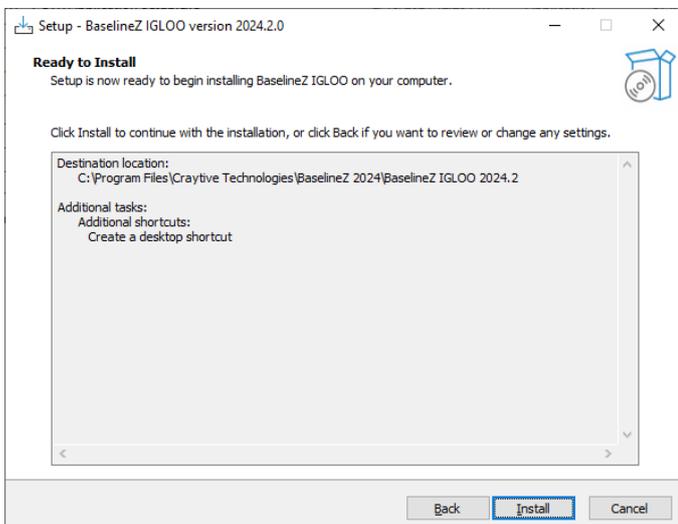
1. **Run** the installer by double clicking on the installer file "BaselineZ 2024 – IGLOO Application Setup.exe".
2. If requested, **allow access** to the installer to install the BaselineZ IGLOO Application on your system.
3. The default installation location is "C:\Program Files\Craytive Technologies\BaselineZ 2024\BaselineZ 2024.2 IGLOO". Press **Next** to continue.



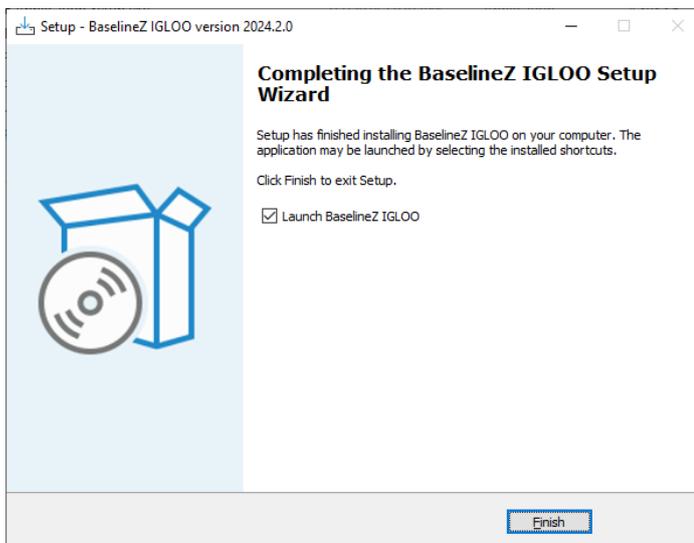
4. By default, a shortcut to the BaselineZ IGLOO Application will be created on your Desktop. Press **Next** to continue.



5. BaselineZ IGLOO application is now ready to be installed. Press **Install** to start the installation process.

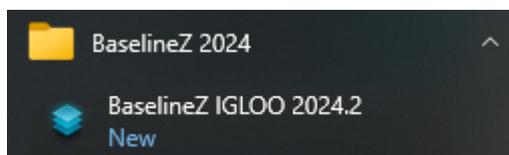


- After installation you can directly start the application. Press **Finish** to complete the installation process.



BaselineZ IGLOO Startup

You can find the BaselineZ IGLOO Application in Windows Start menu.



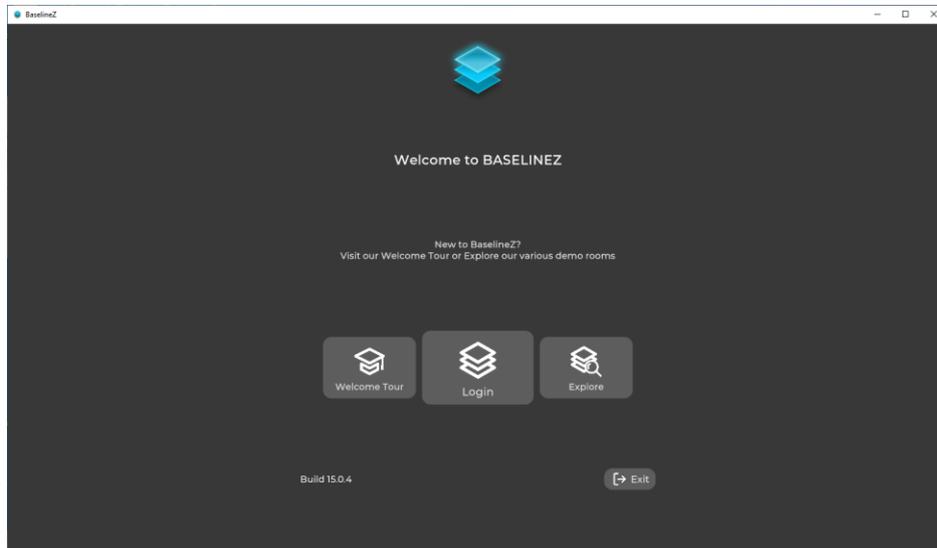
If you checked the option to create a shortcut to the application on your Desktop, then you can use this icon to start the application.



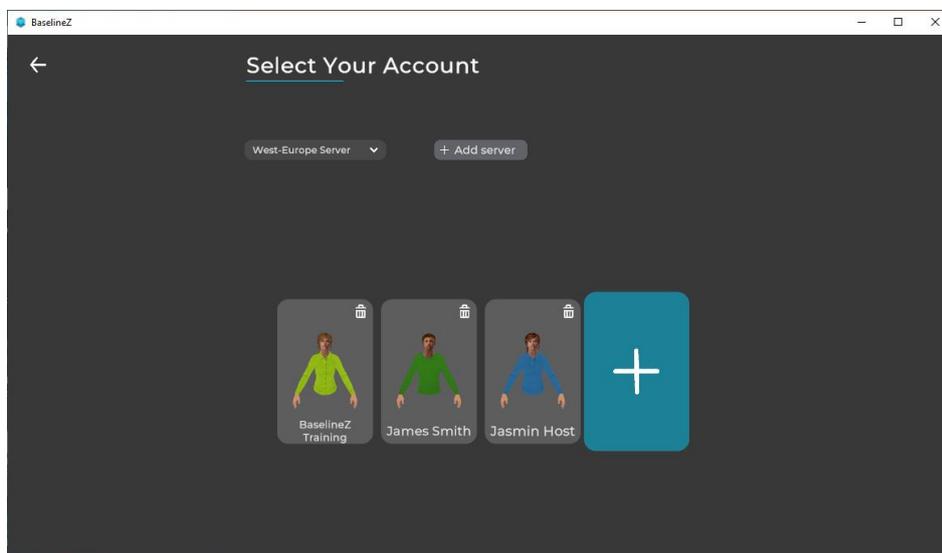
BaselineZ IGLOO Sign In

When BaselineZ IGLOO Application is started, sign in with your valid BaselineZ User Account by choosing the **Login** option on the Welcome Screen. By signing in you will get access to **your own** BaselineZ XR Data Room projects or BaselineZ XR Data Room projects from others that you **joined**.

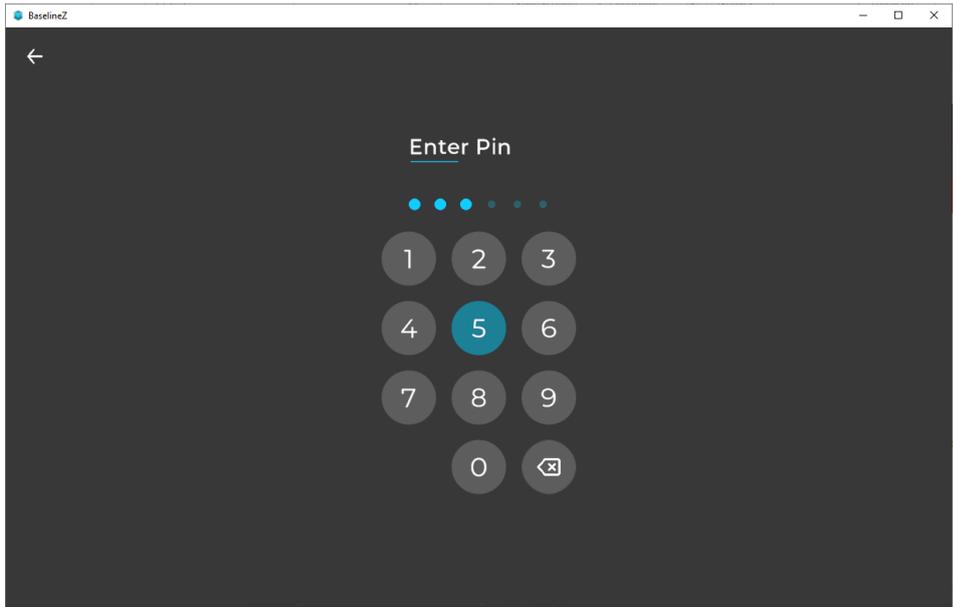
NOTE: If you don't have a BaselineZ PRO license available yet, please contact sales@baselinez.com to request a **30-day trial license** to get you started with the BaselineZ IGLOO Application. We will be happy to support you and get you started in immersive 3D!



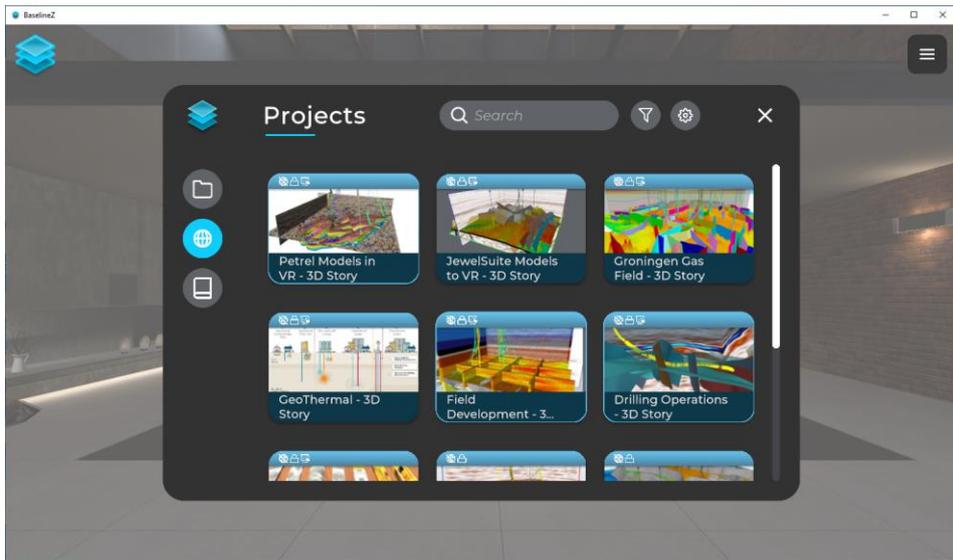
If you are using the BaselineZ IGLOO version for the first time, select the big **PLUS (+)** icon to sign in with your own BaselineZ User Account, then type your BaselineZ **Email + Password**.



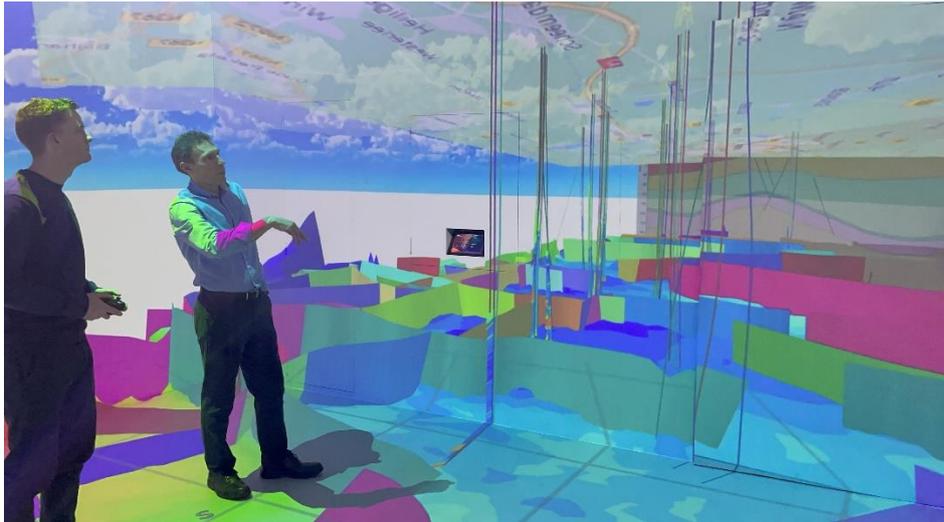
After a successful sign in you will be requested to enter a **6-digit personal PIN-Code**. This PIN-Code can be used the next time you sign in to BaselineZ IGLOO. So, typing your email and password is only needed the first time.



After you have entered your PIN-Code, you are completely signed in and you will see the BaselineZ **Projects Panel** in front of you. The default 3D Immersive Space where you enter is the **Geoscience House**.



You are now ready to open a BaselineZ 3D Immersive Data Room project and visualize this inside the Igloo Space. Just select any of the available Projects and once loaded, the 3D Immersive Data Room will be visualized in the Igloo Space!

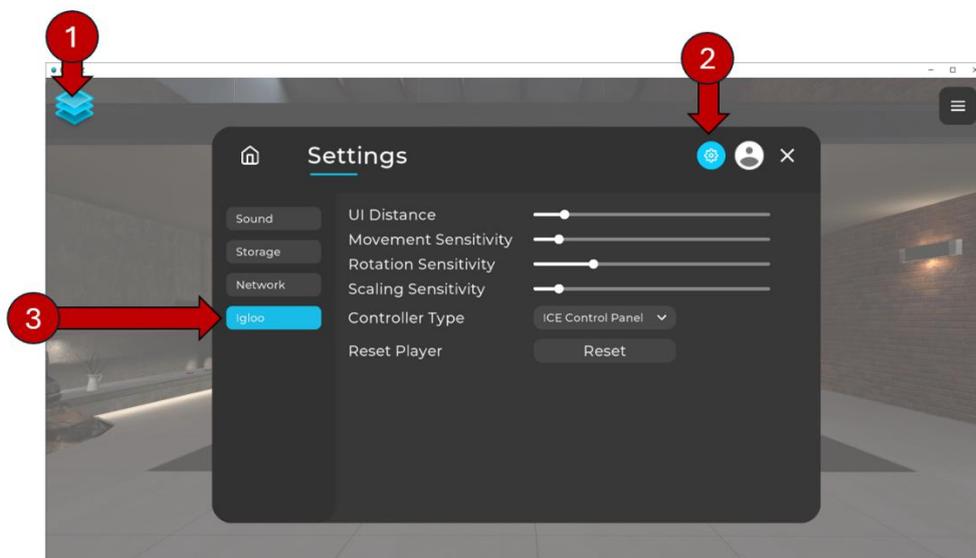


Igloo Settings

Igloo Spaces can have all sorts of shapes and dimensions. We have implemented default settings for:

- Player and 3D Model position.
- Positioning of the main BaselineZ User Interface panels: Property Control menu, Context Menus and 3D Story Panel.
- Igloo Controller settings: Type of controller, Speed for movement, panning, scaling and rotations.

If you feel that these default are not working properly inside your Igloo Space, you can simply adjust these various Igloo Space settings in the Settings panel (1. Select BaselineZ Icon, 2. Select Setting, 3. Select Igloo)

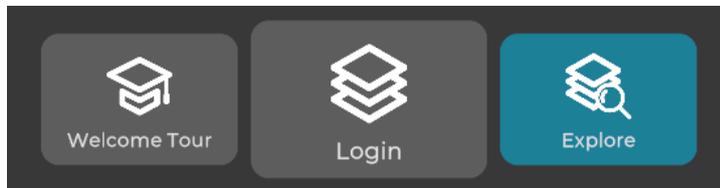


Option	Description
UI Distance	<p>By default, the main BaselineZ user interface panels (Project Control menu, Context Menus and 3D Story Panel) will be projected on the Igloo Space walls. The distance to the player and the physical Igloo Space dimensions are taken into account here.</p> <ul style="list-style-type: none"> - In case you have a large space, you might need to move the menus a bit further away from you. - In case you have a smaller space, you might need to move the menus a bit further towards you.
Movement Sensitivity	<p>This option controls the object movement speed (e.g. in case to pan an object using your controller). By default, the speed is set to slow. If you prefer a faster speed, just set the sensitivity a bit higher.</p>
Rotation Sensitivity	<p>This option controls the object rotation speed (e.g. in case to pan an object using your controller). By default, the speed is set to slow. If you prefer a faster speed, just set the sensitivity a bit higher.</p>
Scaling Sensitivity	<p>This option controls the object scaling speed (e.g. in case to pan an object using your controller). By default, the speed is set to slow. If you prefer a faster speed, just set the sensitivity a bit higher.</p>
Controller Type	<p>There are 3 different controllers supported for Igloo Spaces:</p> <ul style="list-style-type: none"> - XBox - ICE Control Panel - Mouse (this option is only needed in case you need to control the 3D view on the Igloo Desktop PC monitor) <p>If you are using a different controller, start trying the ICE Controller Panel; in most cases similar buttons are available on your controller type and the mapping will be made automatically for you.</p>
Reset Player	<p>This option will reset the player position to the default starting position. This is handy in case to have been walking around in the virtual environment and want to reset to your starting position.</p>

IMPORTANT: All settings will be saved for your Igloo Space. So next time you startup BaselineZ for IGLOO, the latest settings will be used!

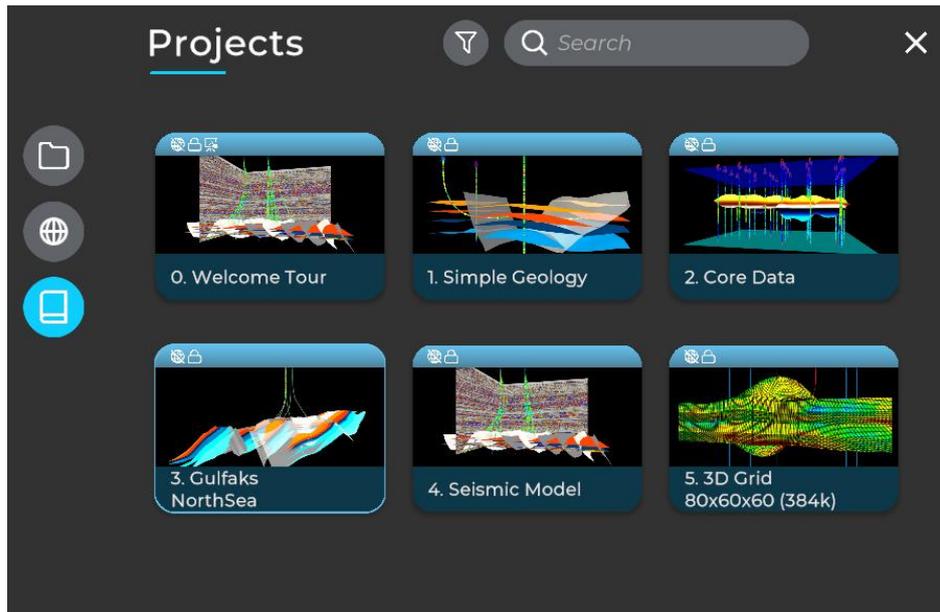
Explore without BaselineZ User Account

If you would like to explore BaselineZ IGLOO without BaselineZ User account, you can select the **Explore** option from the Welcome Screen.



This will get you started with **6 BaselineZ demo projects** that you can use to explore BaselineZ in 3D:

1. **Welcome Tour** – A short 3D tour to guide you through the basic controls and interactions in BaselineZ.
2. **Simple Geology** – A simple geological model with some wells, horizons, faults and core data.
3. **Core Data** – A example with 18 wells with various core image data attached.
4. **Gulfaks Northsea** – An example of the Gulfaks structural model with wells, horizons and logs.
5. **Seismic Model** – An example of a Seismic Cube and corresponding horizon and fault interpretation data, as well as some wellbores.
6. **3D Grid** – A simple 3D Grid geological model with a few porosity properties.



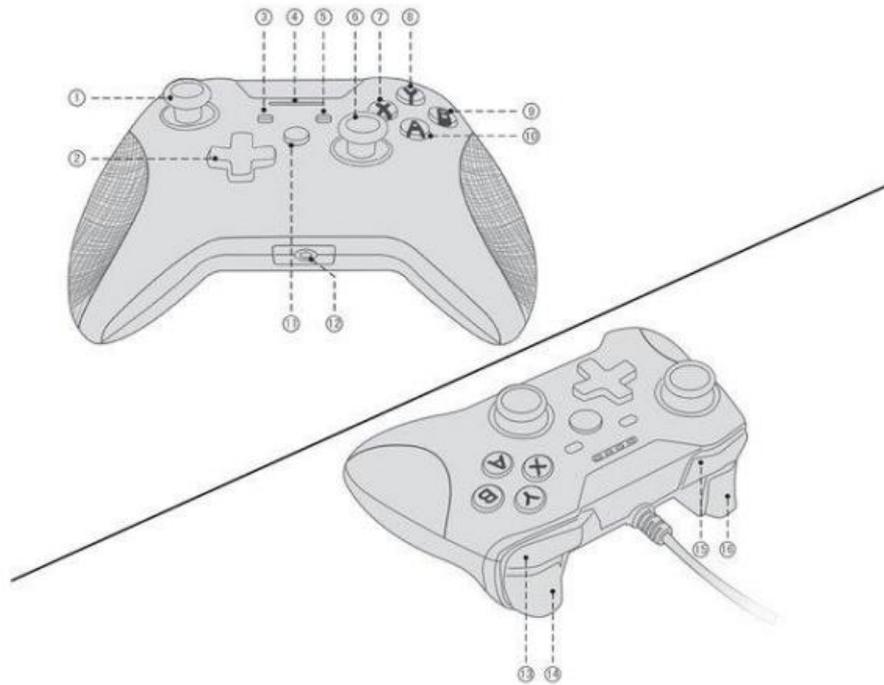
Support

For all support-related questions or remarks regarding our BaselineZ Platform, please contact us at support@baselinez.com. You can also contact us through our sales and support office in The Netherlands.

Country	Address
The Netherlands	Craytive Technologies BV Korhoenlaan 5 3136 ST Vlaardingen Phone: 0031 (0)10 7370751 Email: support@baselinez.com

Appendix A – Game Controller

XBox Controller buttons and controls layout



1 – Left Joystick	2 – Direction Button	3 – View Key	4 – LED Indicator
5 – Menu	6 – Right Joystick	7 – X Button	8 – Y Button
9 – B Button	10 – A Button	11 - Home	12 – 3.5 Audio Jack
13 – RB Button	14 – RT Button	15 – LB Button	16 – LT Button

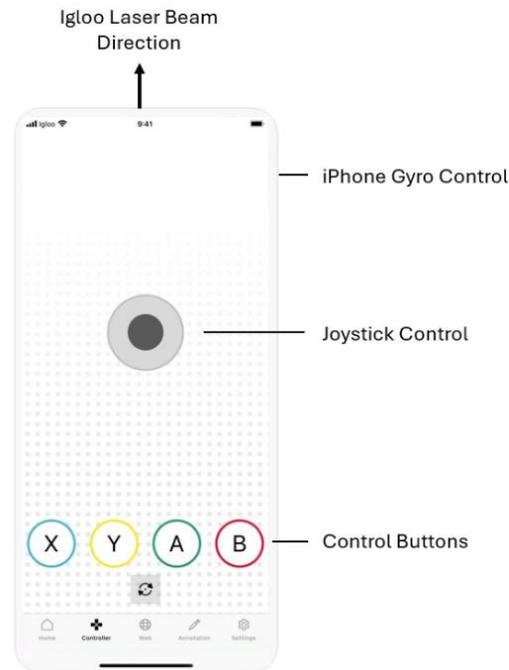
BaselineZ instructions

B button	3D object selection mode to select any 3D object, context menu option, project control menus and buttons.
B button + hold > 0.5 sec	Select an object + hold object to drag it around
A button + Left Joystick	Enable 3D object pan mode (or toggle off if this mode is already selected). Press the button again to disable the pan mode.
X button + Left Joystick	Switch to 3D object scale mode (or toggle off if this mode is already selected). Press the button again to disable the scale mode.
Y button + Left Joystick	Enable 3D object rotation mode (or toggle off if this mode is already selected). Press the button again to disable the rotation mode.
1 – Left Joystick	By default, the joystick will navigate the player inside the VR environment. If one of the modes (X, Y, A) is enabled and the pointer is hovering over a 3D object, the joystick will act on that object.
6 – Right Joystick	Rotate the camera

13 – RB Button	Move vertically up
15 – LB Button	Move vertically down
14/15 - RT Button/LT Button	Select and/or hold 3D Object / UI
2 - Direction Button left/right	3D Story navigation Next and Previous
1 + 14/15 - Left Joystick + RT Button/LT Button	Move the selected 3D Object. NOTE: Select 3D Seismic Slices twice to be able to move slices individually.
Hover over UI + 1 Left Joystick	Moves the slider and/or scrolls through the page . Hover over the UI and move the left joystick up, down, left, or right depending on what is selected

Appendix B - Igloo ICE Controller

iPhone application layout



BaselineZ instructions

Igloo Laser Beam	Use the iPhone to point the Igloo laser pointer in any direction inside the Igloo Space. The Igloo laser pointer will also show which mode is currently selected when hovering over a 3D object: a colored ring outside the pointer will show, matching the color of the selected control button.
iPhone Gyro Control	The gyro inside the iPhone is used to automatically determine the Igloo laser pointer direction inside the Igloo Space.
B	3D object selection to select any 3D object, context menu option, project control menus and buttons.
B + hold > 0.5 sec	Select an object + hold object to move it around
A	Enable 3D object pan mode (or toggle off if this mode is already selected). Press the button again to disable the pan mode.
X	Switch to 3D object scale mode (or toggle off if this mode is already selected). Press the button again to disable the scale mode.
Y	Enable 3D object rotation mode (or toggle off if this mode is already selected). Press the button again to disable the rotation mode.
Joystick	By default, the joystick will navigate the player inside the Igloo Space. If one of the modes (X, Y, A) is enabled and the pointer is hovering over a 3D object, the joystick will act on that object.
Hover over UI + Joystick	Moves the slider and/or scrolls through the page. Hover over the UI and move the joystick up, down, left, or right depending on what is selected

