BASELINEZ
By Craytive Technologies

BaselineZ IGLOO Application

Getting Started Guide – Version 2026.1

June 2026

Trademark Information

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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 pre-requisites 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

Foreword

The goal of the steps in this getting started manual is to familiarize you with the steps needed to visualize BaselineZ XR Data Rooms using BaselineZ IGLOO. You will learn how to use the BaselineZ IGLOO application for Windows and to visualize Data Rooms for global 3D immersive visualization and remote collaboration.

In this tutorial we will go through the following steps:

1. Prerequisites for using BaselineZ IGLOO on the PC running the Igloo Space
2. The installation of the BaselineZ IGLOO application on your Igloo PC
3. Startup and Sign-in using the BaselineZ IGLOO application
4. Visualize any BaselineZ Data Room using BaselineZ IGLOO application

This manual was created to accompany version 2026.1 of BaselineZ. If you are using a different version, there may be some differences in the user interface due to ongoing improvements to the software.

Pre-requisites

BaselineZ User Account

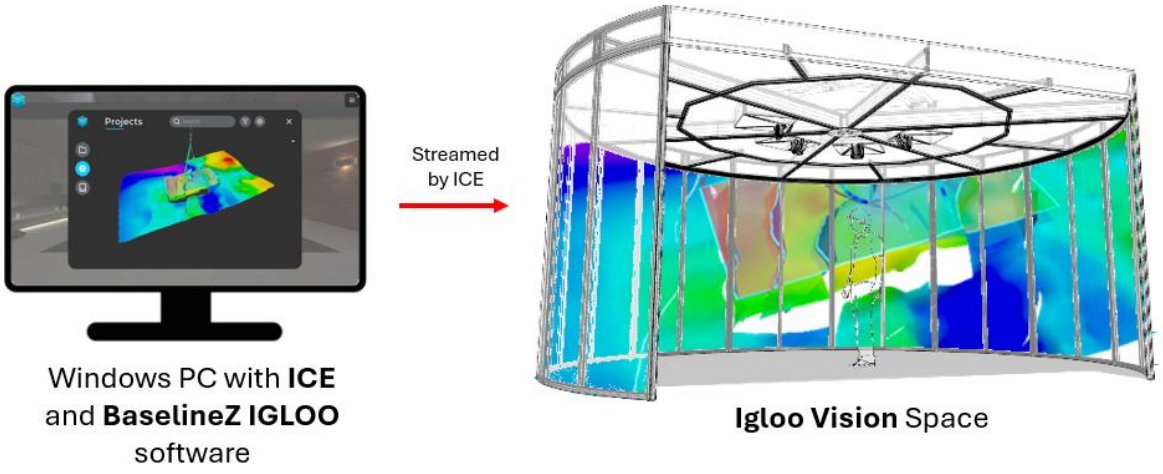
Ensure you have a registered BaselineZ User Account to get access to all BaselineZ example projects, to your own BaselineZ Projects or to any BaselineZ Project you joined from others. If not, you can register for free on one of these servers and select Sign up now:

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

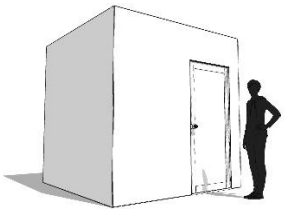
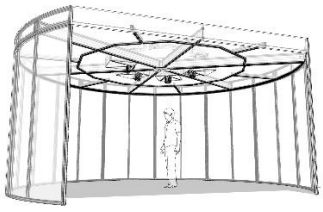
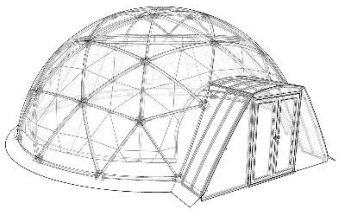
NOTE: BaselineZ Server can also be installed On Prem or on a customer Microsoft AZURE tenant. Please contact us for more information about the BaselineZ Server deployment options: sales@baselinez.com.

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:

Cubes and Caves	Cylinders	Domes
		

2. BaselineZ IGLOO assumes to be installed on the same PC that is hosting the Igloo ICE software running the Igloo Space.
3. BaselineZ IGLOO 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 and existing BARCO 3D Visualization system, please contact us at: support@baselinez.com

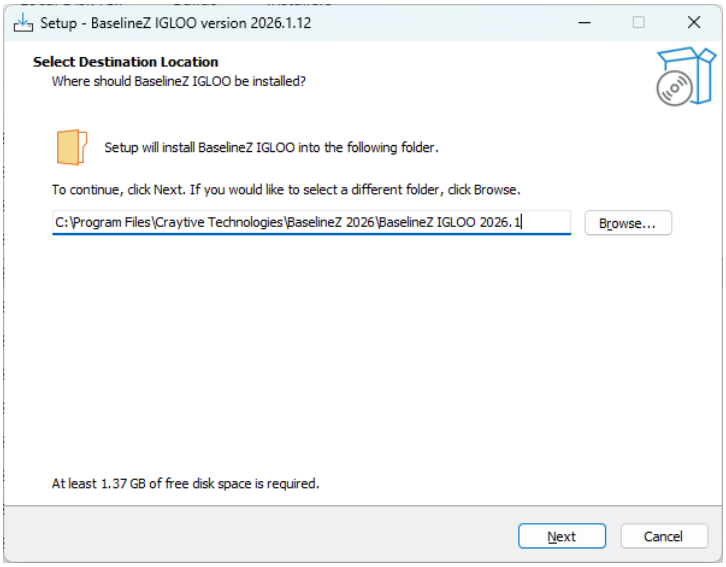
Installation and Startup

Installation procedure

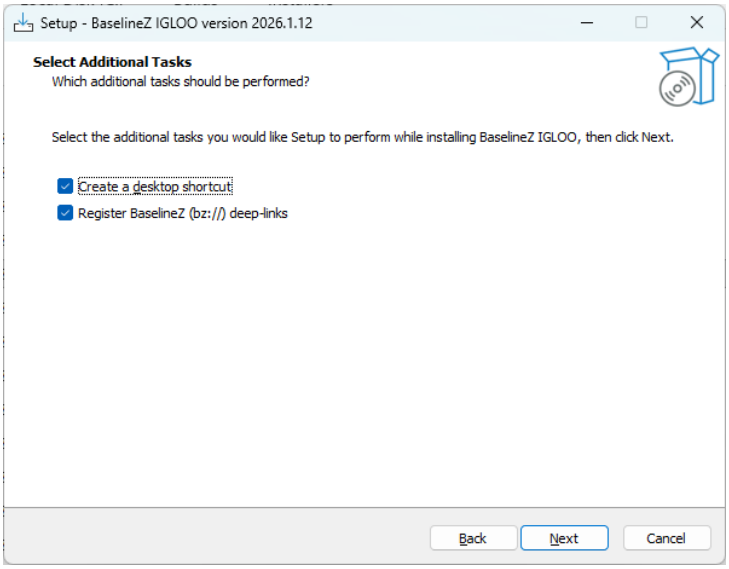
To install the BaselineZ IGLOO Application, follow these steps:

1. Run the installer by double clicking on the installer file "BaselineZ 2025 – IGLOO Application Setup.exe".

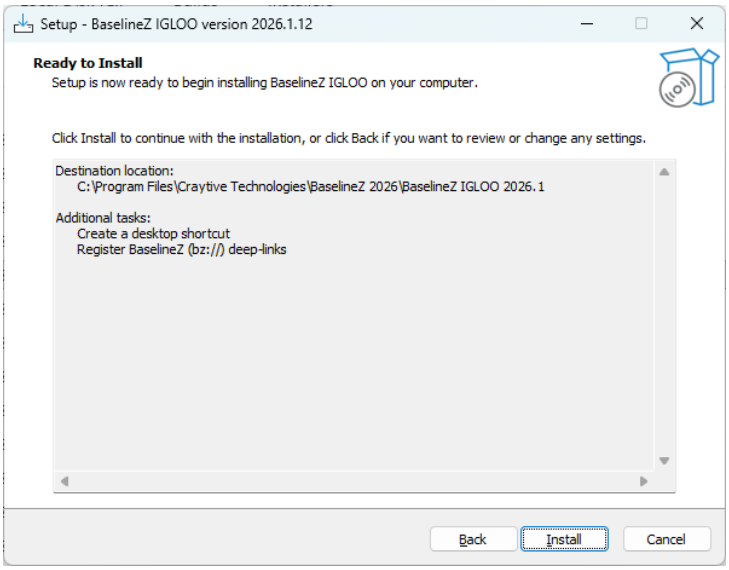
2. If requested, allow access to the installer to install the BaselineZ IGLOO Application on your system.
3. The default installation location is "C:\Program Files\Craytive Technologies\BaselineZ 2026\BaselineZ 2026.1 IGLOO". Press Next to continue.



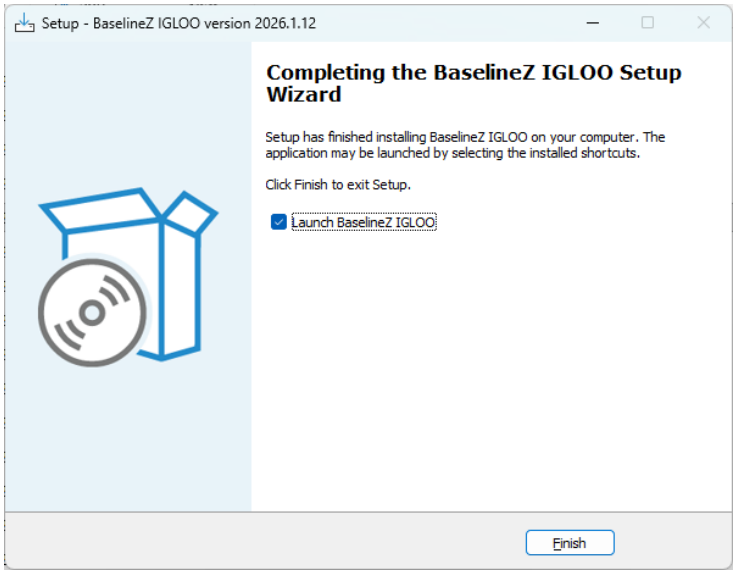
4. By default, a shortcut to the BaselineZ IGLOO Application will be created on your Desktop, as well as a registration for starting BaselineZ projects as deep-links.. Press Next to continue.



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



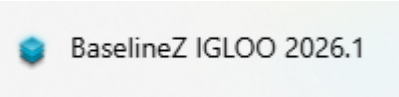
6. After installation you can directly start the application. Press Finish to complete the installation process.



After installation, the BaselineZ IGLOO application is ready to run.

BaselineZ IGLOO Startup

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



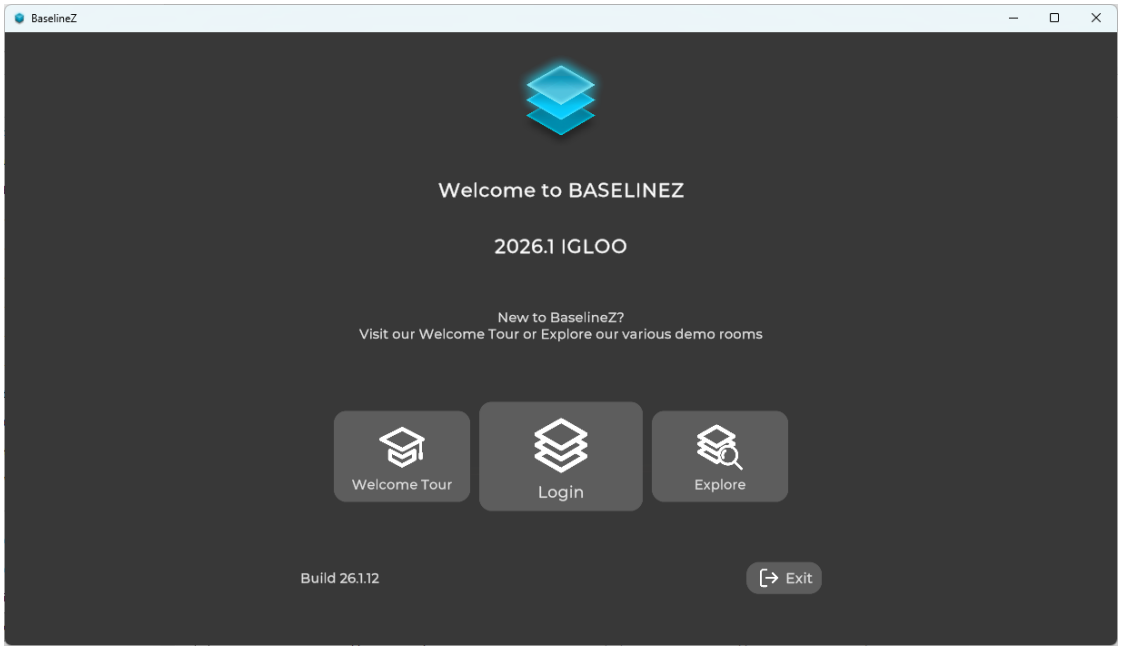
If you checked the option to create a shortcut to the application on your Desktop, then you can use this icon to start the application.

BaselineZ IGLOO Sign In

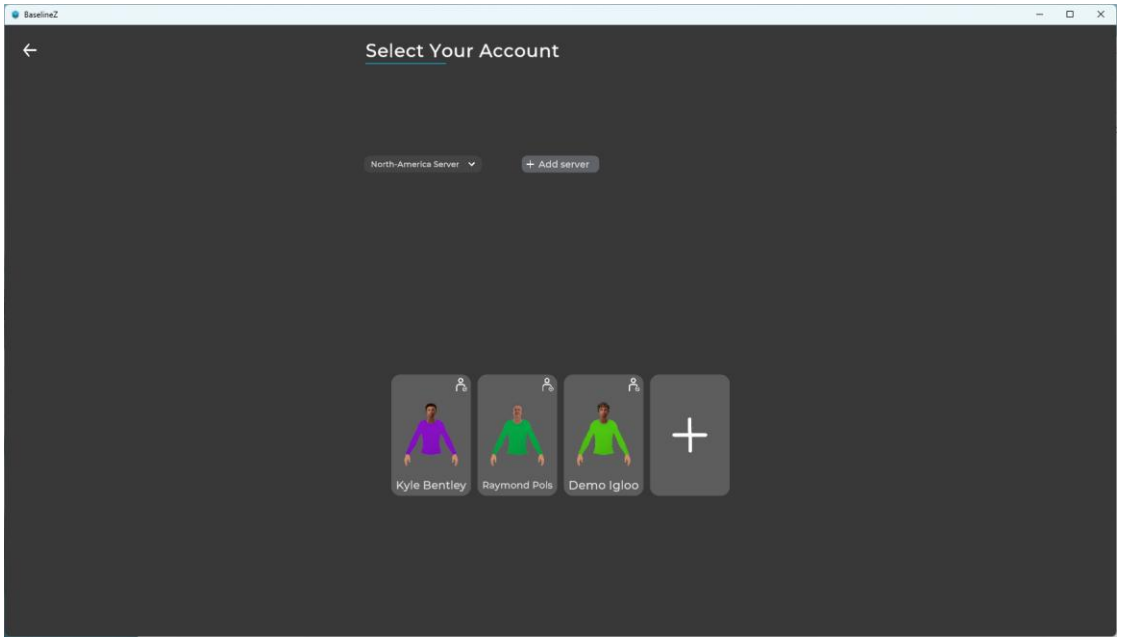
When BaselineZ IGLOO Application is started, sign in with your valid BaselineZ User Account by choosing the **Login** option on the Welcome Screen. By signing in you will get access to **your own** BaselineZ XR Data Room projects or BaselineZ XR Data Room projects from others that you **joined**.

NOTE: If you don't have a BaselineZ PRO license available yet, please contact sales@baselinez.com

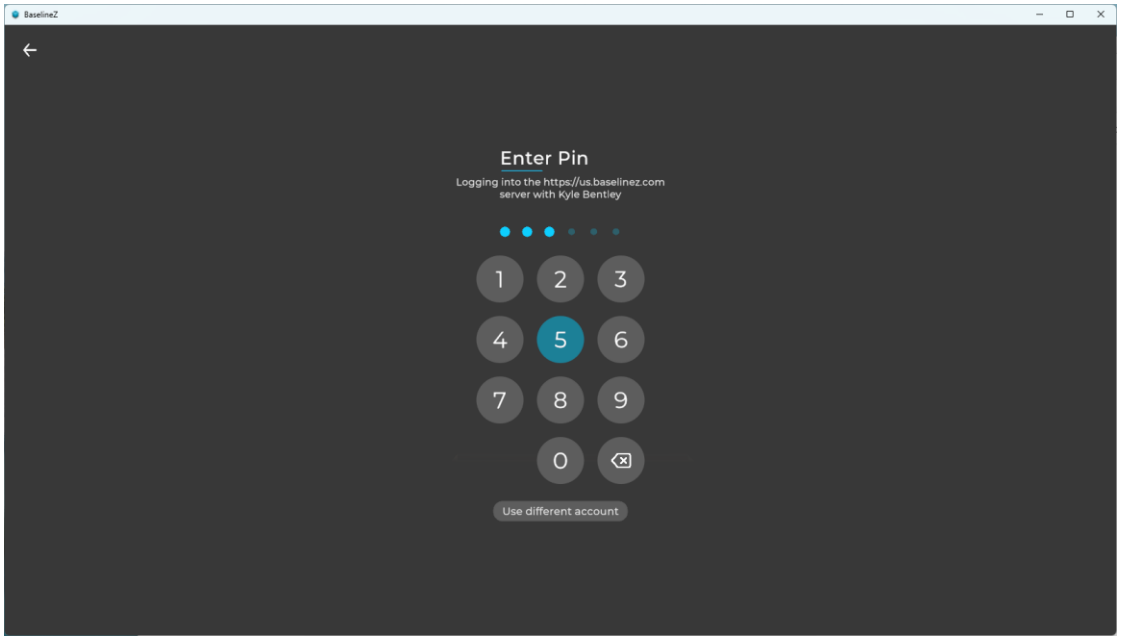
to request a **30-day trial license** to get you started with the BaselineZ IGLOO Application. We will be happy to support you and get you started in immersive 3D!



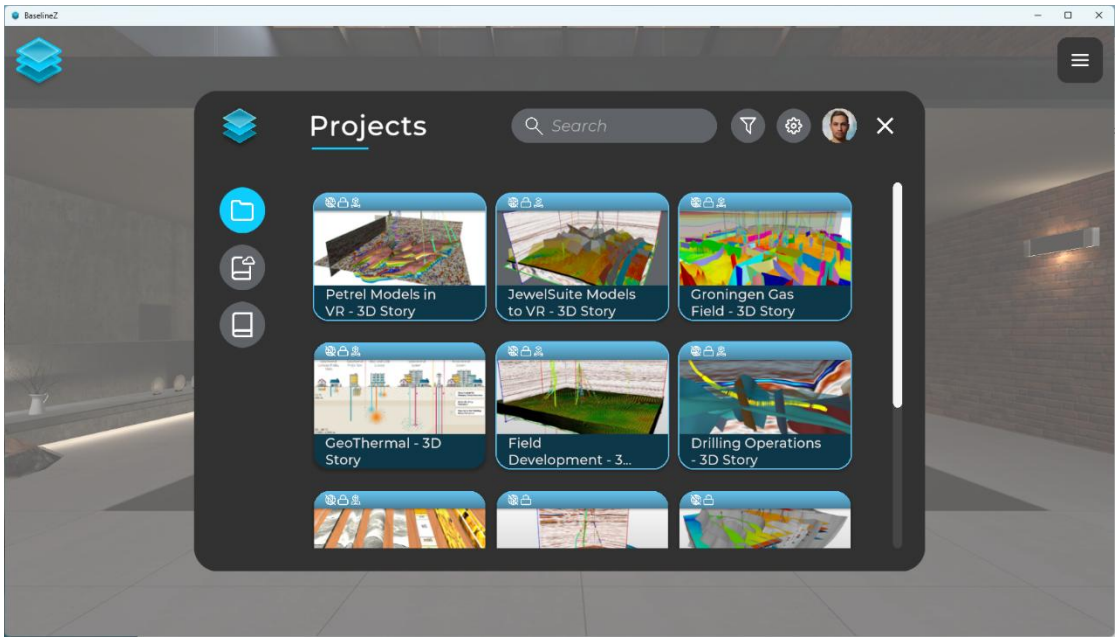
If you are using the BaselineZ IGLOO version for the first time, select the big **PLUS (+)** icon to sign in with your own BaselineZ User Account, then type your BaselineZ **Email** + **Password.**



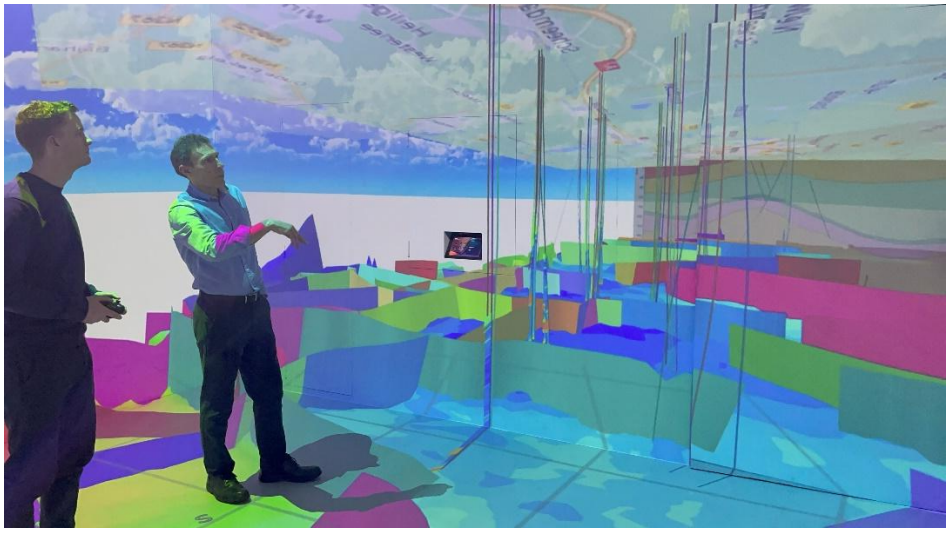
After a successful sign in you will be requested to enter a **6-digit personal PIN-Code**. This PIN-Code can be used the next time you sign in to BaselineZ IGLOO. So, typing your email and password is only needed the first time.



After you have entered your PIN-Code, you are completely signed in and you will see the BaselineZ **Projects Panel** in on the PC screens, as well as in the Igloo Space. 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!

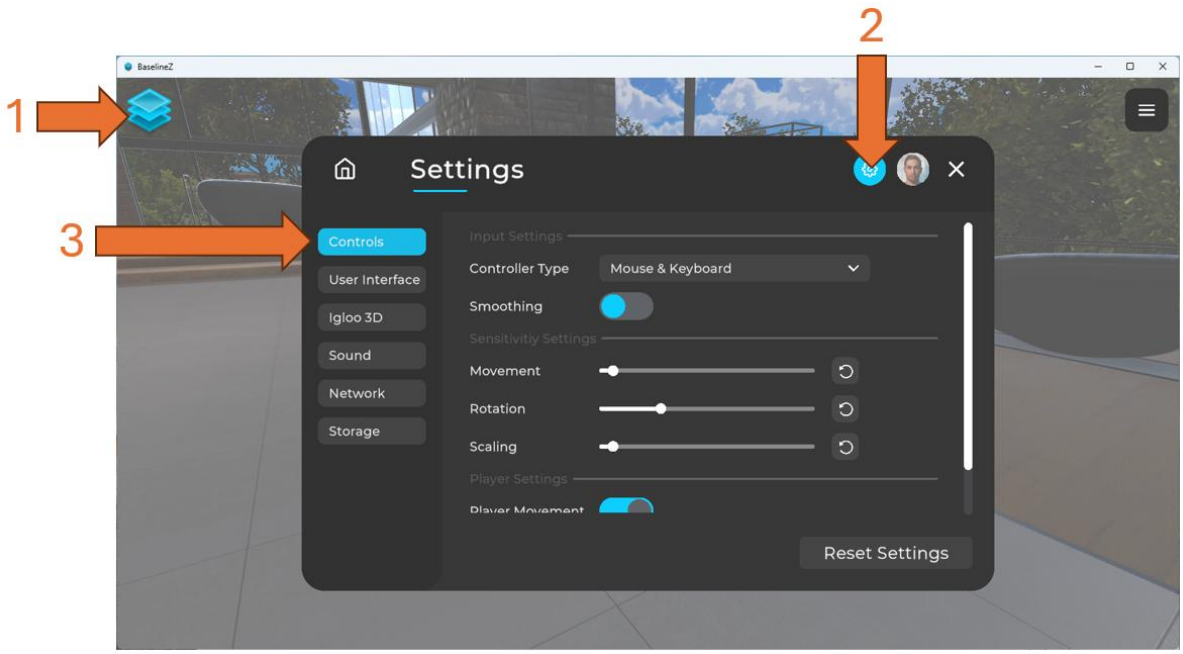


Igloo Controller Settings

Igloo Spaces can be controlled using various controllers. BaselineZ for IGLOO support usage of the ICE Control Panel application (iPhone / Android) or XBox game controller. To select your controller and corresponding sensitivities, the following settings are available:

- Player and 3D Model position.
- Igloo Type of Controller
- Igloo Controller movement, panning, scaling and rotations sensitivity / speed.

If you feel that the provided defaults 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 Settings, 3. Select Controls.



Option	Description
Controller Type	There are 4 different controllers supported for Igloo Spaces: - **Mouse & Keyboard** - this option is only needed in case you need to control the 3D view on the Igloo Desktop PC monitor - **ICE Control Panel (Mobile) –** iPhone Igloo Vision app - **ICE Control Panel (PS5 DualSense) –** iPhone Igloo Vision app - **Controller -** game controller 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.
Smoothing	This option will smooth the Igloo Cursor movement in the Igloo Space.
Movement Sensitivity	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.
Rotation Sensitivity	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.
Scaling Sensitivity	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.

Player Movement	If you enable this option, you can move through the VR space using the panning option on the controller. But as the Igloo Space is a physical space with a real person controlling the space, the walls of the VR environment will move towards you while moving as player to mimic the payer movement instead. By default, this option is off for Igloo Spaces, as you typically don't want to mimic Player Movement in these physical spaces.
Reset Player	This option will reset the player's 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.
Reset Settings	This option resets all Controls settings to the BaselineZ defaults.

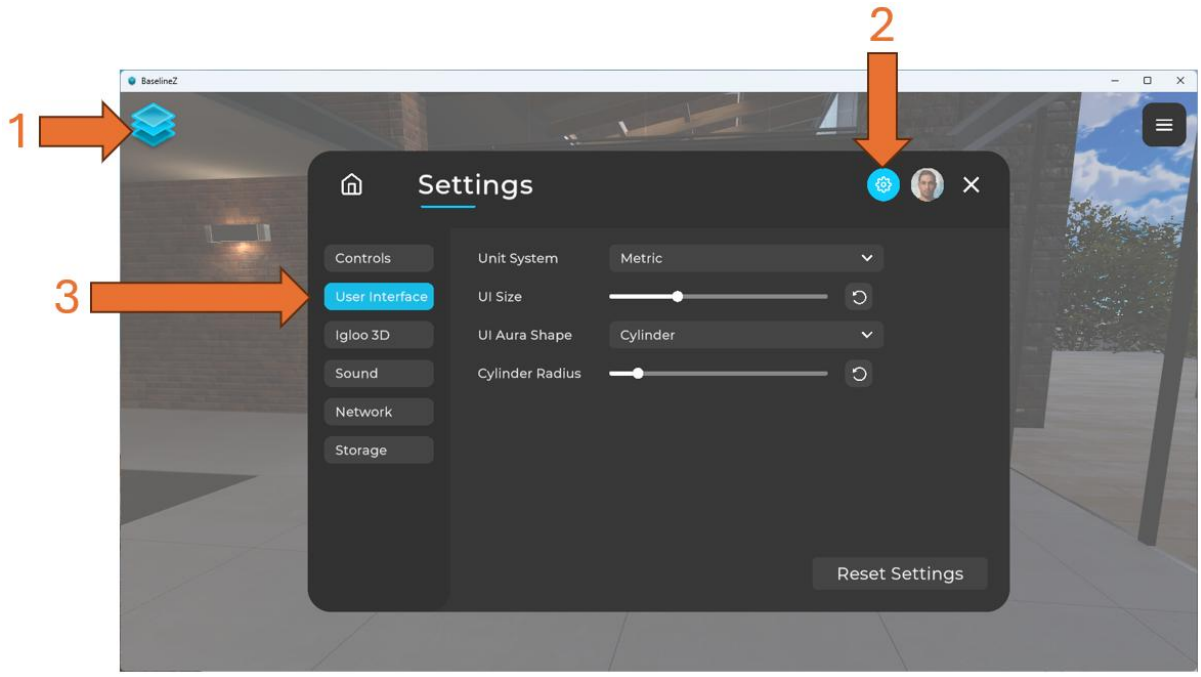
NOTE: All settings will be saved for your Igloo Space. So next time you start up BaselineZ for IGLOO, the latest settings will be used!

Igloo User Interface Settings

Igloo Spaces can have all sorts of shapes and dimensions. To optimize the User Interface display sizes for your specific Igloo Space, the following settings are provided under Settings → User Interface:

- UI Size: a generic size slider to make all displayed UI a bit larger or smaller
- UI Aura Shape: here you can specify if your Igloo Space is cubical or cylindrical including the real physical dimensions

When you install BaselineZ for IGLOO for the first time, check these settings and make user the UI sizes and physical Igloo Shape matches these settings. You can simply adjust these various Igloo Space settings in the Settings panel: 1. Select BaselineZ Icon, 2. Select Settings, 3. Select User Interface.



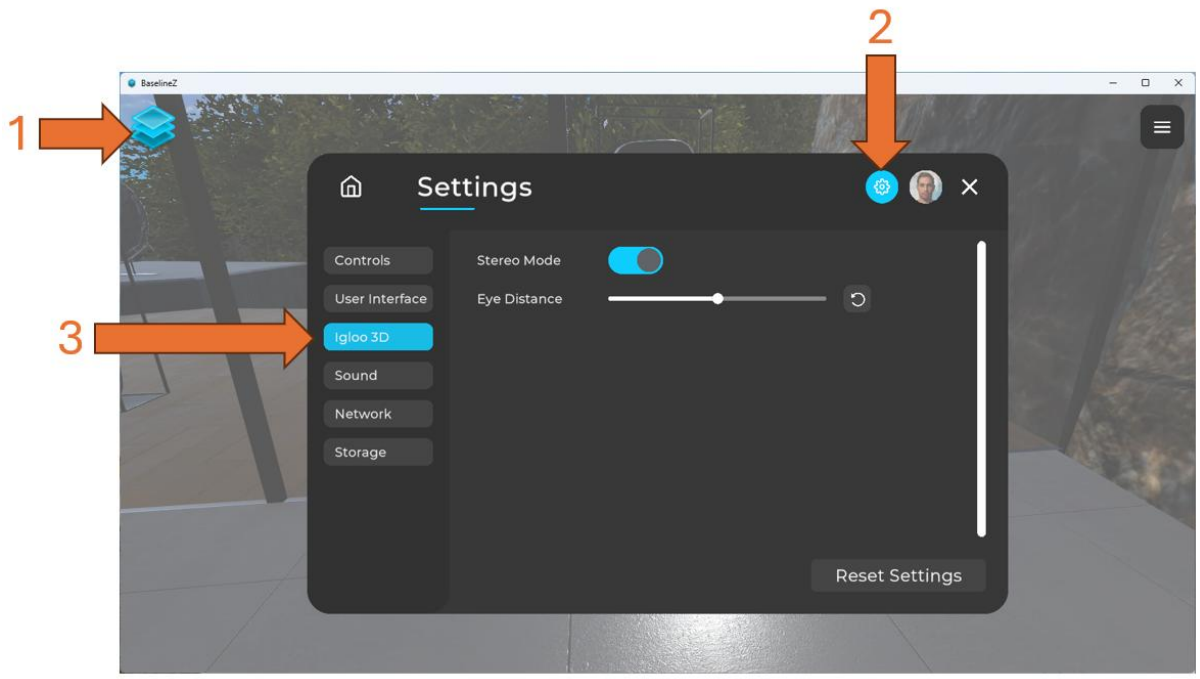
Option	Description
Unit System	You can provide the physical Igloo Space dimensions in **metric** or **imperial** units. Here you can specify the preferred unit system.
UI Size	By default, the main BaselineZ user interface panels (Project Control menu, Context Menus, Modeling Panel, Main Menu and 3D Story Panels will be projected on the Igloo Space walls. The distance to the player and the physical Igloo Space dimensions are taken into account here. - In case you have a **large space**, the default UI sizes are a bit too small. In that case you can make the overall UI sizes a bit larger (slider to the right). - In case you have a **smaller space**, the default UI sizes could be a bit too large. In that case you can make the overall UI sizes a bit smaller (slider to the left).
UI Aura Shape	The UI Aura is a virtual space around the default player location (Igloo Center location) on which BaselineZ UI menus are projected. Here you can align this virtual UI Aura shape with your physical Igloo shape: - **Cube** – In this case you also need to provide the Igloo Space **width** and **length** - **Cylinder** – In this case provide the Igloo Space **Cylinder Radius**
Reset Settings	This option resets all User Interface settings to the BaselineZ defaults.

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

Igloo 3D Settings

Your Igloo Space might have 3D Stereo Visualization capabilities, including 3D Stereo Glasses. In that case, you can directly control them if you would like to show BaselineZ Data Rooms in either 3D Stereo Mode or normal 3D Mode.

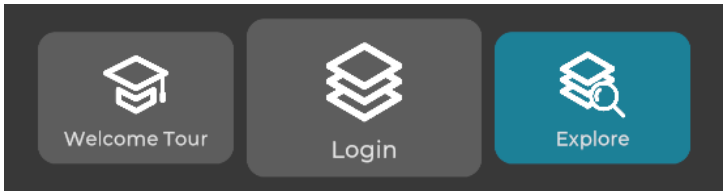
To change the 3D Stereo Mode, go to 1. Select BaselineZ Icon, 2. Select Settings, 3. Select Igloo 3D.



Option	Description
Stereo Mode	Switch 3D Stereo Mode on or off (default = off).
Eye Distance	Eye Distance slider, in case 3D Stereo Mode is toggled on. The default eye distance is set to 0.1.

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.

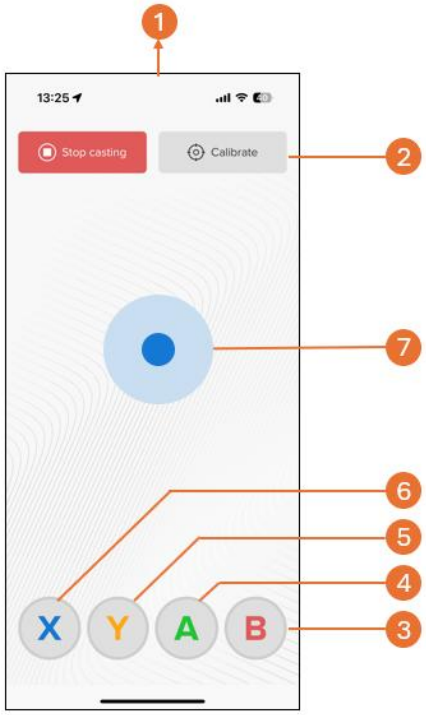
Support

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	BaselineZ B.V. Korhoenlaan 5 3136 ST Vlaardingen Phone: 0031 (0)6 4237 9580 Email: support@baselinez.com

Appendix A - Mobile Device Support (via Igloo Control Panel)

Control Button Implementation



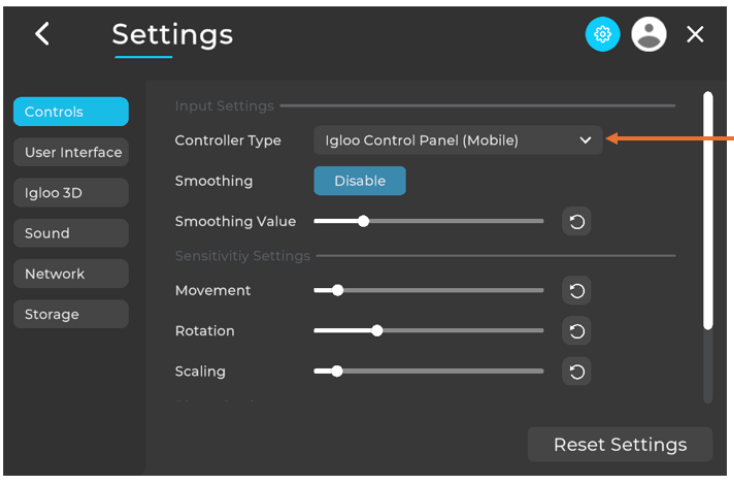
BaselineZ Instructions

1	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. The gyro inside the iPhone is used to automatically determine the Igloo laser pointer direction inside the Igloo Space.
2	Calibrate Button	**Press and hold** to calibrate the ICE controller with the cursor on the Igloo Wall
3	B (RED)	3D object **selection** to select any 3D object, context menu option, project control menus and buttons.
3	B + hold	Select an object + hold object to **move it around**
4	A (GREEN)	Enable 3D object **pan** mode (or toggle off if this mode is already selected). The cursor in Igloo turns GREEN now. Press the button again to **disable** the pan mode.

		Use the virtual **joystick control up/down/left/right** to **pan** the model in any direction.
5	Y (YELLOW)	Enable 3D object **rotation** mode (or toggle off if this mode is already selected). The cursor in Igloo turns YELLOW now. Press the button again to **disable** the rotation mode. Move the virtual **joystick control left/right** to rotate the model clockwise or counterclockwise.
6	X (BLUE)	Switch to 3D object **scale** mode (or toggle off if this mode is already selected). The cursor in Igloo turns BLUE now. Press the button again to **disable** the scale mode. Move the virtual **joystick control up/down** to **scale** the model larger or smaller.
7	Joystick Control	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.
7	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

BaselineZ Settings

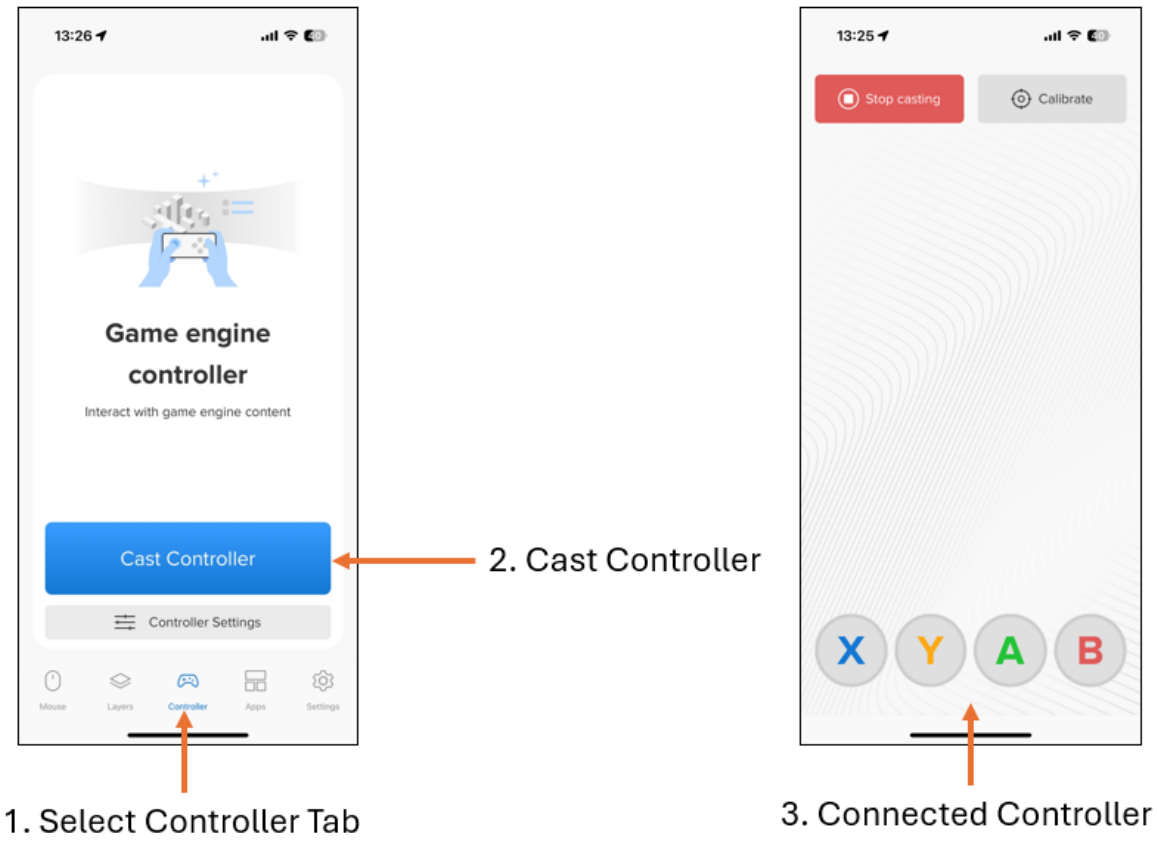
In case you would like to use a **Mobile Device** as primary input controls through the Igloo Control Panel application, select **Igloo Control Panel (Mobile)** as Controller Type in **Settings → Controls**.



To use an iOS and Android Mobile device through the Igloo Control Panel, set **Controller Type = Igloo Control Panel (Mobile)**

Igloo Control Panel Connection

To connect a **Mobile Device** via the Igloo Control Panel application **on your mobile device connected to the same Wi-Fi as the Igloo Space** (iOS or Android), go to the **Controller Tab** (1), then **press Cast Controller** (2). The Igloo Control Panel will now show the **Mobile Device Controller** (3) in which the various mobile controller buttons are available (XYAB etc).



Appendix B – PS5 Controller Support (via Igloo Control Panel)

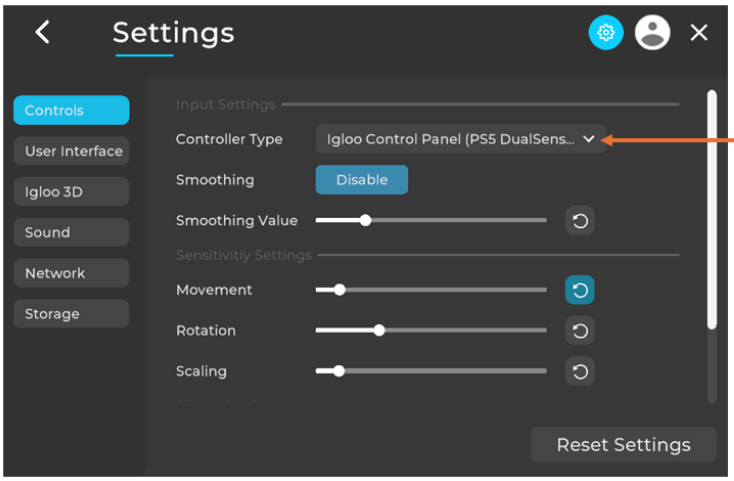
Controller Buttons Implementation

BaselineZ Instructions

1	Play Station Button	**Press** this button to connect the controller with the Igloo Control Panel
2	Calibrate Button	**Press and hold** to calibrate the PS5 controller with the cursor on the Igloo Wall
3 or 4	Right and Left Trigger	**Select** any 3D Objects and any UI menu / button **Select and hold** to move 3D Objects and UI menus
5	○ Button	3D object **selection** mode to select any 3D object, context menu option, project control menus and buttons.
6	□ 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.
7	✕ 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.
8	△ 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.
9	Direction Buttons left/right	3D Story navigation **Next** and **Previous**
10	Left Joystick	Used in combination with **Select**, **Pan**, **Scale** and **Rotate** buttons to pan/scale/rotate items and move seismic slices. The joystick can also **navigate** the player inside the VR environment (if player movement is enabled in settings)
11	Right Top Trigger Button	Move the selected object vertically up
12	Left Top Trigger Button	Move the selected object vertically down

BaselineZ Settings

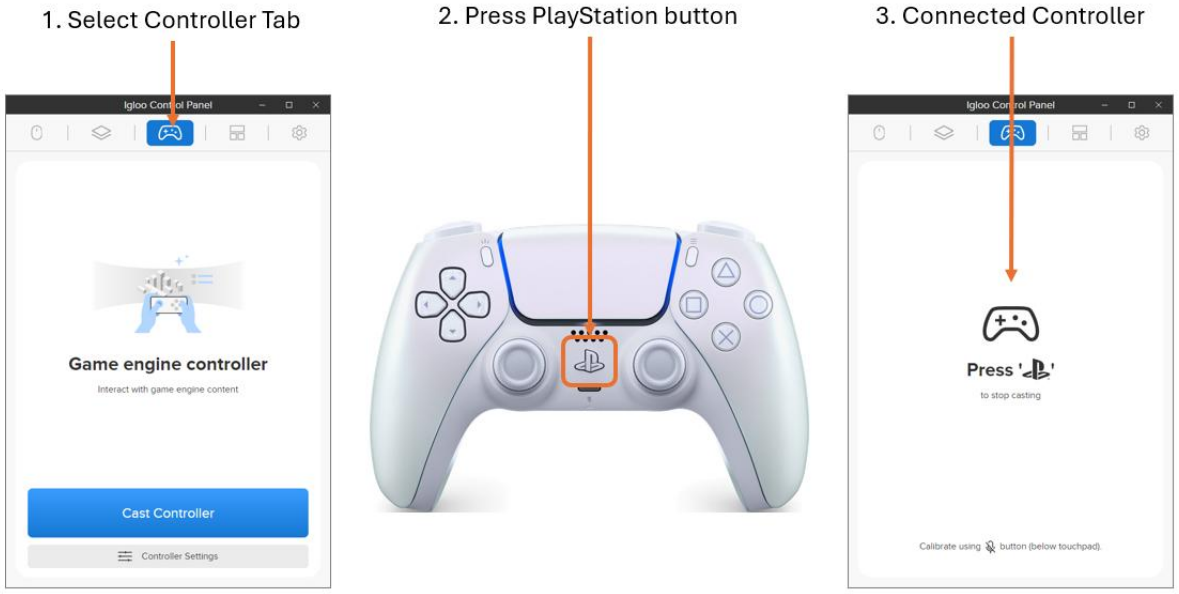
In case you would like to use a **PS5 Controller** as primary input controls through the Igloo Control Panel application, select **Igloo Control Panel (PS5 DualSense)** as Controller Type in **Settings → Controls**.



To use PS5 through the Igloo Control Panel, set **Controller Type = Igloo Control Panel (PS5 DualSense)**

Igloo Control Panel Connection

To connect a **PS5 Controller** via the Igloo Control Panel application via **a PC or Laptop connected to the same Wi-Fi as the Igloo Space**, go to the **Controller Tab** (1), then **press the PlayStation Button** (2) on the Controller. The Igloo Control Panel will now show the **PlayStation Icon** (3) which can be pressed again to stop the controller.



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Appendix C - Game Controller Support (via PC)

Controller buttons Implementation (Xbox example)

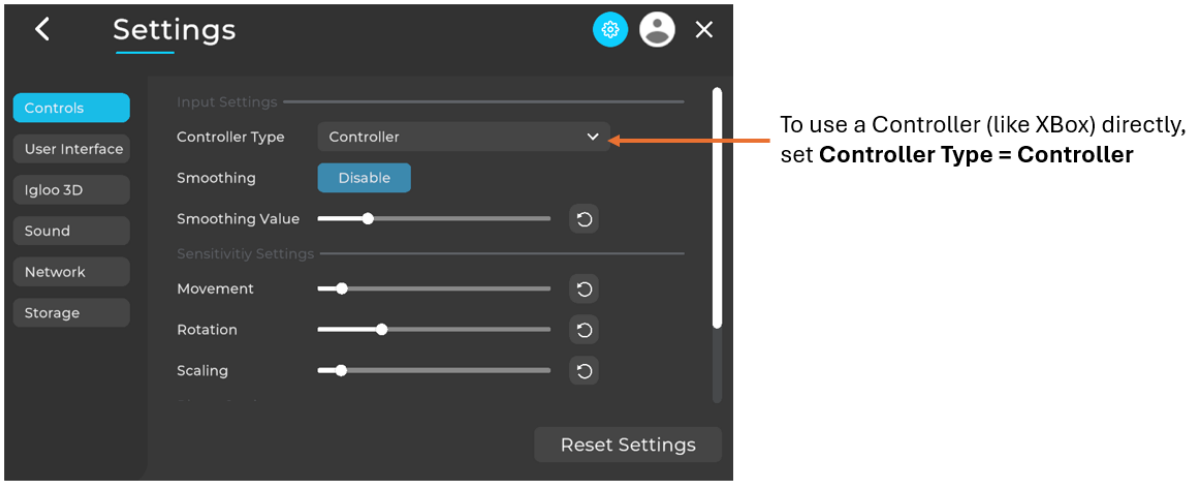
BaselineZ instructions

1 or 2	Right and Left Trigger	**Select** any 3D Objects and any UI menu / button **Select and hold** to move 3D Objects and UI menus
3	B Button	3D object **selection** mode to select any 3D object, context menu option, project control menus and buttons.
4	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.
5	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.
6	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.
7	Direction Buttons left/right	3D Story navigation **Next** and **Previous**
8	Left Joystick	Used in combination with **Select**, **Pan**, **Scale** and **Rotate** buttons to pan/scale/rotate items and move seismic slices. The joystick can also **navigate** the player inside the VR environment (if player movement is enabled in settings)
9	Right Top Trigger Button	Move the selected object vertically up
10	Left Top Trigger Button	Move the selected object vertically down

BaselineZ Settings

In case you would like to use a **Controller** (like XBox) directly as primary input controls (e.g. NOT through the Igloo Control Panel application), select **Controller** as Controller Type in **Settings → Controls**.

IMPORTANT: Using this controller type, **NO GYRO** is available, so you **cannot calibrate** the controller with the Igloo Cursor on the wall and follow movement and direction!



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