

# BaselineZ Features | version 2025.3

## BaselineZ VR, PCVR and IGLOO Applications

- Large Outcrop and 3D Mesh Visualization support (OBJ, FBX and GLB) - [Figure 1](#)
- Improved User Interface and Object Selection interactions (keyboard, mouse, controllers)
- Polygon Fill option available for closed boundary shapes - [Figure 2](#)
  - Available in the Inspector for polylines objects
- Login improvements
  - Continue last session option (after logout and/or application close)
  - Use a different account option on PIN panel
- Core Table User Interface improvements
  - Renewed Filter Dialog, similar User Interface as the project explorer
  - Renewed Scroll and Navigation buttons
- Defect Fixes

## BaselineZ PCVR Application (specific updates)

- Normalized Keyboard and Mouse support for all User Interface and 3D Object interactions
- Project DeepLink options
  - In the Web Portal specific Project Links can be generated and saved (for example on Desktop)
  - Selecting a Project Link will start BaselineZ PCVR, directly login and start the specific project (only PIN required)

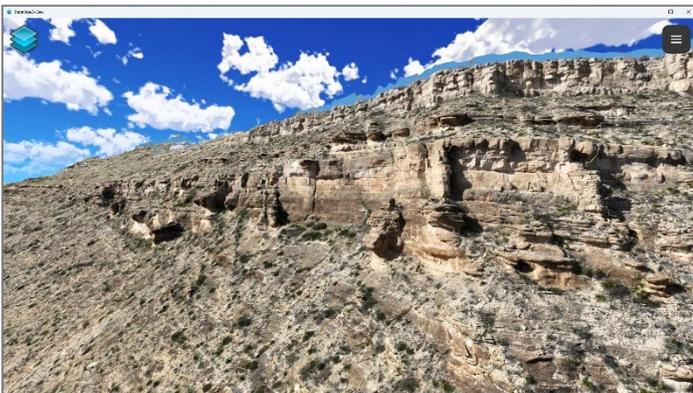


Figure 1 – Large Outcrop Model Import and Visualization

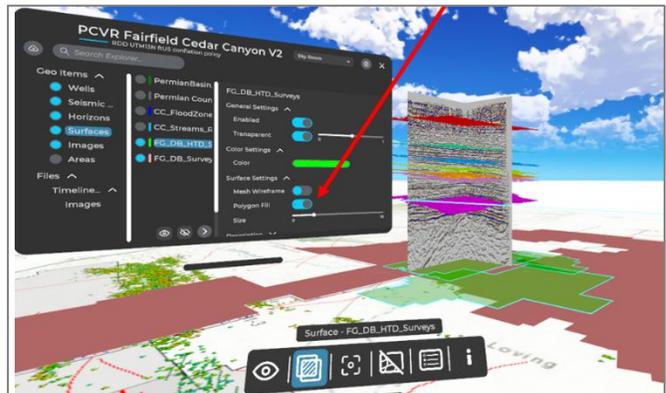


Figure 2 – Polygon Fill support for boundary shapes

- The general interaction rules
  - **Mouse ONLY:** bias towards Moving model (so scrolling moves/translates the model to and from the user)
  - **SHIFT:** bias towards Manipulating content (scrolling scales the model)
  - **CTRL:** bias towards Player movement (most controls apply to player)
- 3D Object Interactions
  - Left Mouse Button
    - **Click** = 3D Object Selection / User Interface selection --> Context menu will show, and it will be selected in the Explorer. User Interface elements can be selected with simple left click (buttons, scrollbars, list etc.)
    - **Click + Hold + Move** = 3D Object Panning
  - Scroll Wheel
    - **Scroll** = 3D Object Panning towards / away from you
    - **SHIFT + Scroll** = 3D Object Scaling
    - **Click + Hold + Move** = User Look around
  - Right Mouse Button
    - **Click + Hold + Move** = 3D Object Rotation
- User interactions – [Figure 3](#)
  - CTRL Button + Mouse Move = User Look Around
  - CTRL + Scroll Wheel = Move User (e.g. camera) closer to / further from 3D object
  - QWEASD keys = Move User around
  - < > keys (or comma ‘,’ and dot ‘.’) keys= Previous / Next step in a 3D Story
- Project Settings enhancements – [Figure 4](#)
  - Player movement sensitivity options for movement and rotation
- Defect Fixes

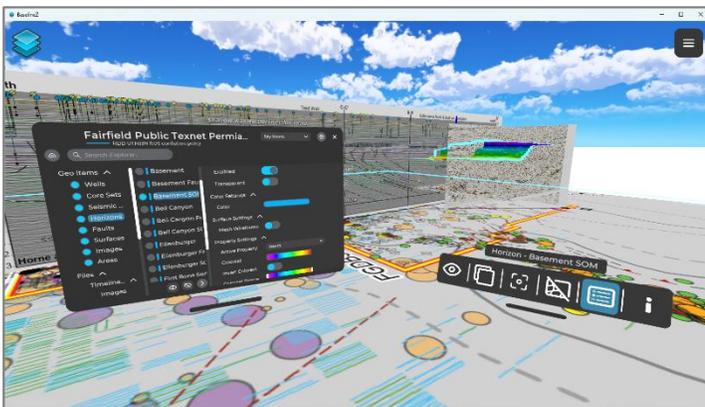


Figure 3 – All User Interface and 3D Models fully interactable

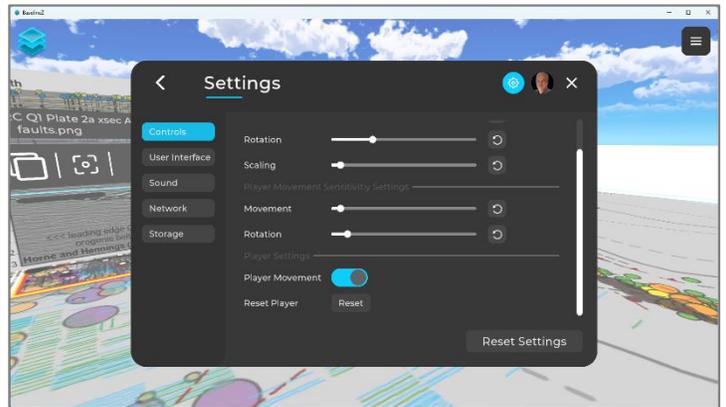


Figure 4 – New Player Movement and Rotation settings

## BaselineZ IGLOO Application (specific updates)

- Project DeepLink options
  - In the Web Portal specific Project Links can be generated and saved
  - Via Igloo ICE, direct Project Links can be added to the Igloo Home Screen
  - Selecting a Project Link will directly login and start the specific project (only PIN required)

## BaselineZ Meta Quest Application

- Project Co-Location support (minimum requirement Meta Quest 3 or 3S) – [Figure 5](#)
  - Work together with multiple colleagues in the same physical space
  - All VR content, like the Virtual Core Table is anchored at the same physical location
  - Passthrough mode enabled by default during all Co-location sessions
- Project Settings has Co-location enable/disable workflow – [Figure 6](#)
  - Enable Co-location: this will start the Co-location wizard to
    - Host a new co-location session
    - Join an existing co-location session
  - Disable Co-location on the device
- Device Settings
  - Co-location status will be stored on device, so if enabled, Co-location will be started automatically
- Update the Object Grabbing and Selection using the controllers to synchronize with default Meta Controller recommendations and to stabilized object selection vs object movement
  - **Trigger / Fire button** (index finger/front of controller) → for Object and User Interface Selections
  - **Grab button** (middle finger / side of controller) → for object Panning / Scaling / Rotations
- Defect Fixes

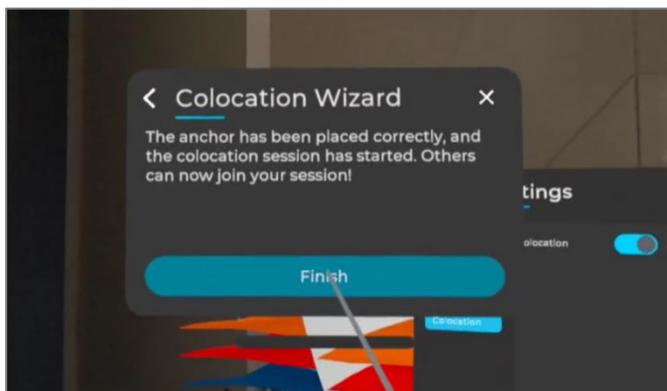


Figure 5 – Co-location wizard for Host and Joiners

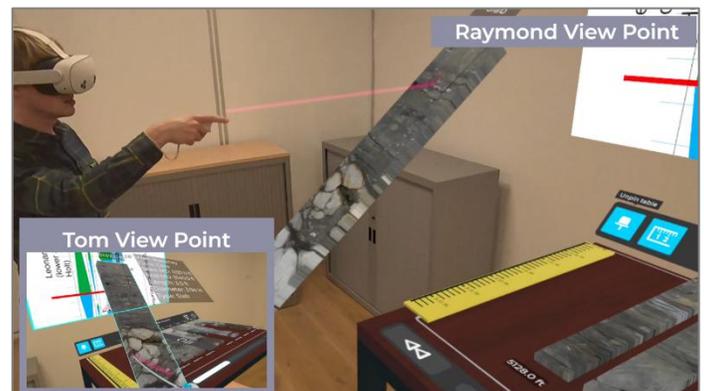


Figure 6 – Co-location support available for all interactions

## • BaselineZ Petrel Plugin

- 3D Mesh importer for Outcrops and other 3D Objects
  - Import OBJ, FBX and GLB files – [Figure 7](#)
  - Visualization imported 3D Meshes – [Figure 8](#)
  - Push imported 3D Meshes including Textures to BaselineZ Server
- Petrel Version and Ocean Store Enhancements
  - The BaselineZ Petrel Plug-in is available for Petrel 2022.x, 2023.x and 2024.x.
  - The BaselineZ Petrel Plug-in is available for download from the Schlumberger Ocean Store.
  - The BaselineZ Petrel Plug-in is available for DELFI (contact us as sales@baselinez.com).
- BaselineZ Server Connectivity Enhancements
  - The BaselineZ Petrel Plug-in is available for use with BaselineZ 2025.3 Cloud Servers.
  - The BaselineZ Petrel Plug-in is available for use with BaselineZ 2025.3 On Prem Servers.
- Defect Fixes

## BaselineZ CORE Application

- 3D Mesh importer for Outcrops and other 3D Objects
  - Import OBJ, FBX and GLB files
  - Visualization imported 3D Meshes
  - Push imported 3D Meshes including Textures to BaselineZ Server
- BaselineZ Server Connectivity Enhancements
  - Upgraded CORE application connectivity to BaselineZ 2025.3 AZURE Servers
  - Upgraded CORE application connectivity to BaselineZ 2025.3 On Prem Servers
- Defect Fixes

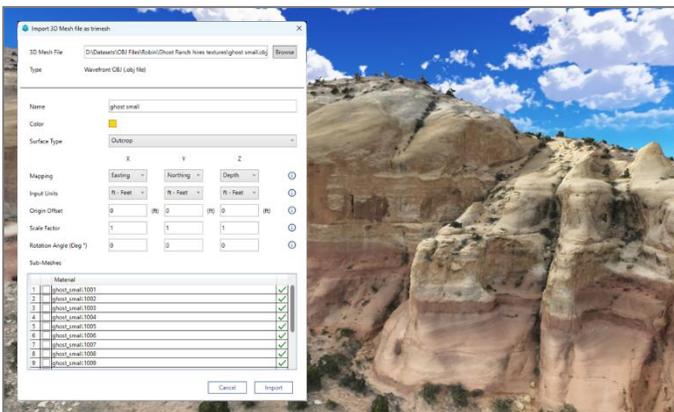


Figure 7 – Outcrop / 3D Mesh Import Panel

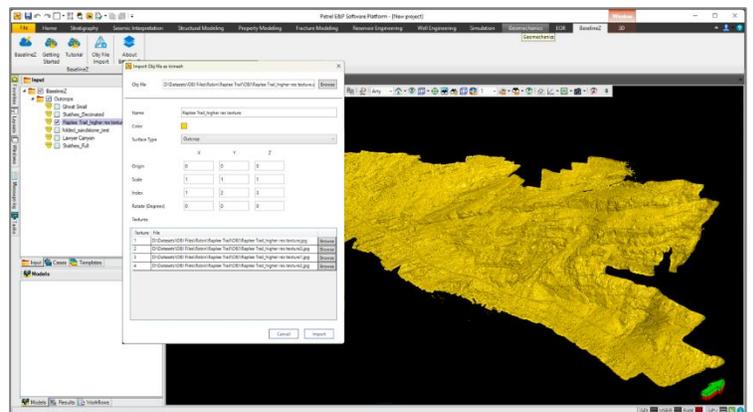


Figure 8 – Imported 3D Meshes visualized as Mesh in Petrel

## BaselineZ Server and Web Portal (Microsoft Azure / On Prem)

- Renewed Project Sharing and Member Page – *Figure 9*
  - Project Share QR-Code and Link
  - Project Members assignment and Roles
  - Sharing Settings (Allow Collaboration, PCVR Only and Quest Link Enabling)
  - Activate and Archive projects
- Project DeepLink support to quickly open your projects using PCVR – *Figure 10*
  - Direct Project Open link
  - Project Shortcuts link
  - BaselineZ Installer link
- Defect Fixes

## BaselineZ RESQML Application

- BaselineZ Server Connectivity Enhancements
  - Upgraded RESQML application connectivity to BaselineZ 2025.3 AZURE Servers
  - Upgraded RESQML application connectivity to BaselineZ 2025.3 On Prem Servers
- Defect Fixes

## BaselineZ AR Applications (iOS, Android)

- All enhanced visualization, collaboration and performance improvements are also available in all AR applications
- Defect Fixes

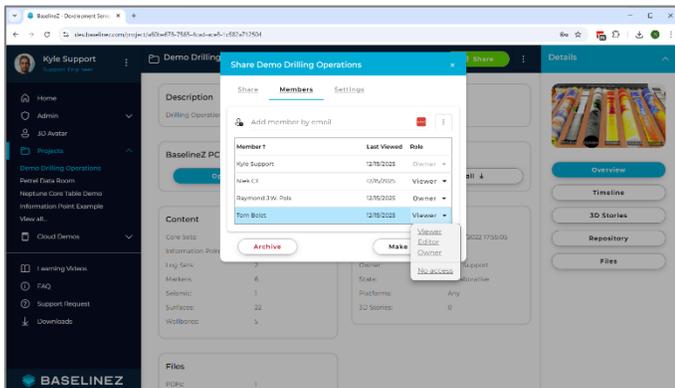


Figure 9 – Web Portal new Sharing and Members Page

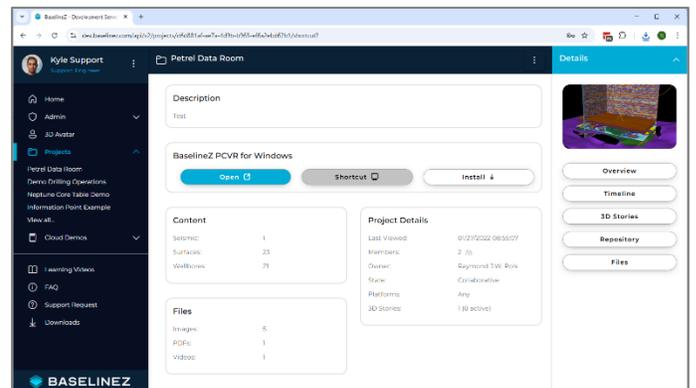


Figure 10 – Web Portal new PCVR Project Links