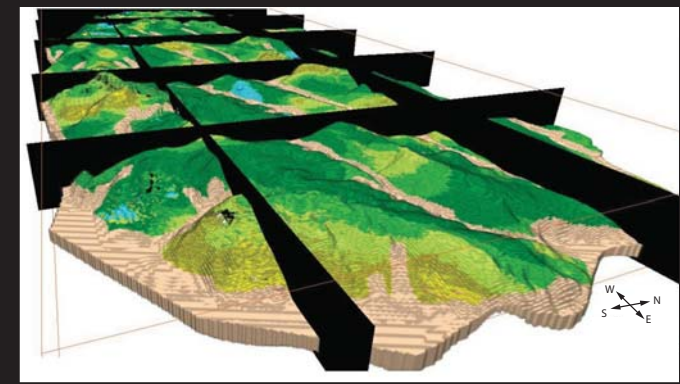


3D-models and voxel-models in geology



Brussels – April 19, 2018

09h00 - 09h45: Reception

09h45 - 10h00: Introduction by the president of the BLUG/UBLG, *Robrecht Schmitz*

Presentations

10h00 - 10h30: "Some thoughts on data input and data quality in 3D-modelling", *Guy Franceschi*

10h30 - 11h00: "Be prepared: some strategic advice on sampling design", *Ellen Van De Vijver*

11h00 - 11h30: "Challenges and pitfalls in building a marine voxel model", *Nathan Terseleer Lillo, Vasileios Chademenos & Lars Kint*

11h30 - 12h00: "Brustrati3D, the creation of a 3D ArcGIS model of the subcrop of the Brussels Region",
Xavier Devleeschouwer, Bruno Meyvis & Matieu Agniel

12h00 - 14h00: LUNCH

Presentations

14h00 - 14h30: "Data workflows & modelling concepts for VLAKO voxel models", *Tom Van Haren & Katrijn Dirix*

14h30 - 15h00: "GeoTOP voxel model of the Dutch provinces of Noord-Brabant and Limburg", *Denise Maljers & Jan Stafleu*

15h00 - 16h00: Closing drink



for REGISTRATION
please contact
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before 28/03/2018

