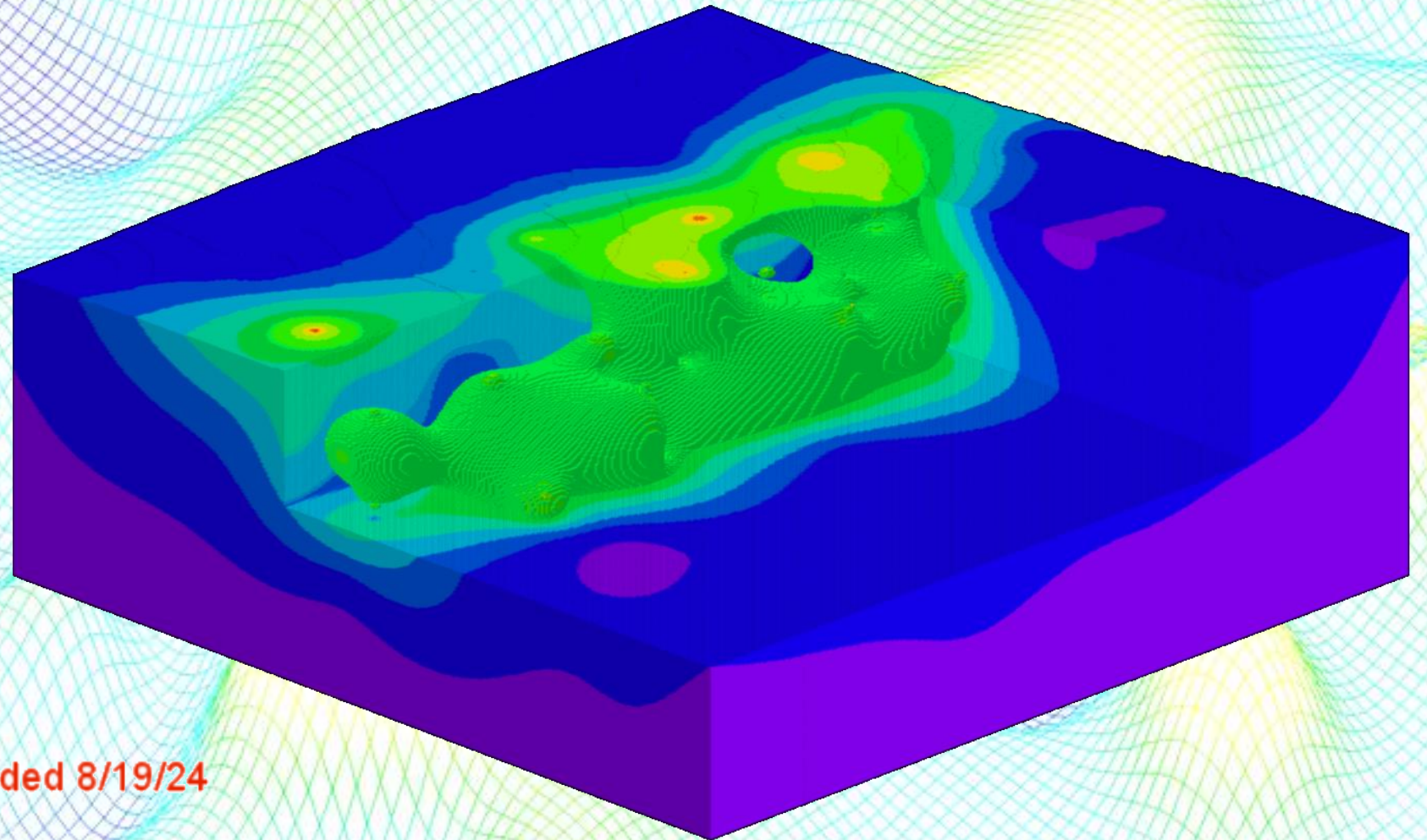


The RockWorks Radial Basis Modeling Algorithm

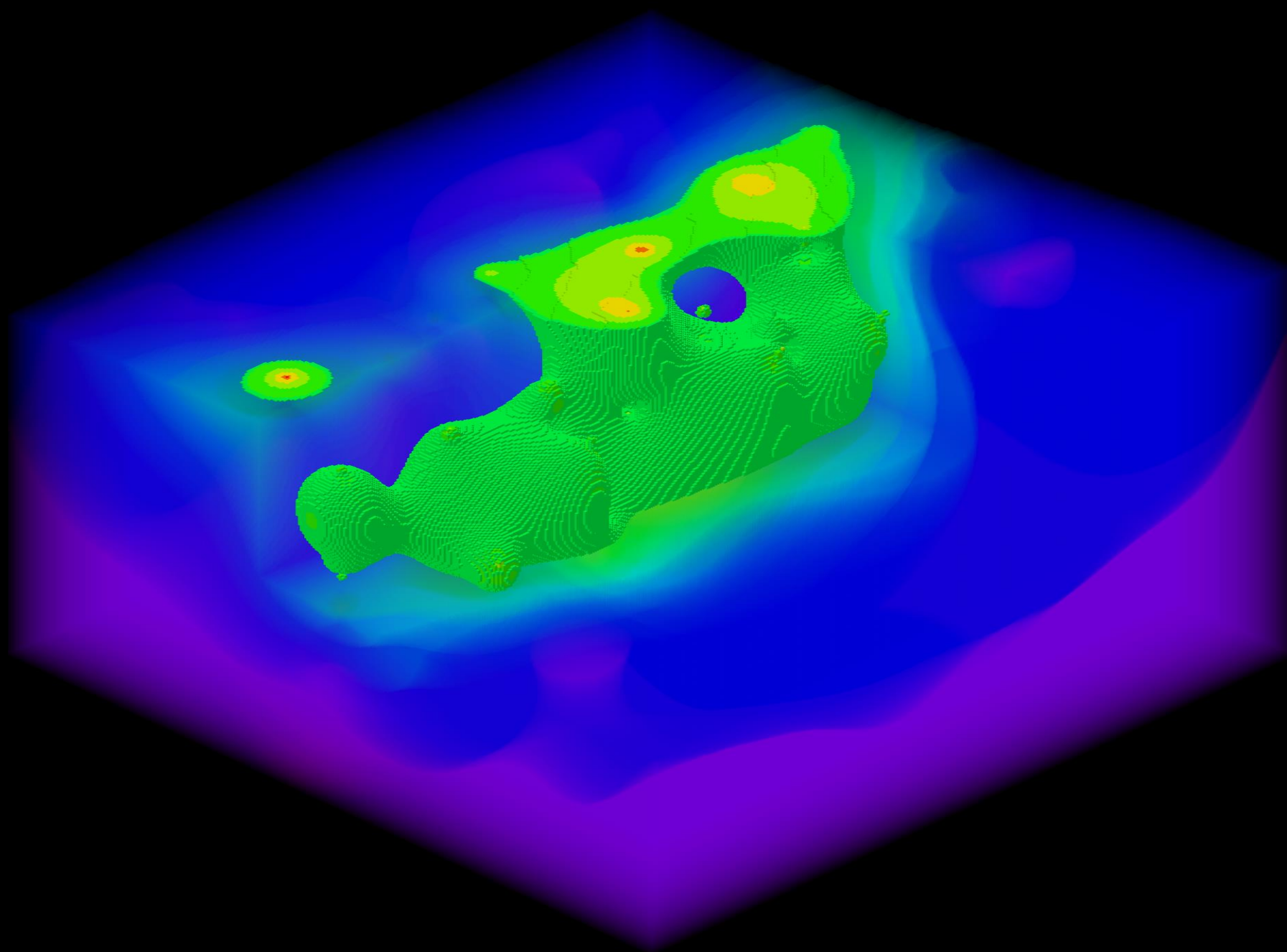
Algorithm

- Closest Point
- Directional
- Distance to Point
- Highest Probability
- IDW Advanced
- IDW Anisotropic
- IDW Isotropic
- IDW Layered
- IDW Table-Based
- Kriging HB
- Lateral Blending
- Lateral Extrusion
- Radial Basis
- Trend Polynomial
- Trend Residuals
- TriLayering

Added 8/19/24



The Radial Basis Function (RBF) three-dimensional block-modeling algorithm is a tool for creating smooth models based on XYZG data.



This method uses a process called “Gaussian Elimination” in conjunction with a mathematical tool called the “Radial Basis Function” to determine the influence of control points upon the estimation of the voxel values.

RBF models are much smoother (and more aesthetically pleasing) than those produced by other algorithms such as the anisotropic inverse distance weighting method.

