

```

import UIKit
import ArcGIS

class ThreeDimensionViewController: UIViewController
{

    @IBOutlet var sceneView: AGSSceneView!
    @IBOutlet weak var changeSegmentedControl:
UISegmentedControl!

    override var prefersStatusBarHidden: Bool {
        return true
    }

    override func viewDidLoad() {
        super.viewDidLoad()

self.navigationController?.navigationBar.prefersLarge
Titles = true

self.navigationController?.navigationBar.largeTitleTe
xtAttributes =
[NSAttributedString.Key.foregroundColor:
UIColor.ThreeDMapColor()]

        //initialize scene with topographic basemap
        let scene = AGSScene(basemap: .imagery())

        //assign scene to the scene view
        self.sceneView.scene = scene

        //set the viewpoint camera
        let point = AGSPoint(x: 231345.91, y:
397052.85, z:2500.998, spatialReference:
AGSSpatialReference (wkid: 2932))
//        let point = AGSPoint(x: 231345.91, y:
397052.85, z: 40.998, spatialReference: .wgs84())
//        let point = AGSPoint(x: -4.49779155626782,
y: 48.38282454039932, z: 62.013264927081764,
spatialReference: .wgs84())

        let camera = AGSCamera(location: point,

```

```

heading: 300.64, pitch: 70.303, roll: 0)

//      let camera = AGSCamera(location: point,
heading: 41.64729875588979, pitch: 71.2017391571523,
roll: 0)
    self.sceneView.setViewpointCamera(camera)

    // add base surface for elevation data
    let surface = AGSSurface()
    /// The url of the Terrain 3D ArcGIS REST Service.
    let worldElevationServiceURL = URL(string:
"https://alkhazna.gisqatar.org.qa/server/rest/
services/CGISRASTER/QATAR_2021_09_C050_PLE/
ImageServer")!
    let elevationSource =
AGSArcGISTiledElevationSource(url:
worldElevationServiceURL)

surface.elevationSources.append(elevationSource)
    scene.baseSurface = surface

    /// The url of the scene service for buildings in Brest,
France.
    let brestBuildingsServiceURL = URL(string:
"https://khazna.gisqatar.org.qa/host/rest/services/
Hosted/Buildings_WGS84_3D/SceneServer")!
    //scene layer
    let sceneLayer = AGSArcGISSceneLayer(url:
brestBuildingsServiceURL)

self.sceneView.scene?.operationalLayers.add(sceneLaye
r)

}

// MARK: - Navigation

override func prepare(for segue:
UIStoryboardSegue, sender: Any?) {

}

@IBAction func switchoverToArialView(_ sender:
UISegmentedControl) {

```

```
        switch sender.selectedSegmentIndex {
            case 0:
                changeSegmentedCotrol.selectedSegmentIndex = 0
                case 1:
                    performSegue(withIdentifier:
"arialViewSegue", sender: self)
                changeSegmentedCotrol.selectedSegmentIndex = 0
            default:
                print("Never should get here")
        }
    }
}
```