

## New Features in Surfer Beta

There are several new features in the latest release of Surfer Beta! The top new features are listed below. Full help topics for these new features can be found in the help contained in the Surfer application. A more complete list of the new features can be found on the [Surfer Version History](#) page.

### 3D Drillhole Visualization

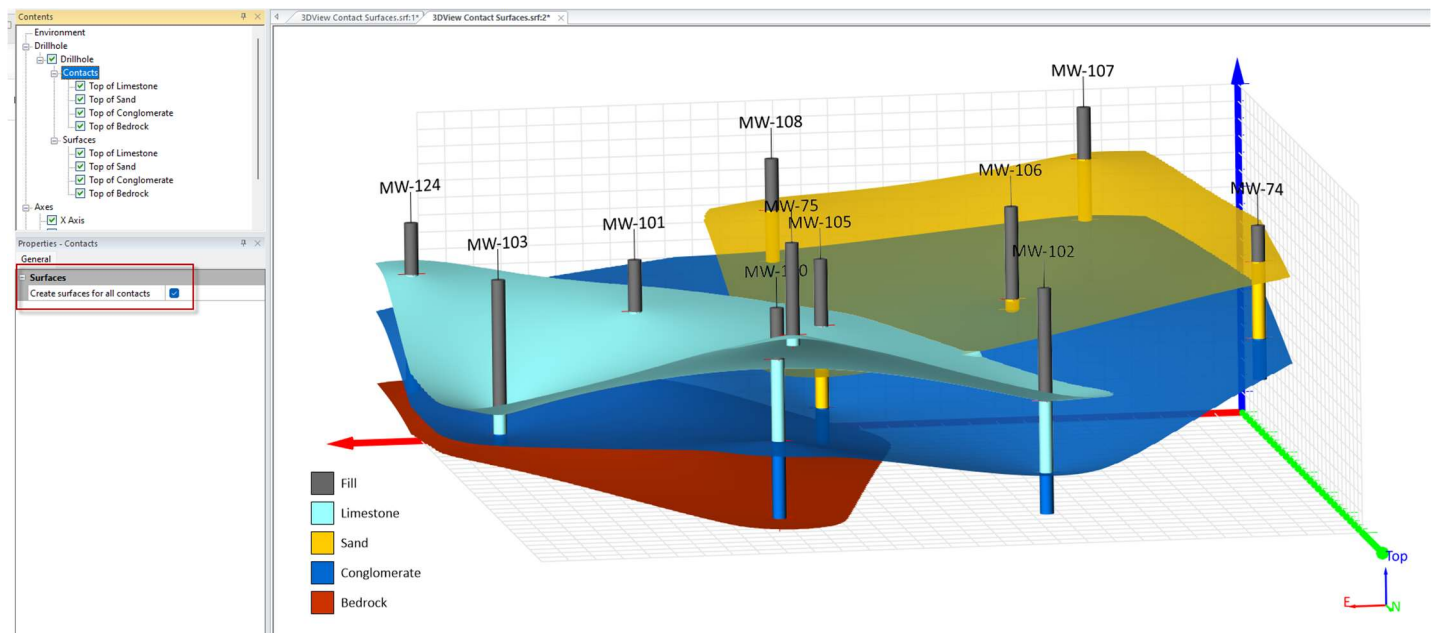
We've made the visualization in the 3D view more robust and user friendly than ever before, to save you time and headaches.

#### Create Contact Surfaces from 3D Drillhole Data

Connect lithologies or horizons between drillholes to help build a more complete model of the subsurface! In the previous release, you could create, edit, and save contact points from drillhole data. Now, you can take it a step further: automatically generate contact surfaces from those same points—with just a simple checkbox.

Define the surface type as either depositional or erosional (to help constrain the surface interactions), and check the box to create the surface. That's it! All gridding parameters are fully configurable in the Properties window, allowing you to instantly adjust settings and visualize the impact on the surface in real time.

It's fast, intuitive, and designed to streamline your modeling workflow.

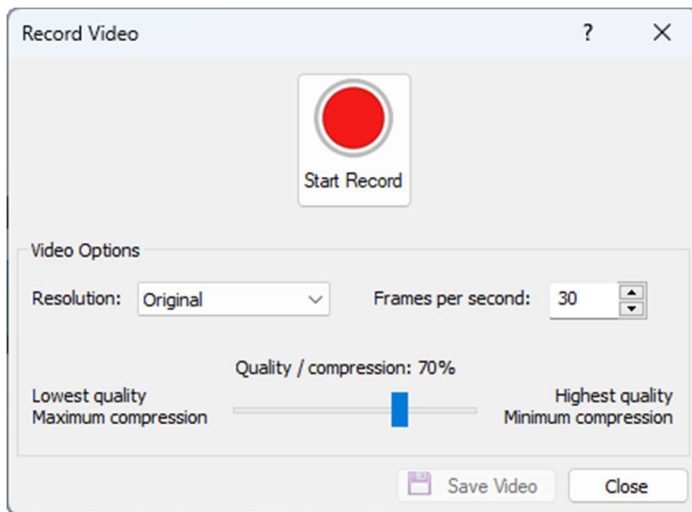


*Check a box to create surfaces from points of contact in 3D drillhole data.*

## Record Video

If a picture is worth a thousand words, what is a video worth? 3D visualization is one of the most effective ways to explore data, reveal patterns, and detect anomalies in spatial context. But when it comes to sharing that insight with others, static images—or even interactive 3D PDFs—can fall short.

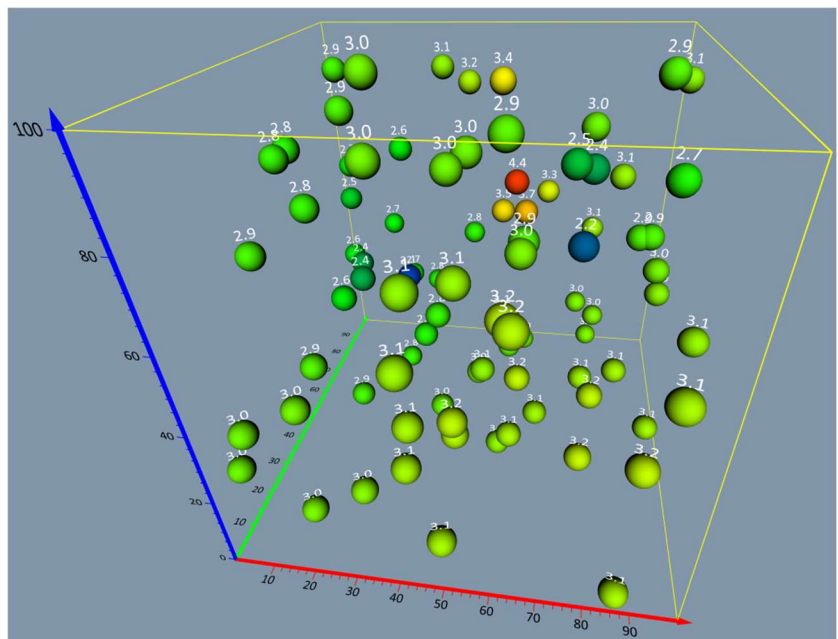
To address this, you can now record the 3D View window and export it as an MP4 video. Rotate the scene, toggle layers, zoom, or walk on the surface—all while capturing your on-screen actions. This allows you to communicate complex results clearly and efficiently to clients, colleagues, and stakeholders.



*Press Start Record and record the 3D View window! Turn layers on or off, change colors, rotate the model - it's all recorded for you to save in a compact MP4 file for you to share with clients and stakeholders.*

## Add Point Labels to Vector Data

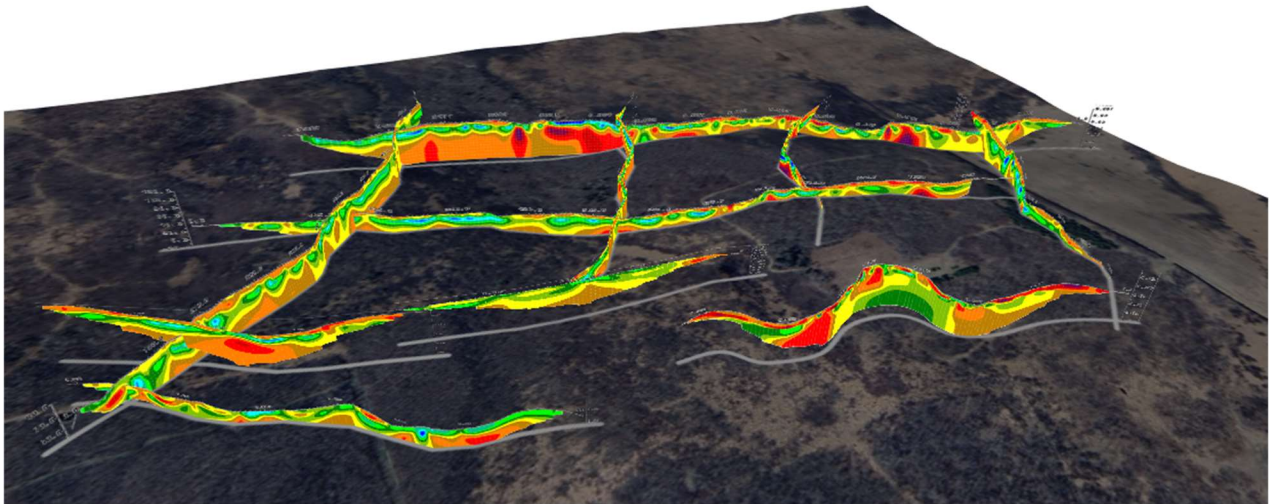
Point labeling is now supported in the 3D View for both base and post layers, enabling the visualization of key data attributes such as concentration values, sample and spot locations, resistivity profiles at depth, and other geospatial parameters.



*Label point symbols in the 3D View.*

**Orient Imported Images using Polylines and Polygons**

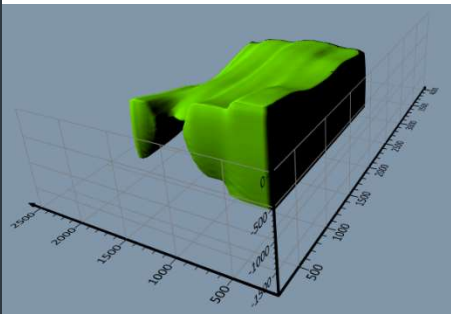
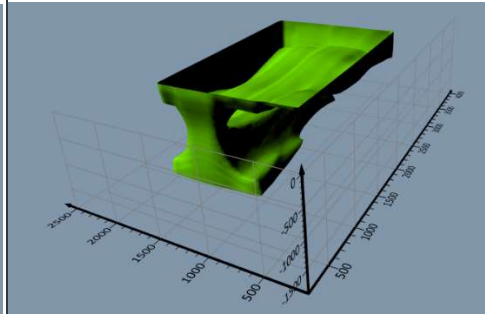
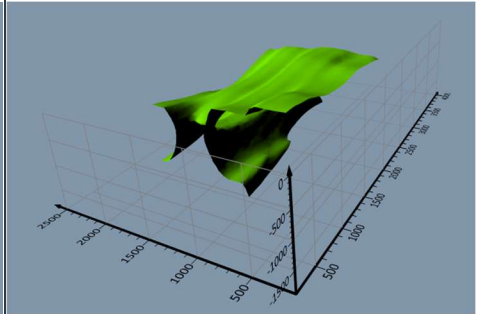
We get it - locating images imported into the 3D view can be time consuming, especially when you have 5+ images to manually place in the model or when the path of the image is not a straight line. Now you can import an image into the 3D view, and use any existing polyline or polygon in the map as the path for the image. Have 10 profiles you want to locate? Not a problem. Draw the 10 polylines on the map, then import the images and set each image to follow one of the polylines. They can be curvy or straight. The image is warped to the path of the polyline/polygon. You also have complete control over the Z placement, to move the image up or down in the model.



*Choose to orient imported images along existing polyline or polygon paths.*

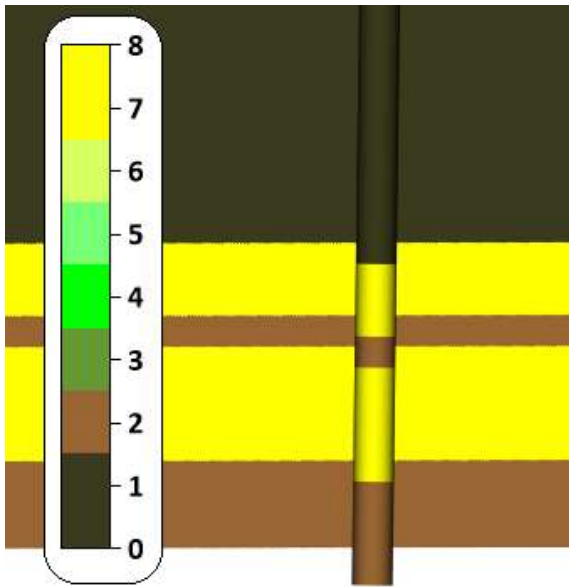
**Isosurfaces can Ignore NoData values**

Isosurfaces can now ignore NoData values in the 3D grid file. Previously the NoData nodes needed to be treated as some specified data value (the data minimum, the data maximum or a custom value), which could cause undesired surface geometry or volume calculations. Now just simply ignore any NoData values and see your isosurface as it truly is!

| Data Minimum                                                                        | Data Maximum                                                                         | Ignore (New!)                                                                         |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |

## Choose the Interpolation type for Image Slices

Image slices are a powerful way to emphasize or display the contents of a 3D grid along a specific cutting plane. They can show colorful detailed images through your data. You have the option now to select the interpolation method for the images. You can select *Tri-linear* interpolation, which creates a very nice image with smooth gradations between the colors; or, if you want more precise coloring, you can now select *Nearest Neighbor* interpolation. Choose nearest neighbor interpolation for your image slices, and have distinct colors about each other without gradation in between.



*In this example, the image slice in the background uses Nearest Neighbor interpolation and matches the drillhole data exactly (accounting for angle of view)*

## Save Fly-Through Videos as MP4

Fly-throughs are a fun way to share your model with others. Fly through your model along a specified polyline or polygon path and record the fly-through to a file. Now you can save your fly-through as an MP4 file, delivering higher quality with lower file sizes than the previous AVI file format.

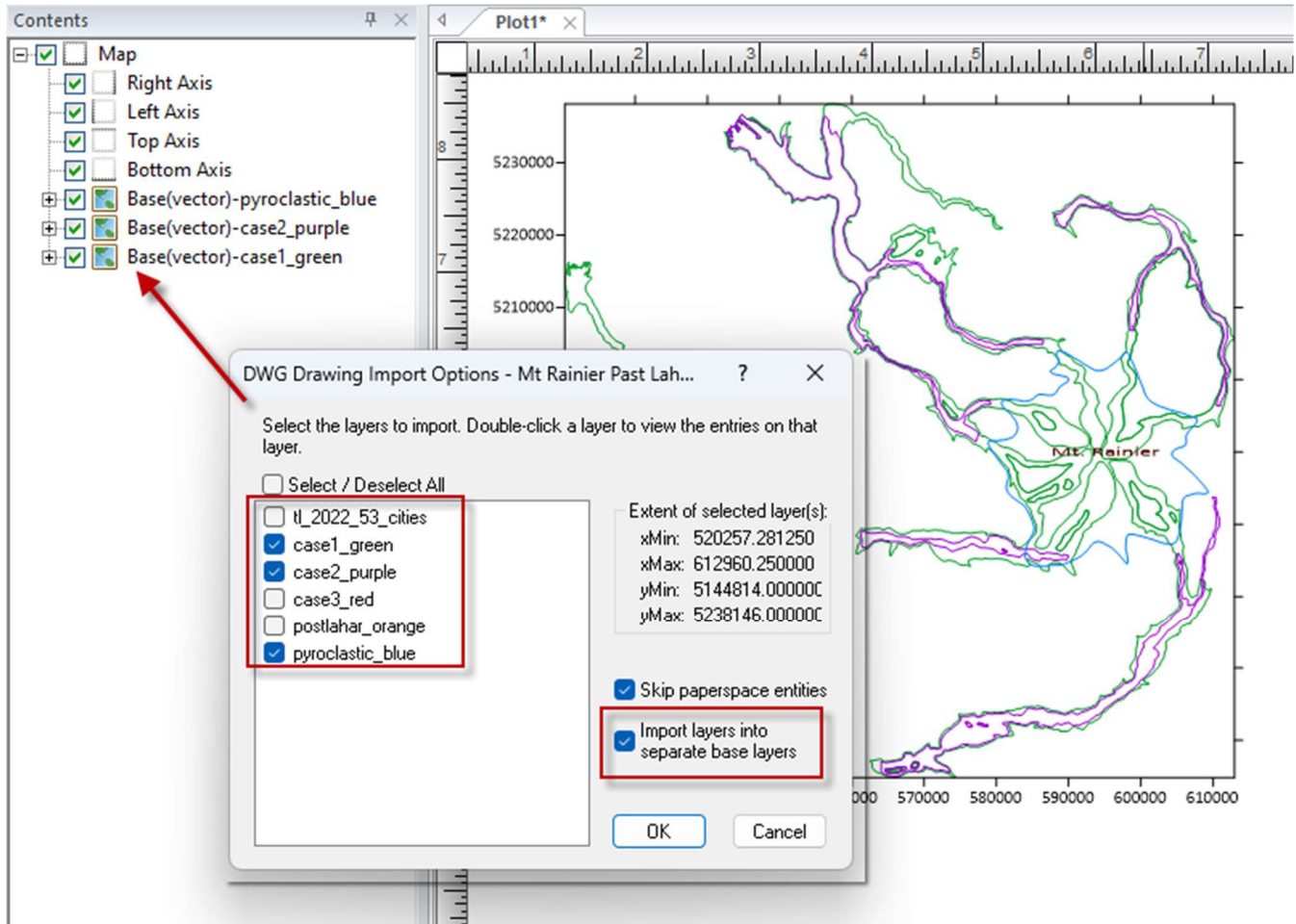


*Save a Fly-Through to an MP4 file! This is a flight through the Aurlandsfjord and Nærøysfjord from Flåm to Gudvangen in Norway.*

## Import and Export AutoCAD Drawing (\*.DWG) Files

No more converting DWG to DXF—Surfer now supports direct DWG import. You can now import AutoCAD \*.DWG files directly into Surfer as base layers, with full control over which drawing layers to include. Maintain the original layer structure and optionally import each DWG layer into separate base layers for easier editing and organization.

Once imported, create your maps, make any necessary modifications, and export the results back to a DWG file—ready to share with your drafting team or collaborators. It's a seamless workflow from CAD to Surfer and back again.



*Import an AutoCAD Drawing (\*.DWG) file, select which layers to import, and chose to import them into separate base layers! It's easy to keep your data organized.*

## Legend Improvements

Legends now include more options and more layers to help you explain your map in the most meaningful way!

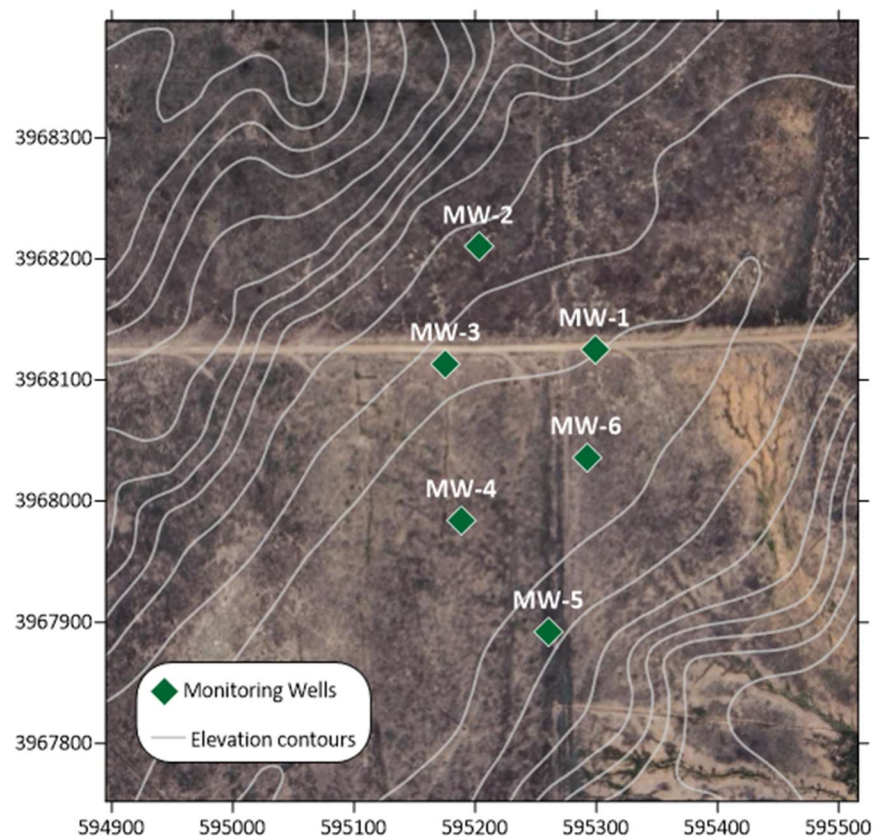
### Add Contour Layers

Enhance your legend with contour lines and labels! In addition to a color scale bar, you can now include contour lines directly in your map legend. Display major or minor contours—or specify exact levels—to clearly communicate key information, whether it's elevation, depth, concentration, etc.

For example, you might show a blue line labeled “2 ft saturated alluvium contours,” or indicate that light blue lines represent groundwater level contours (mAHD). Including contour details in your legend ensures that your audience has all the context they need to accurately interpret your map.

### Add Drillhole Layers without Symbolology

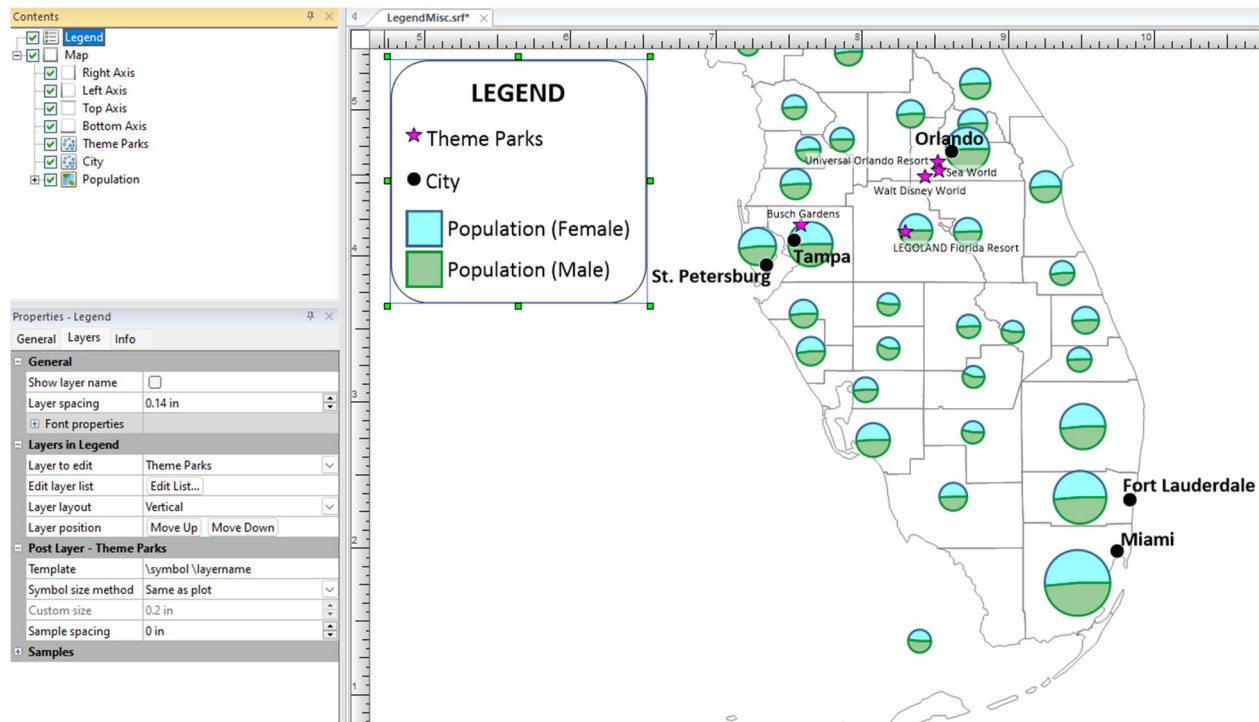
Include drillhole symbols in your legend—even without symbolology. Users can now display drillhole symbols in the legend, even when symbolology is not applied. This makes the map easier to interpret by clearly identifying drillholes for the viewer. There's no need to manually add symbols and text objects—simply include them directly in the legend. This feature enhances the usefulness of your legend by providing more complete information about the map's content.



*Add contours and drillholes without symbolology to your legend.*

## Additional Legend Improvements

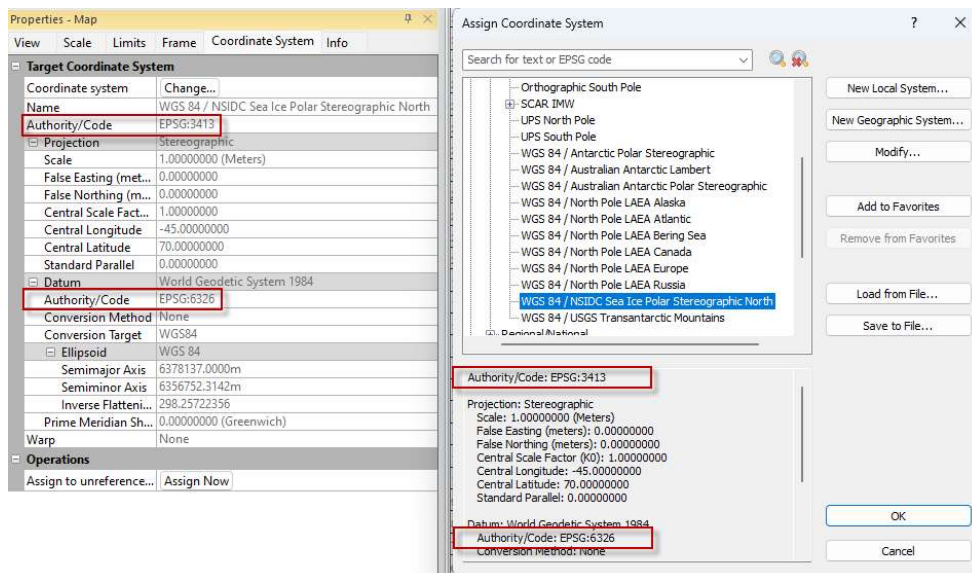
Map legends now provide additional information to help explain the components of a map. By default, the legend automatically generates descriptive labels for individual samples using the layer name, so users don't need to manually adjust the templates. Additionally, the legend for pie slices display the line around the fill, making it easier to identify each section. The result is a cleaner, more intuitive legend that is easier for clients and stakeholders to understand.



*Use the layer name as the legend label and show the line properties around the fill sample for pie charts.*

## Coordinate System Improvements - Display EPSG Codes

Ever wonder if you selected the correct coordinate system? Do you know the EPSG code, but not sure if the one you selected in Surfer matches? Surfer eliminates this potential confusion by displaying the EPSG code for the selected coordinate system! No more guesswork.



*The EPSG codes for most coordinate systems and datums are displayed in Properties and in the Assign Coordinate System dialog, helping you make the correct choice!*