3D model of TUDelft



Our experience

S. Zlatanova, L. Emgard, D. Houben, S. Kibria, Toposcopie, OLRS

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Delft University of Technology

The 3D TUDelft model

Create 3D test data set be used for research and education

- Experience different methods for 3D reconstruction
- Experience the concept of Levels-of-Detail
- Analyze how to assign semantic information
- Investigate approaches to import the models in a database model
- Experience with the data model (building of topology, conversion to other models, analysis, etc.)
- Create CityGML export
- Web services



History

- 2005 MSc student from Structural Design Lab, (Rinocerous, CFD for wind simulations)
- LR students (Delft, The new Church in Google Earth)
- Architecture students (physical model)









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Important concept: Levels of Detail



Current status

- LOD1 (extrusion model complete)
- LOD2 (few buildings)
- LOD3 (few buildings) also in CityGML
- LOD4 (not yet, at the end of December)
- Management in DBMS (developing data model)









LOD2 – block +roof



LOD3 –architectural envelope



Work of Ludvig 3DIM (also Wiebke)

- Extension of the concept of CityGML
 - Above, bellow, on the terrain
 - subsurface features
 - intersection rules
 - Adjust objects according to NEN3610 and other international
- Create data set
- 2 implementations in Oracle Spatial







Toposcopie - CityGML

- Model 4 buildings within TUD
 - LOD 2

File Edit View Insert Navigation Tools Extras Window Help

Туре

Project

Compass

Background

SkyDome

City Model

Bookmark

Terrain

NavigationS..

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indvormgevingtudelit 🥐 All 🚷 🖽 🔳

BuildingPart (brug)
BuildingPart (Linksonder voor)
BuildingPart (O)
BuildingPart (O)
BuildingPart (O)
buildingPart (O)
buildingPart (D)

abstractbuildingADE outerBuildingInstallation storeyHeightsBelowGround storeyHeightsAboveGround outerCharacteristic

A LandXplorer CityGML Viewer

M. N?

LandXplorer Project

- 🗹 🛞 Compass

- Default Sky

--- 🗋 💒 Terrain

Hierarchy Type

CityGML Browse

Type (Name)

- Dynamic Sky

Indvormgevingtudelf

- 🗹 Navigation Settings

- Start-up Position

Name

- Photorealistic textures
- Greate City GML export (the first in NL!!!)





People

- Peter Kadlek (Java, extrusion model for KML)
- Dave Houben (AutoCAD)
- Ludvig Emgard (FME)
- Shuman Kibria (ArcGIS)
- Toposcopie (<u>http://www.toposcopie.nl/</u>)
- Students at OLRS (PhotoModeller, Sketchup)





