
3D GIS WORKSHOP AND TUTORIAL

GISRUUK 2015

INTRODUCTION

No longer bound by traditional 2D physical representations, there is a steady shift towards three-dimensional data (3D) allowing for a less abstract version of the real world. The workshop aims to provide an introduction to working with 3D GI data as well as raising awareness and understanding of the capabilities of the third dimension. Attendees will gain experience working with a variety of 3D packages and plugins including ArcScene, Google Earth, QGIS, Three.js and FME, learning to handle, process and present data in 3D.

This workshop is being run by Dr Claire Ellul (UCL) and Kelvin Wong (UCL). Claire is a lecturer in Geographic Information Science (GIS) in the Department of Civil, Environmental and Geomatic Engineering and is the Director of MSc in GISci. Her research interests include 3D GIS, spatial databases, big data performance optimization and approaches for handling large quantities of spatial data. Kelvin is a 3D GIS researcher at the Department of Computer Science, and is currently working in conjunction with Ordnance Survey in developing a new 3D dataset for Great Britain.

THE WORKSHOP WILL PROVIDE

- An overview of the state of the art in 3D GIS;
- Experience with handling and processing 3D geographic information;
- An insight into the future of 3D GIS;
- A discussion on the challenges 3D GIS faces.

TIMETABLE

(Provisional)

Tuesday 14th April

1400	Workshop Registration
1430-1500	Introduction to 3D GIS
1500-1630	Using ArcScene, Google Earth and FME

Wednesday 15th April

1030-1100	Future of 3D GIS
1100-1300	QGIS and Three.js
1300-1400	Lunch