

V3ct3D

Structuring project

École nationale des sciences géographiques

09 december 2016

Brainware



FIGURE – img

Personal report

- ▶ Scrum master and part of a big team
- ▶ Tools
- ▶ 3D world
- ▶ Advanced thinking



BD UNI & BD TOPO

BD uni

- ▶ Is a database of vector data for the whole of France containing all the themes that constitute the commercial products of the IGN.
- ▶ Its regroup 10 domains : The road network, The building, the vegetation etc. . .
- ▶ The vector component of the RGE

BD TOPO

- ▶ Is the topographic component of the RGE

iTowns

- ▶ IGN technology platform : viewing and exploiting 3D geographic data
- ▶ Written in Javascript/WebGL
- ▶ Collective intelligence : Several companies are participating in the project :
 - ▶ IGN
 - ▶ Oslandia
 - ▶ AtolCD
- ▶ Github : <https://github.com/iTowns/itowns>
- ▶ Supported data types :
 - ▶ Panoramic images
 - ▶ Point Clouds
 - ▶ 3D textured models
 - ▶ WFS Vector

Personnal report

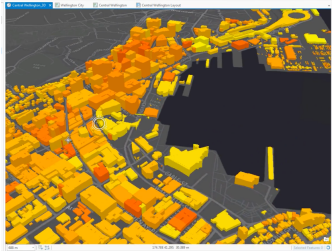
This project allowed me to :

- ▶ Discover iTowns ;
- ▶ Discover cesium ;
- ▶ And be able to write in Markdown.

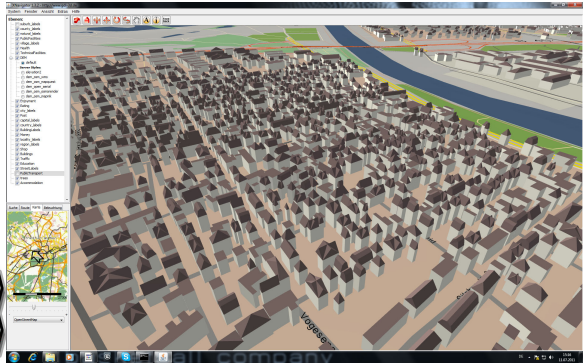
Different kind of data to do 3D



ArcGIS®



Different kind of data to do 3D (2)



Personal report - Victor BRINON

Computer skills

- ▶ Markdown
- ▶ Github
- ▶ Taiga
- ▶ Slack

Social skills

- ▶ Work in a big group
- ▶ Communication
- ▶ Relationships
- ▶ Daily meeting

Processing chain md => pdf

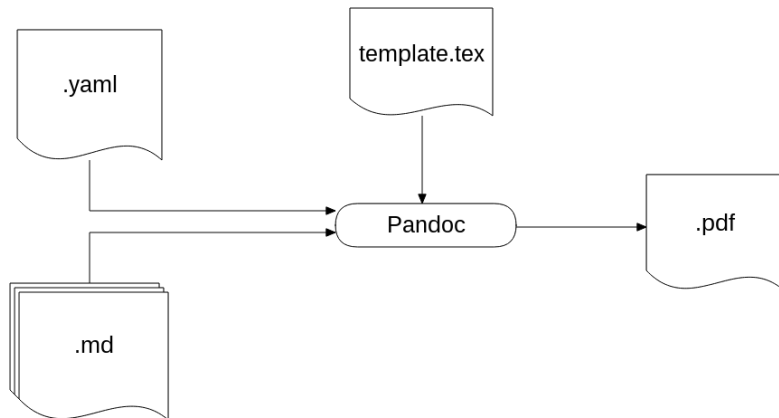


FIGURE – Processing chain

Use case diagramm

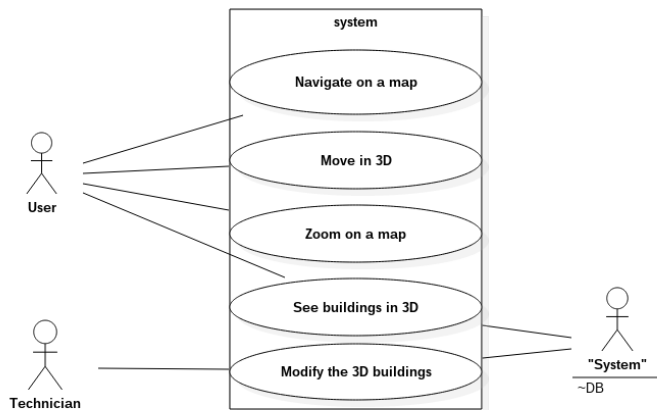


FIGURE – Use case diagram

Personal report - Hugo BALTZ

Computer skills

- ▶ Pandoc
- ▶ Markdown
- ▶ UML diagrams
- ▶ 3D-Viewer

Social skills

- ▶ Organization
- ▶ Relationships
- ▶ Communication
- ▶ Efficiency

Production chain : global

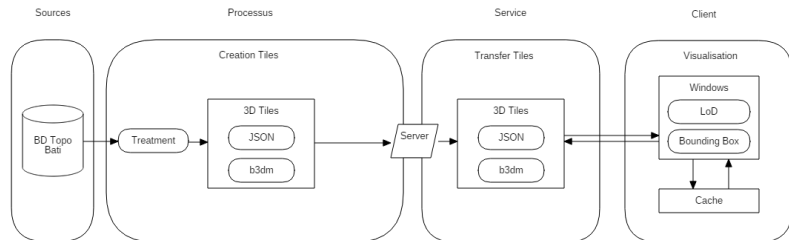


FIGURE – Production chain

Personal report - Julie MARCUZZI

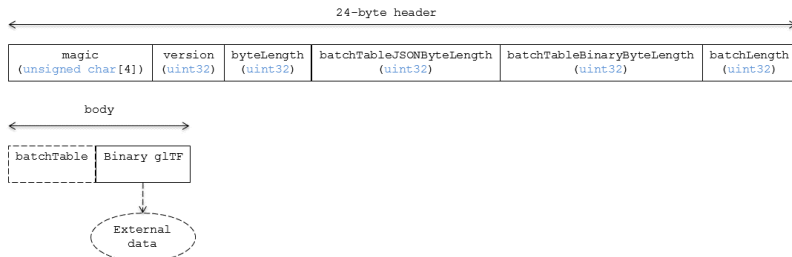
- ▶ Learn Markdown methods
- ▶ UML diagrams
- ▶ Communication
- ▶ Discover Cesium, file format & library

b3dm *Batched 3D Model*

OGC is considering a proposed work item for 3D Tiles as a Community

The Batched 3D Models is an initial tile format proposed by **Open Geospatial Consortium (OGC®)** for **buildings**, terrain, massive models, etc. and the transfer of **3DTiles**.

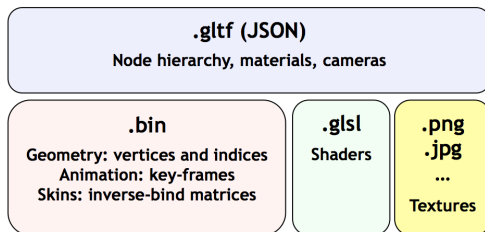
A tile is composed of two sections : a **header** immediately followed by a **body**, i.e. Binary glTF.



glTF *GL Transmission Format*

Used by 3DTiles

- ▶ Efficient, extensible, interoperable format (3D transmission and loading)
- ▶ Preserve full hierarchical scenes
- ▶ Making no assumptions about the target application or 3D engine.

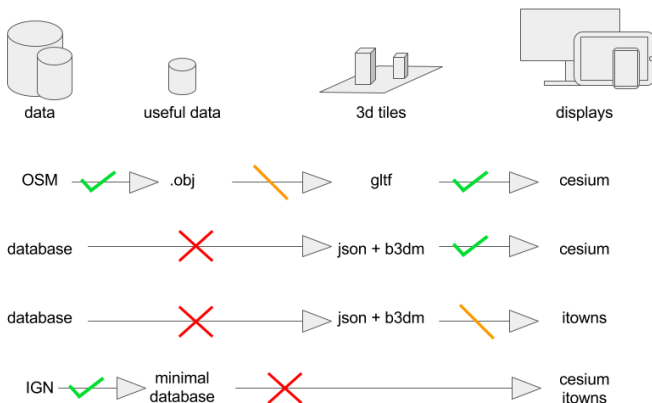


Personal report

- ▶ Rediscovery of **Cesium** & Node js
- ▶ Discovery of streams (WMTS) and **file transfers** (gltf, b3dm ...) + library js like OpenLayers
- ▶ Knowledge about **Markdown**
- ▶ Curious and Analytical mind

Demonstrator

Explanations



Demonstrator

Movie time

Personal report

- ▶ Relationship :
 - ▶ Oslandia team
 - ▶ IGN team
- ▶ Technical skills :
 - ▶ 3d data mechanisms
 - ▶ cesium exploration
 - ▶ iTowns exploration
- ▶ Team skills :
 - ▶ team splitting
 - ▶ feedbacks

Conclusion

- ▶ Suggestion of a chain of production
- ▶ Creation of an interest

