V3ct3D

Structuring project

École nationale des sciences géographiques

09 december 2016

Brainware

Method Scrum

- Daily sprints
- group of 14 people

FIGURE: Brainware

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
- Writen 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

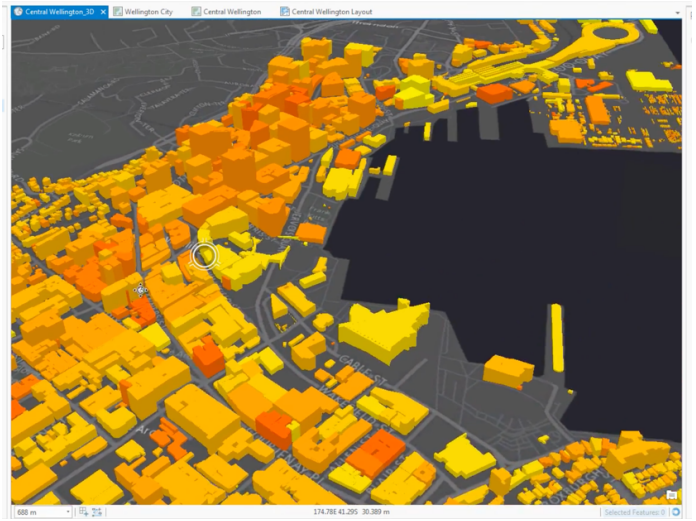
Personnal report

This project allowed me to :

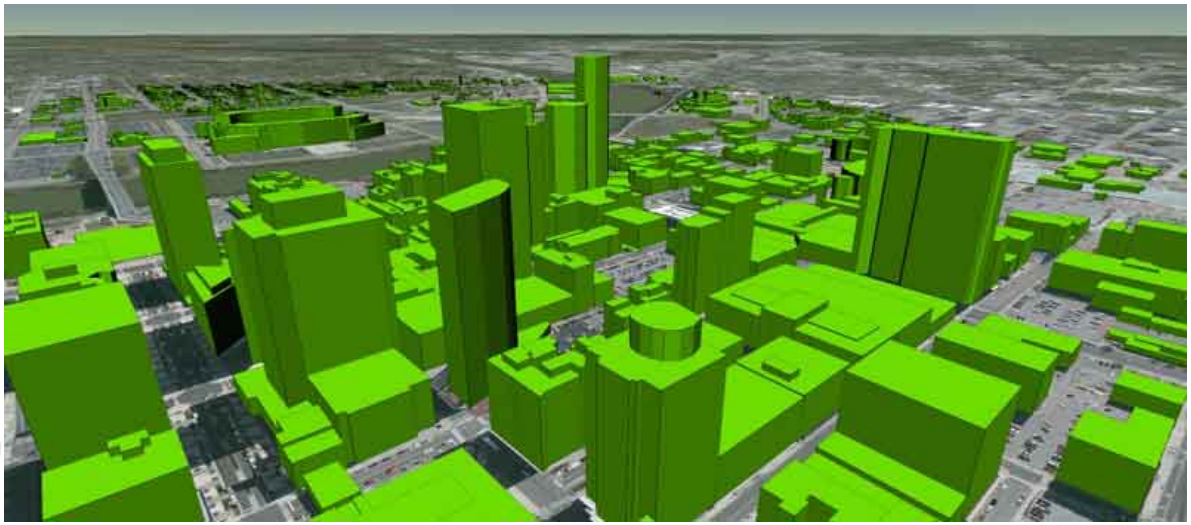
- Discover iTowns ;
- Discover cesium ;
- And be able to write in Markdown.

Different kind of data to do 3D

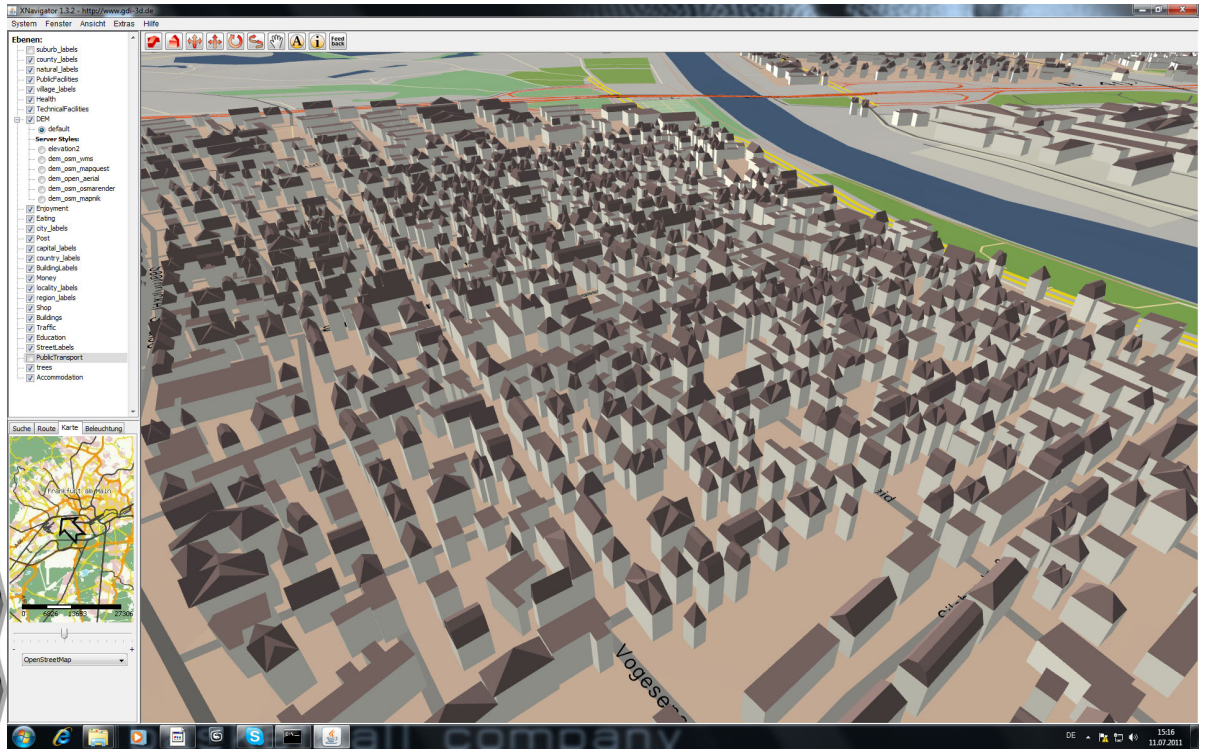
ESRI ArcGIS®



CityGML



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

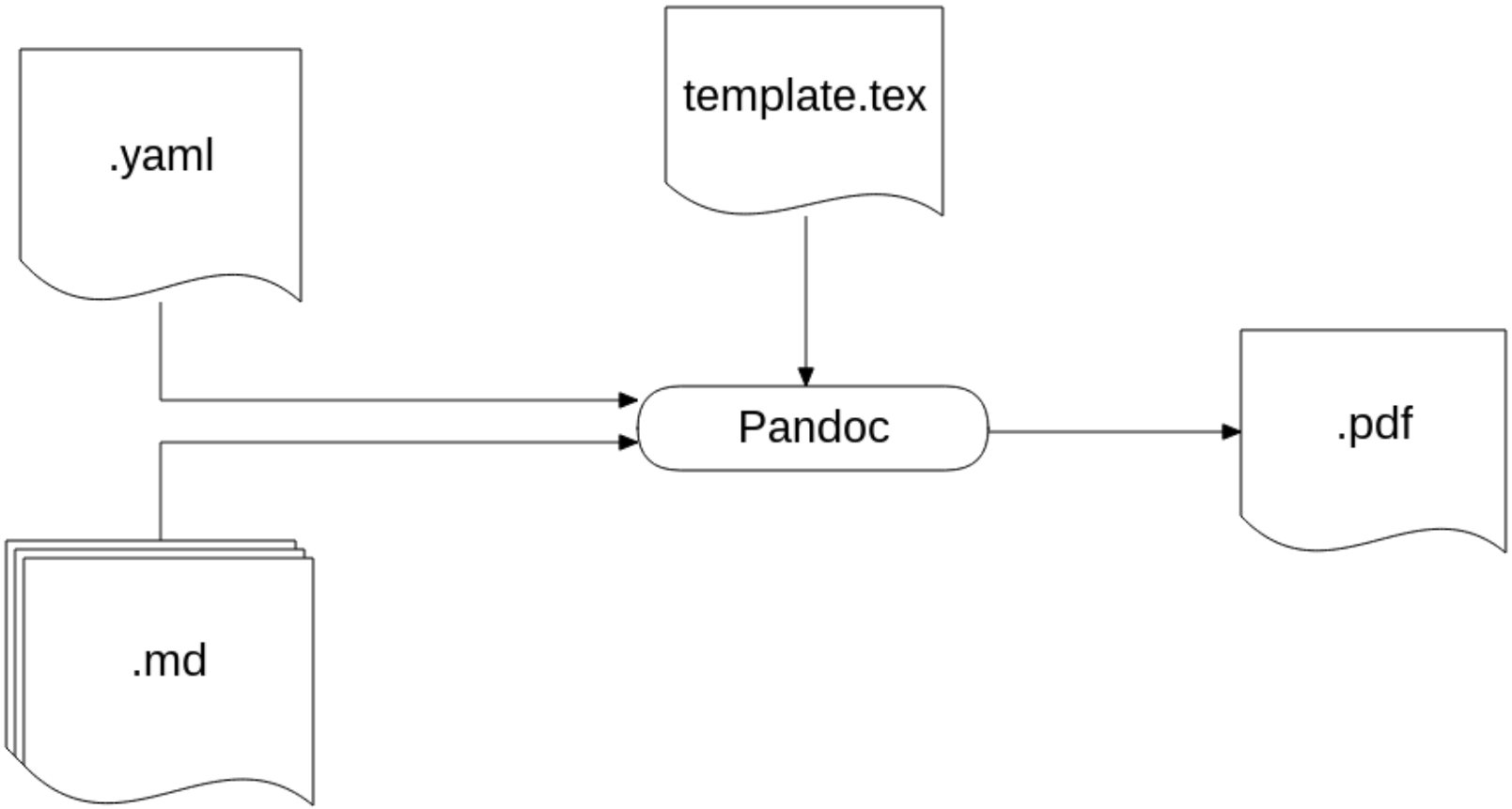


FIGURE: Processing chain

Use case diagramm

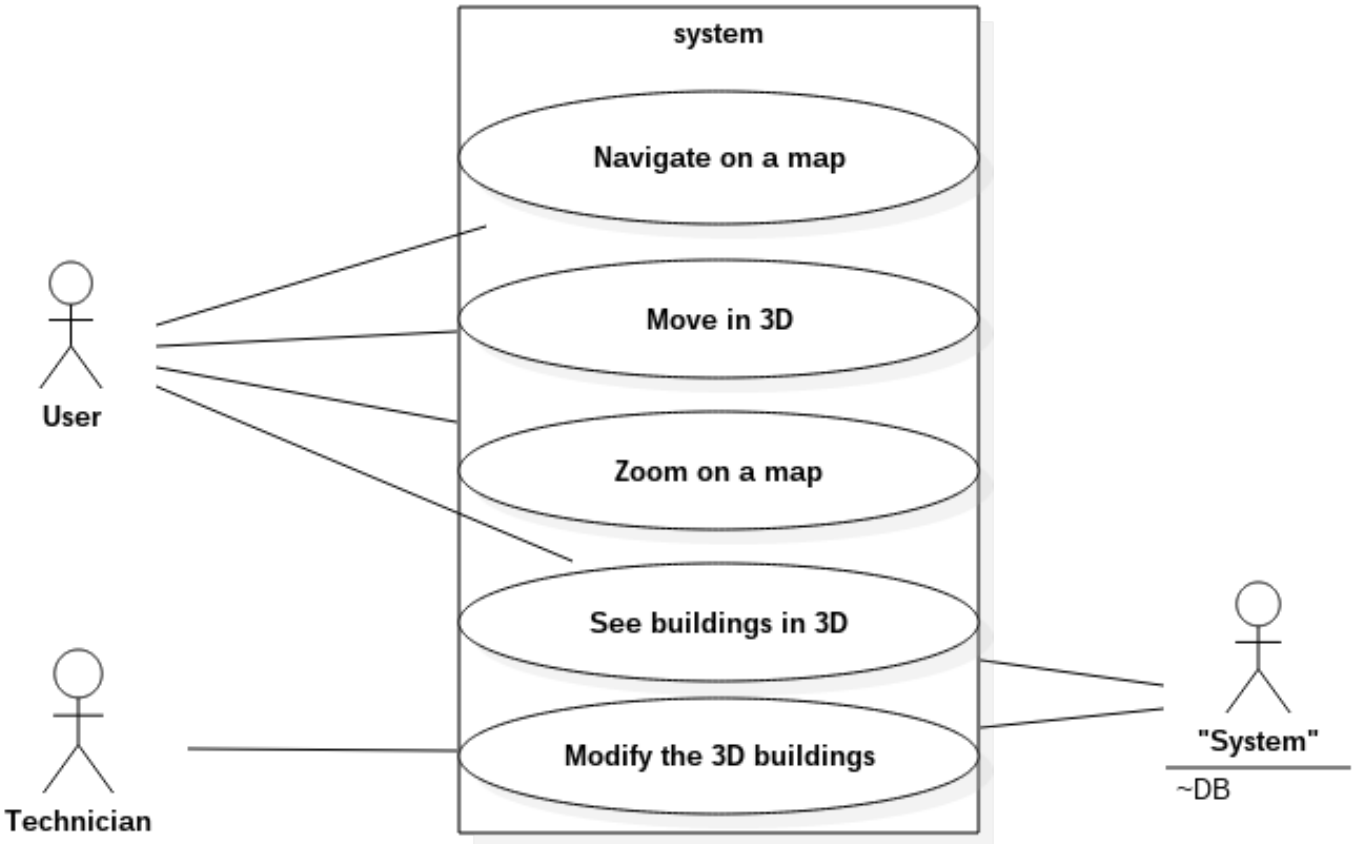


FIGURE: Use case diagram

Personal report - Hugo BALTZ

Computer skills

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

Social skills

- Organization
- Relationships
- Communication
- Efficiency

Production chain : global

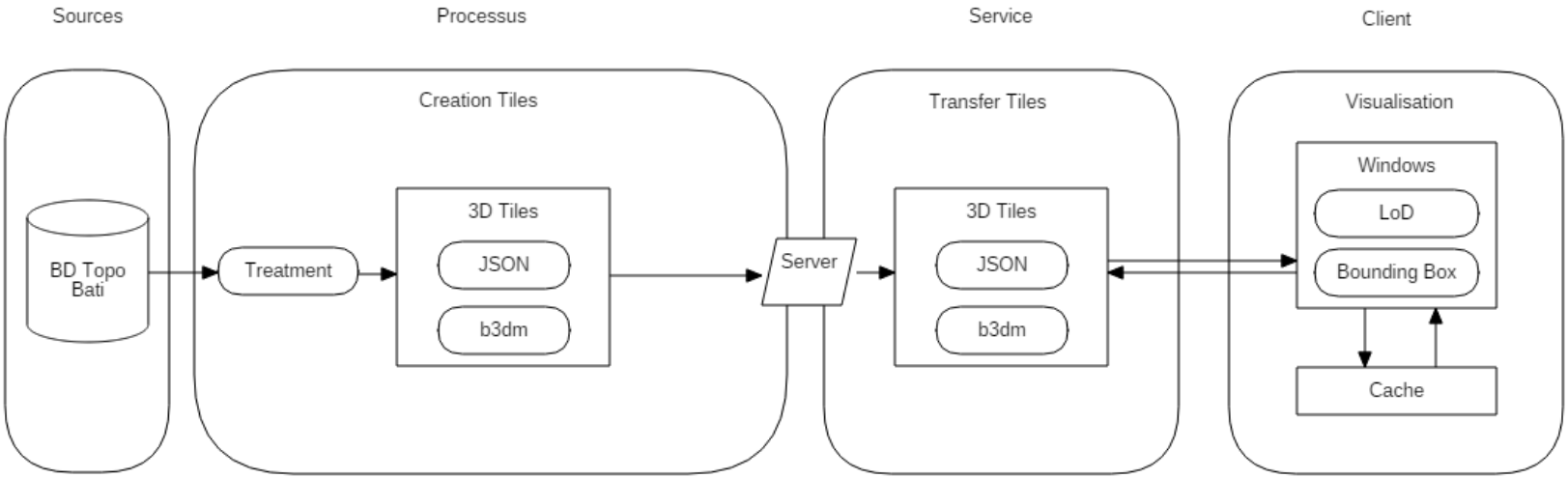


FIGURE: Production chain

Personal report - Julie MARCUZZI

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

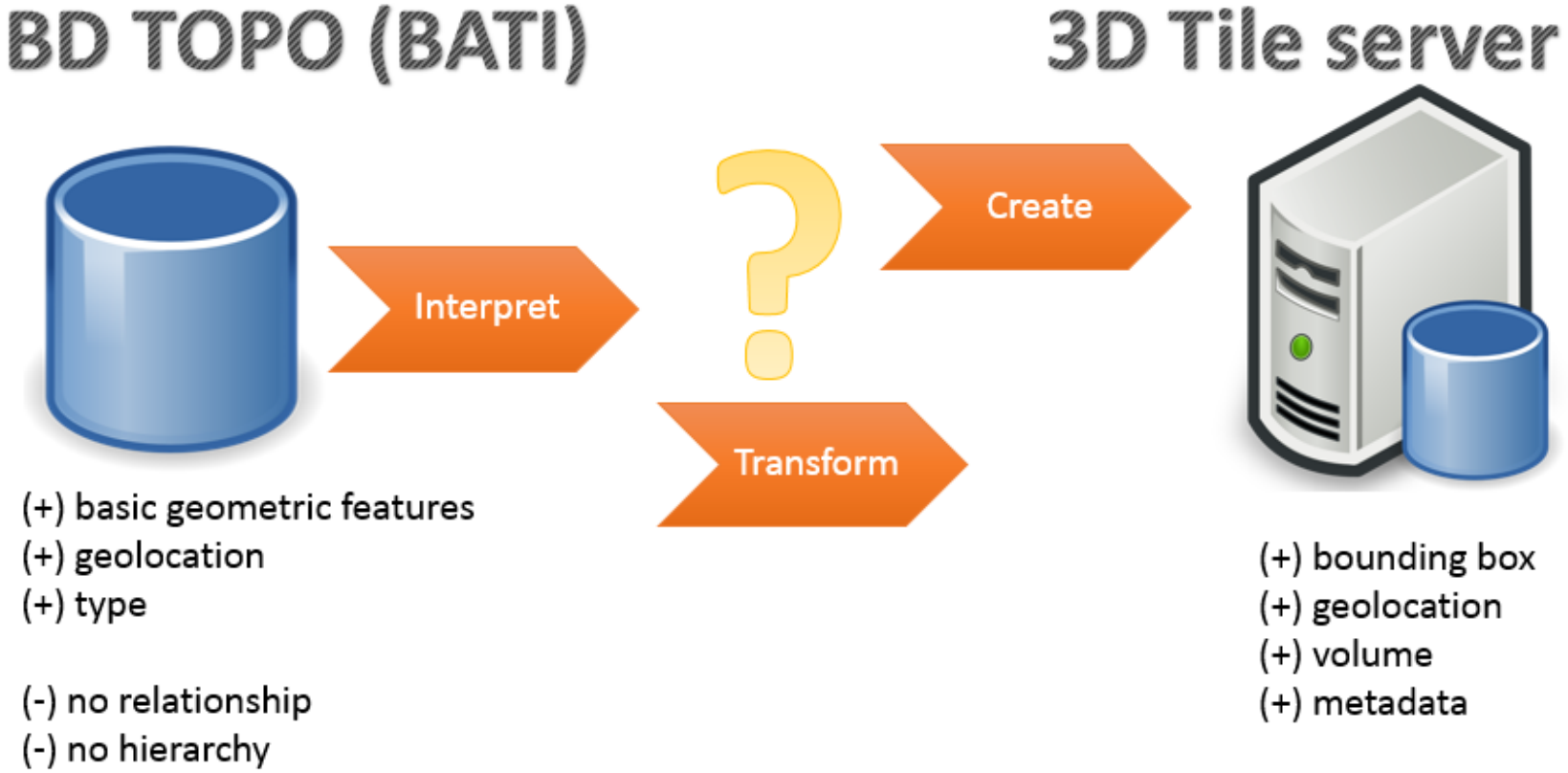


FIGURE: 3DTileGen

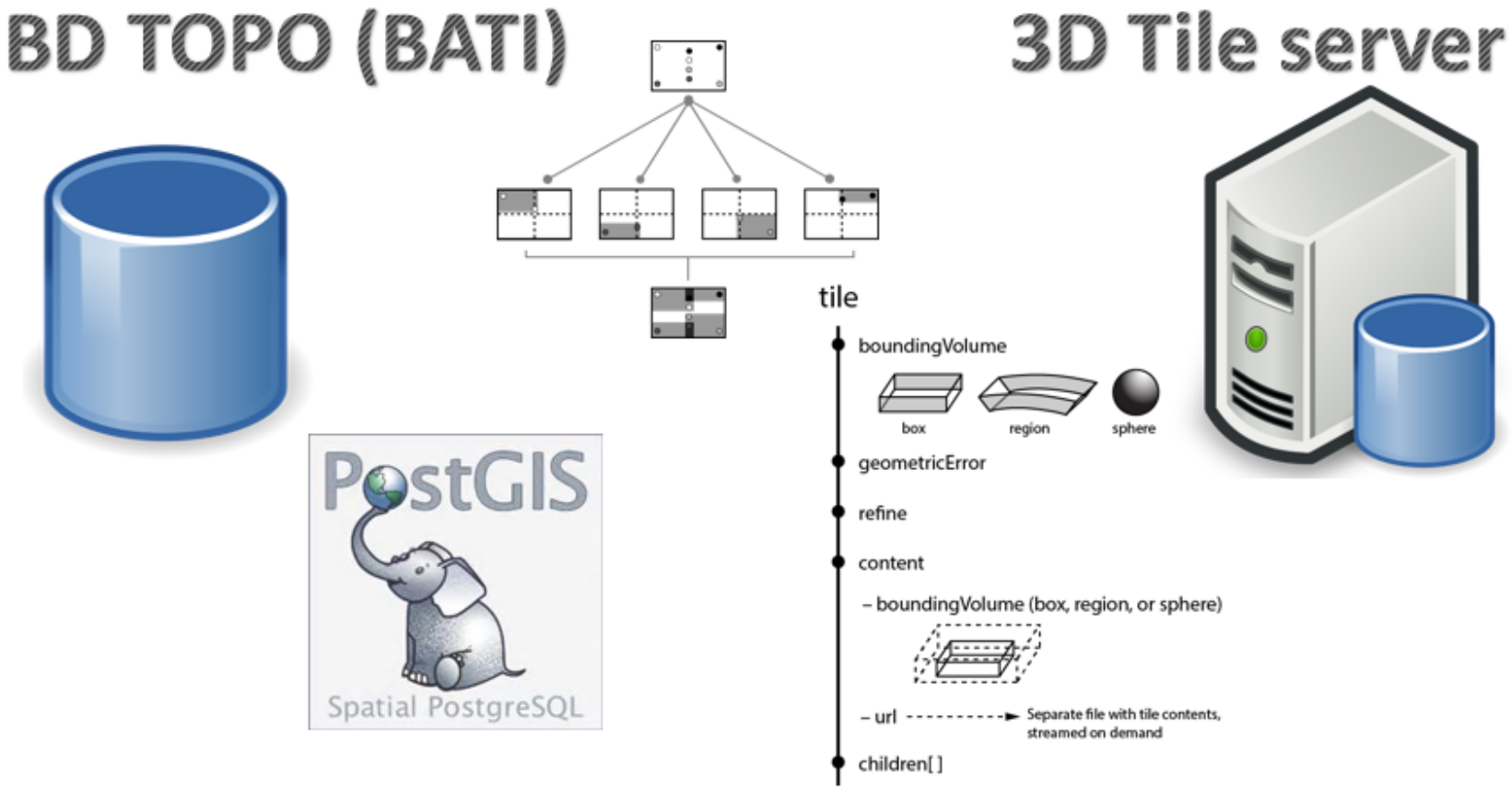


FIGURE: 3DTileGen

Personal report

Improved knowledge in Geomatic

- Vocabulary, geolocation, data representation

Discovery of current standards and libraries

- Cesium, 3D Tiles, webGL, postGres, ...

Team work

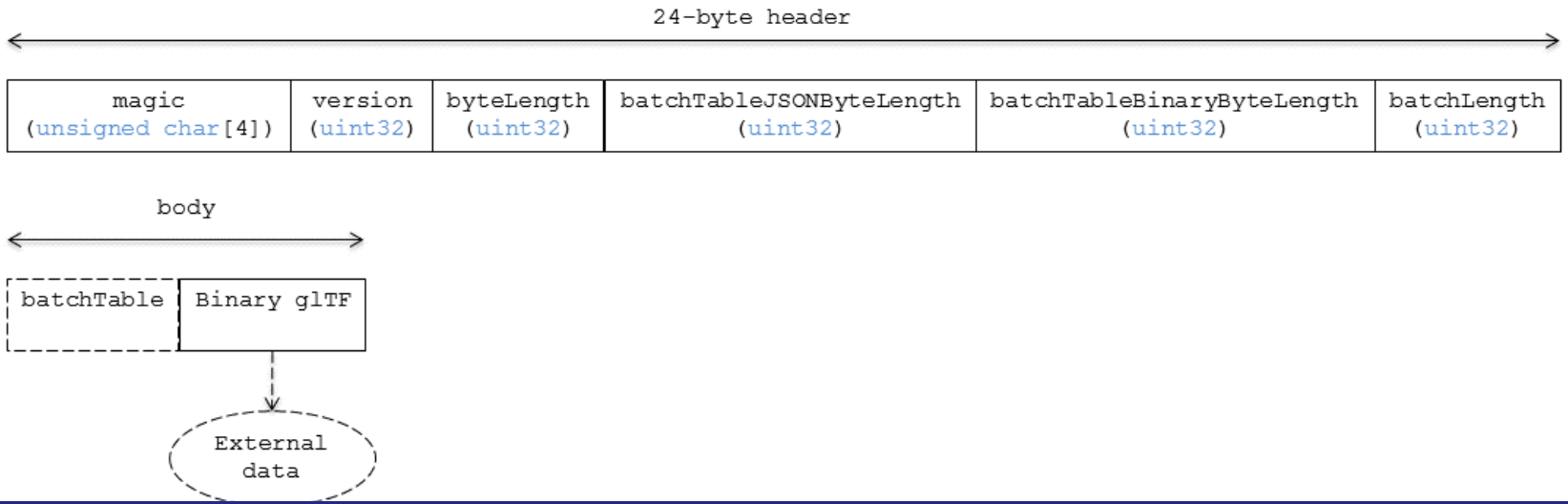
- Large team, tiny sprints = hard work

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**.

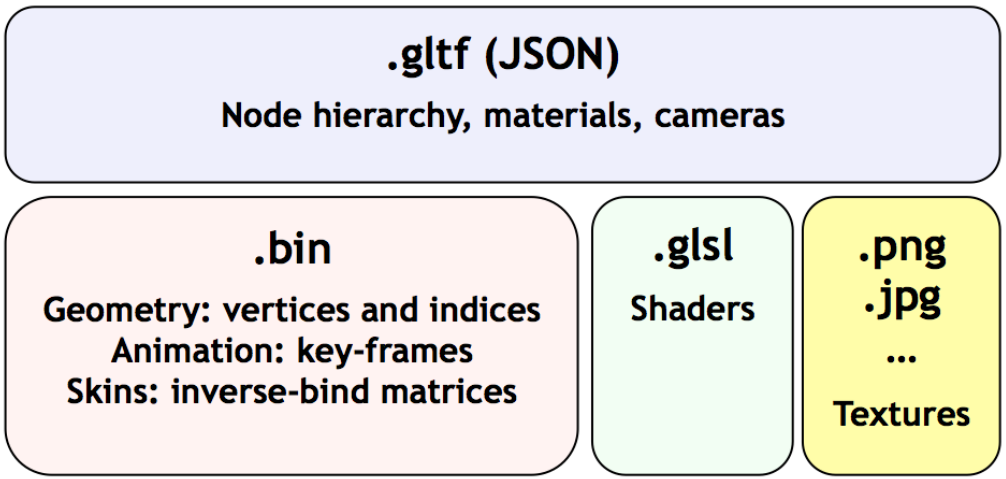
A tile is composed of two sections : a **header** immediately followed by a **body**, i.e. Binary glTF.



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.

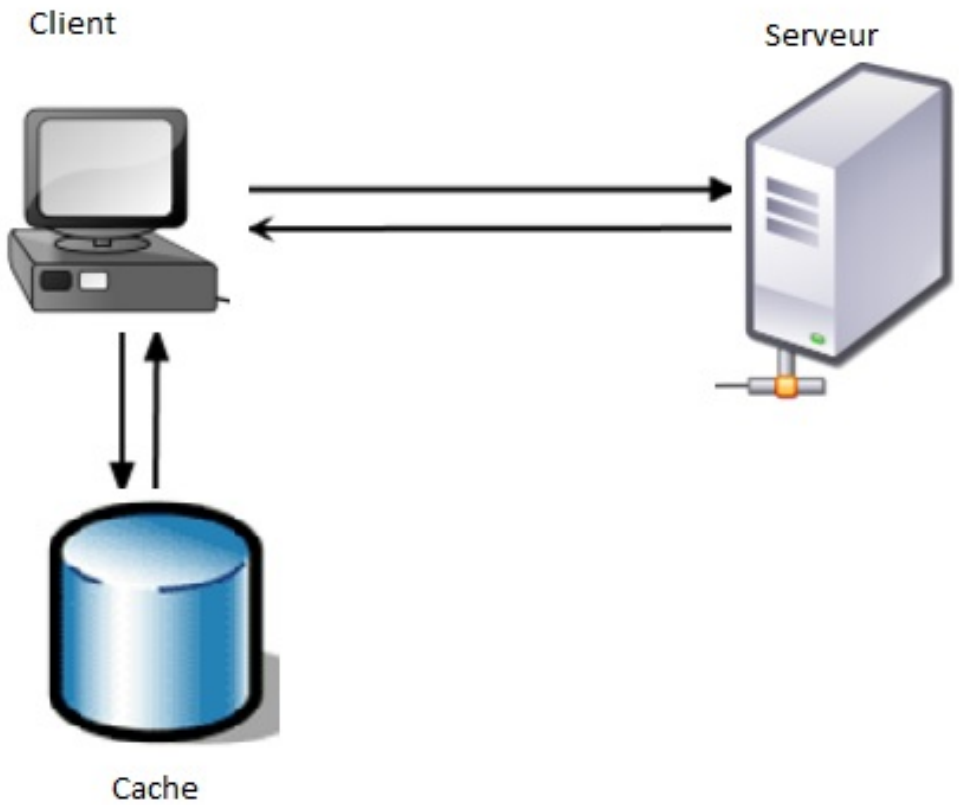


Personal report

- 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

Visualisation : Process

- Initialisation : Global tileset
- Request : Bounding Box, LOD
- Cache



Visualisation :Response

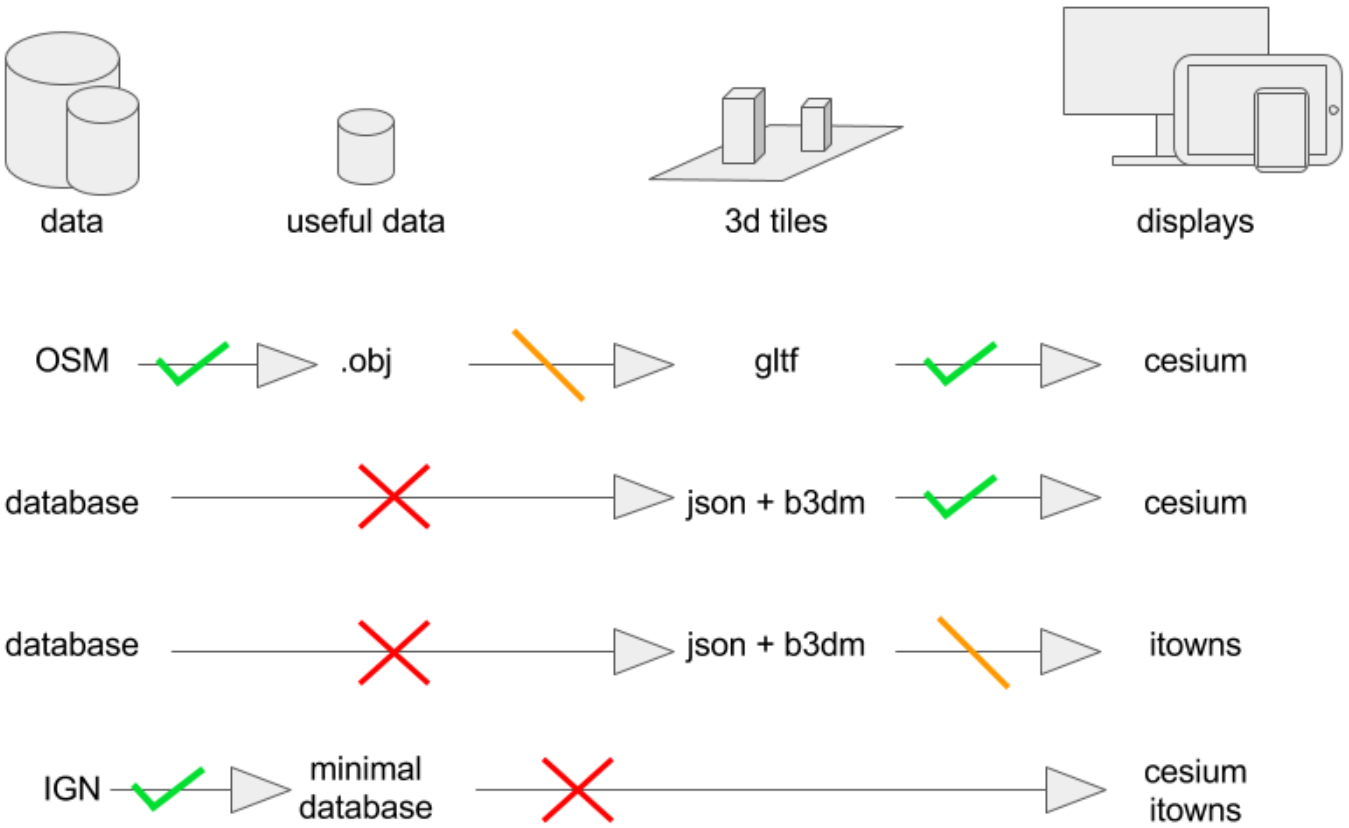
- 3d tiles format : gltf
- GLTFLoader : three.js

Personal report - Hind HAMYA

- Discovery of 3D libraries
- Discovery of an open standard XML schema : Collada
- Writing standard : Markdown

Demonstrator

Explainations



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