

# V3ct3D - Annexe

## Structuring project

École nationale des sciences géographiques

10 december 2016

# Use case diagramm

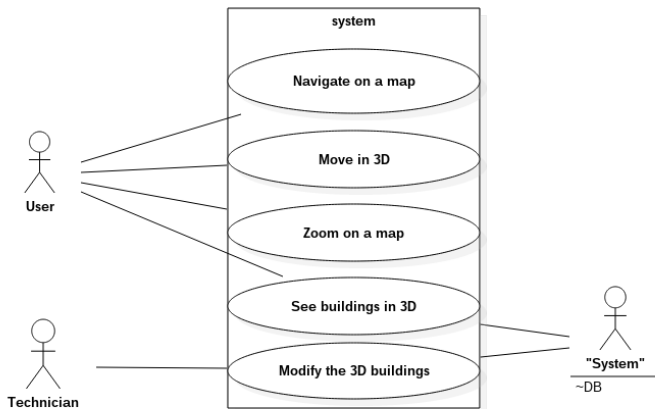


FIGURE: Use case diagram

# Processing chain md => pdf

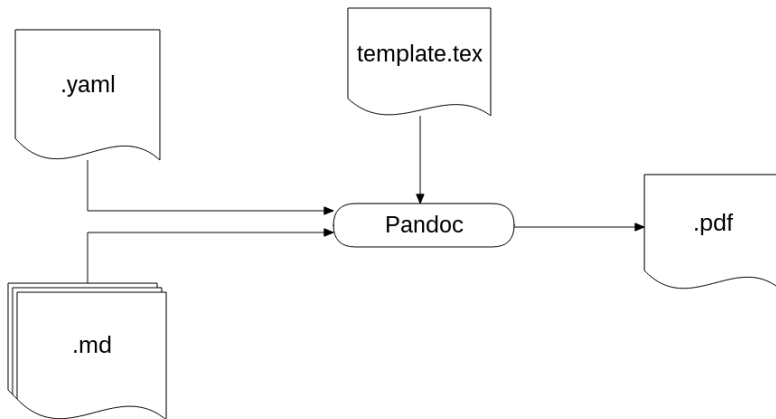


FIGURE: Processing chain

# Personal report - Hugo BALTZ

## Computer skills

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

## Social skills

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

# Personal report

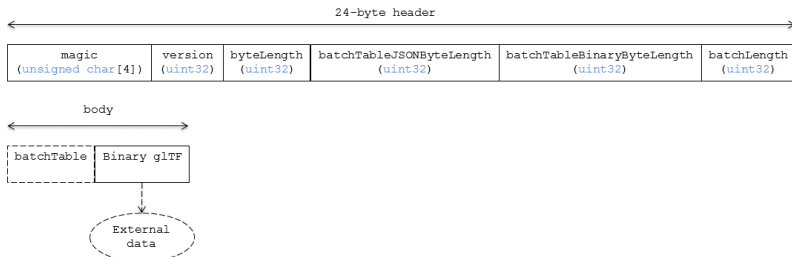
- ▶ Rediscovery of **Cesium** & Node js
- ▶ Discovery of streams (WMTS) and **file transfers** (gltf, b3dm ... ) + library js like OpenLayers
- ▶ Knowledge about **Markdown**
- ▶ Curious and Analytical mind

## 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

**.gltf (JSON)**

**Node hierarchy, materials, cameras**

**.bin**

**Geometry: vertices and indices**  
**Animation: key-frames**  
**Skins: inverse-bind matrices**

**.glsl**

**Shaders**

**.png**

**.jpg**

...

**Textures**

\* Providing an efficient, extensible, interoperable format for the transmission and loading of 3D content. \* Able to faithfully