



3D in QGIS

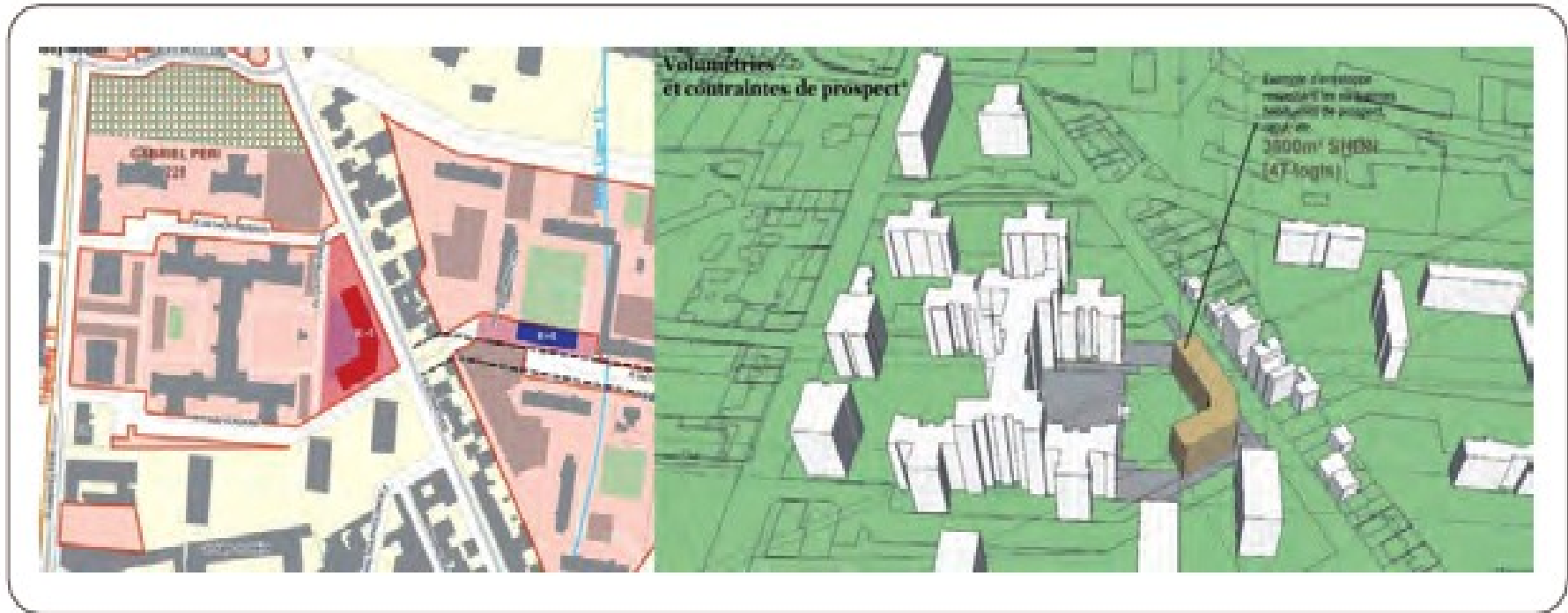


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Partial FEDER funding
Focus on urban planning

e-PLU



GIS Layer on top of CGAL

SFCGAL

Some operators :

3Dintersects

3Dintersection

3Dconvexhull

Tessellation

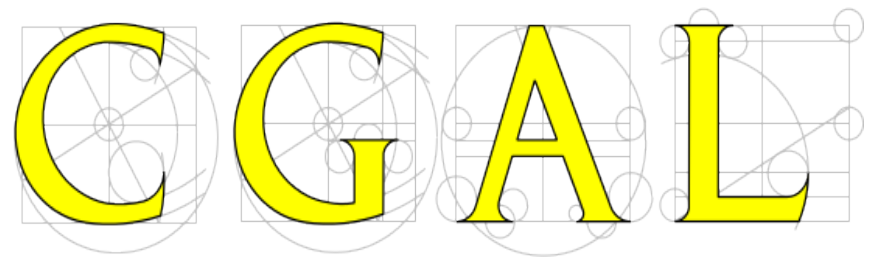
Straight skeletons

Extrusion

1.0 release in July

www.sfcgal.org

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SFCGAL is integrated into PostGIS 2.1

3D storage is in

SFCGAL provides :

- ST_3Dintersects

- ST_3Dintersection

- ST_Extrude (2D -> 3D)

- ST_3Dconvexhull

- ST_StraightSkeleton

- ST_Tessellate...



Postgis 3D in QGIS

First attempt using Globe
Video

<http://vimeo.com/54776907>

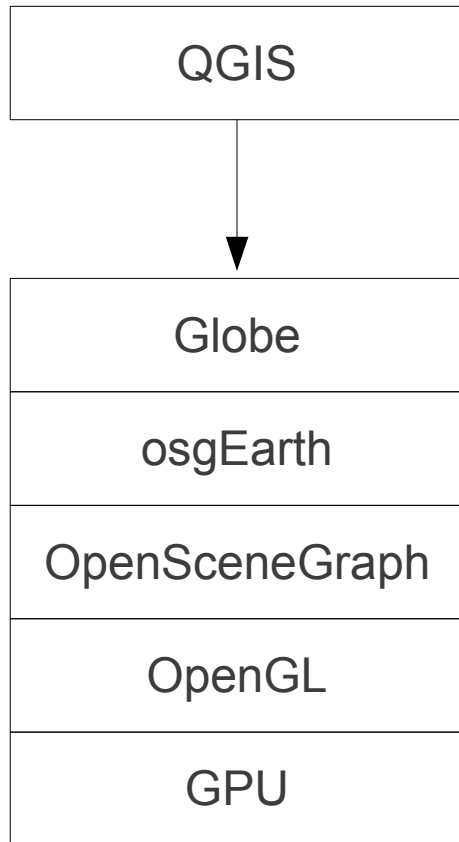


PostGIS 3D in QGIS

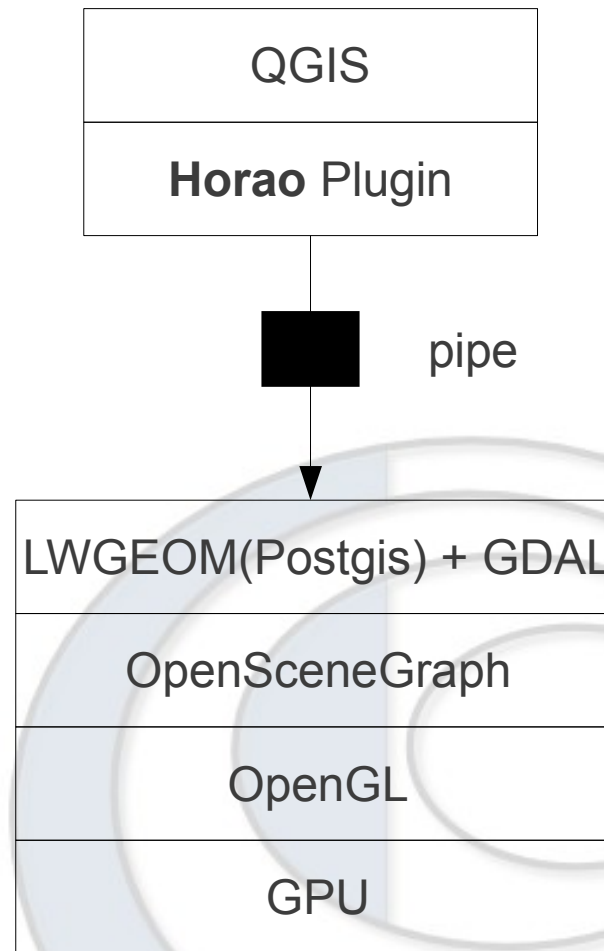
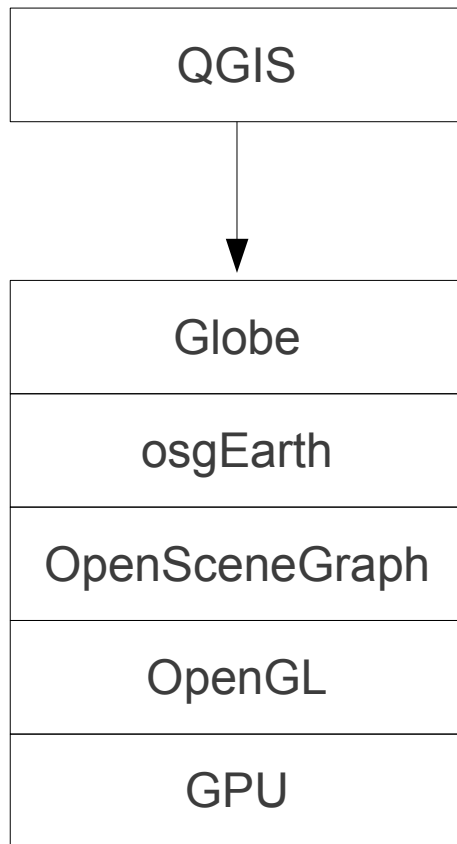
OsgEarth :

Slow for a whole 3D layer

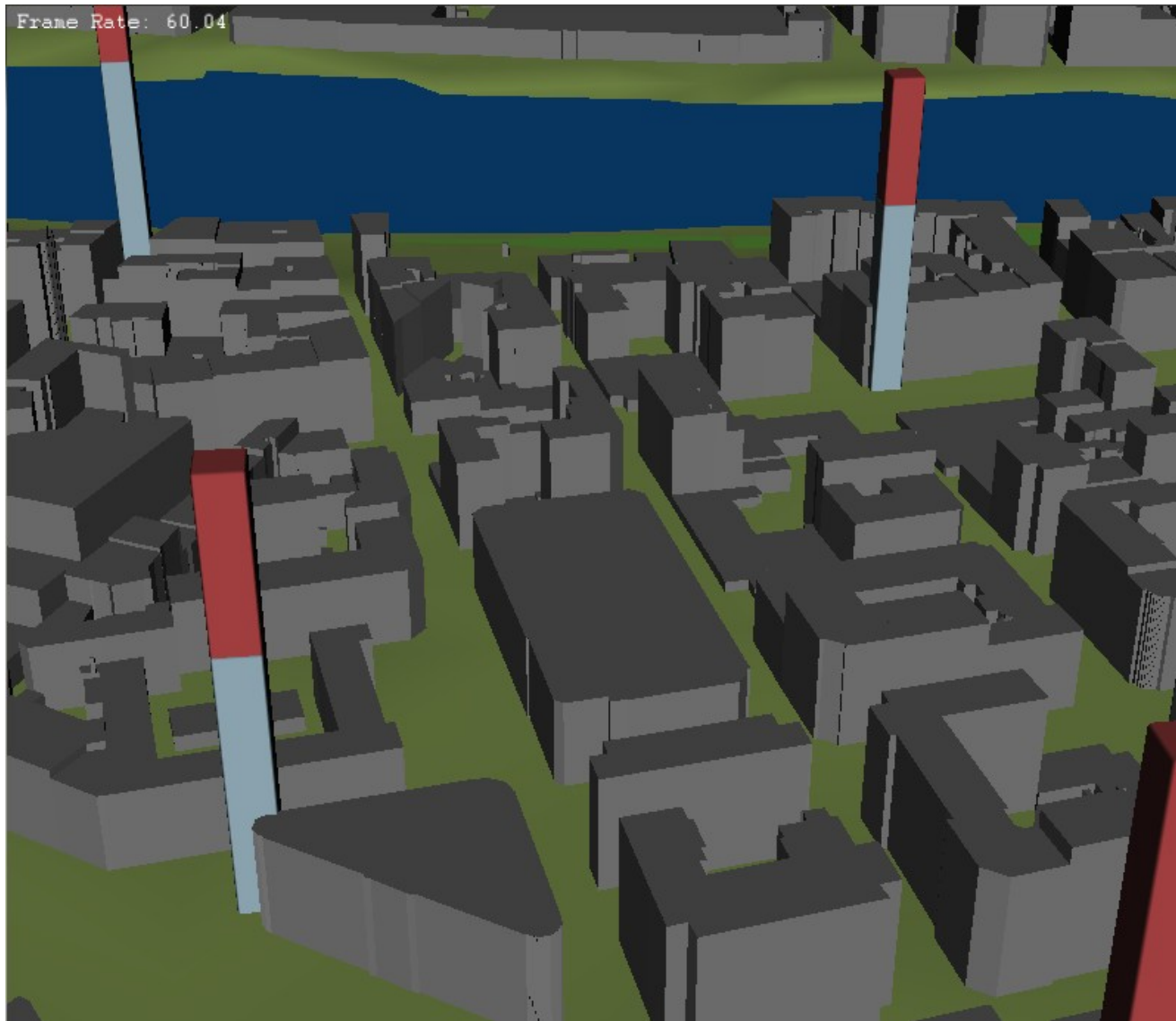
LOD strangely designed
(additive rather than
hierarchical)

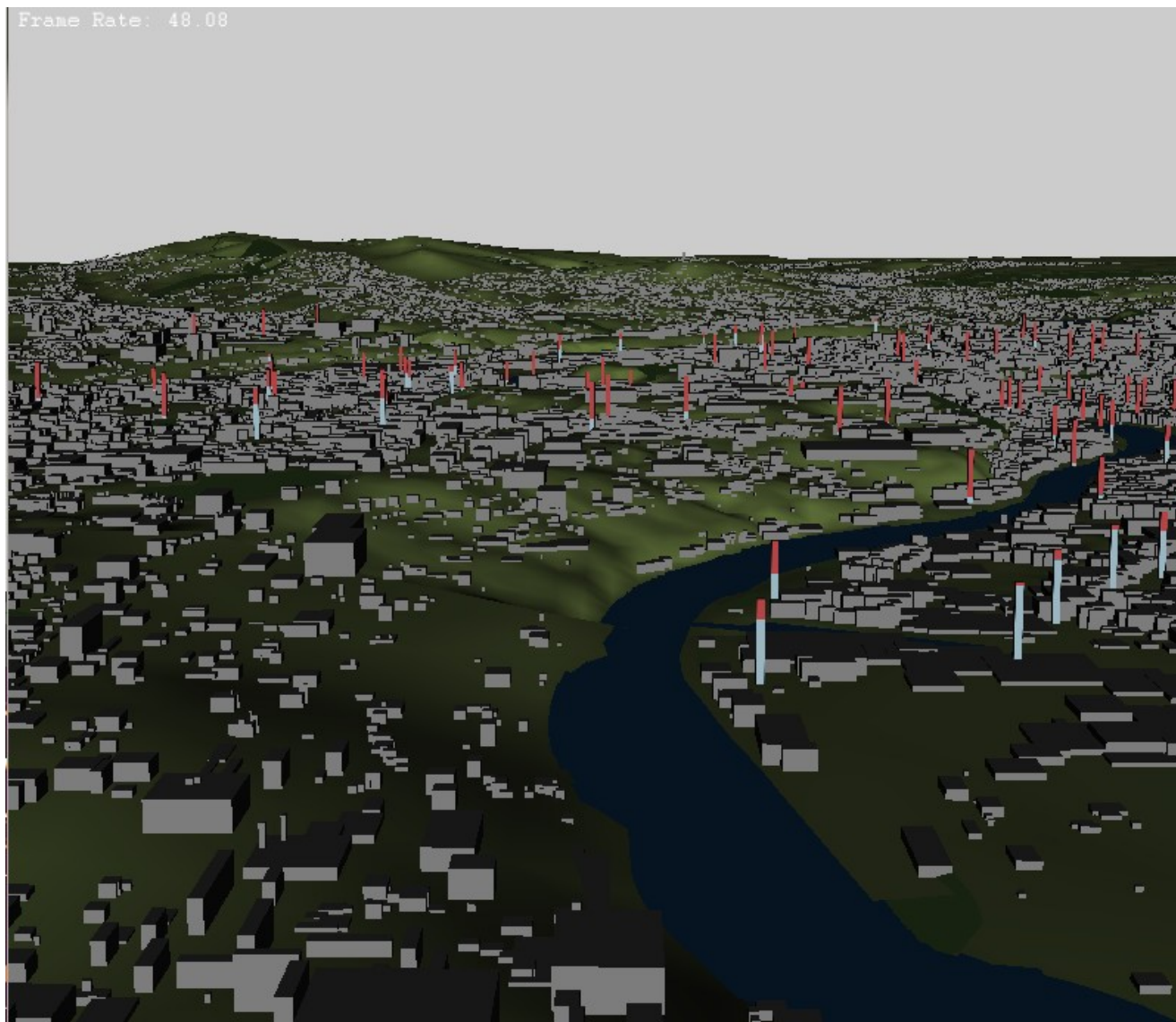


New architecture

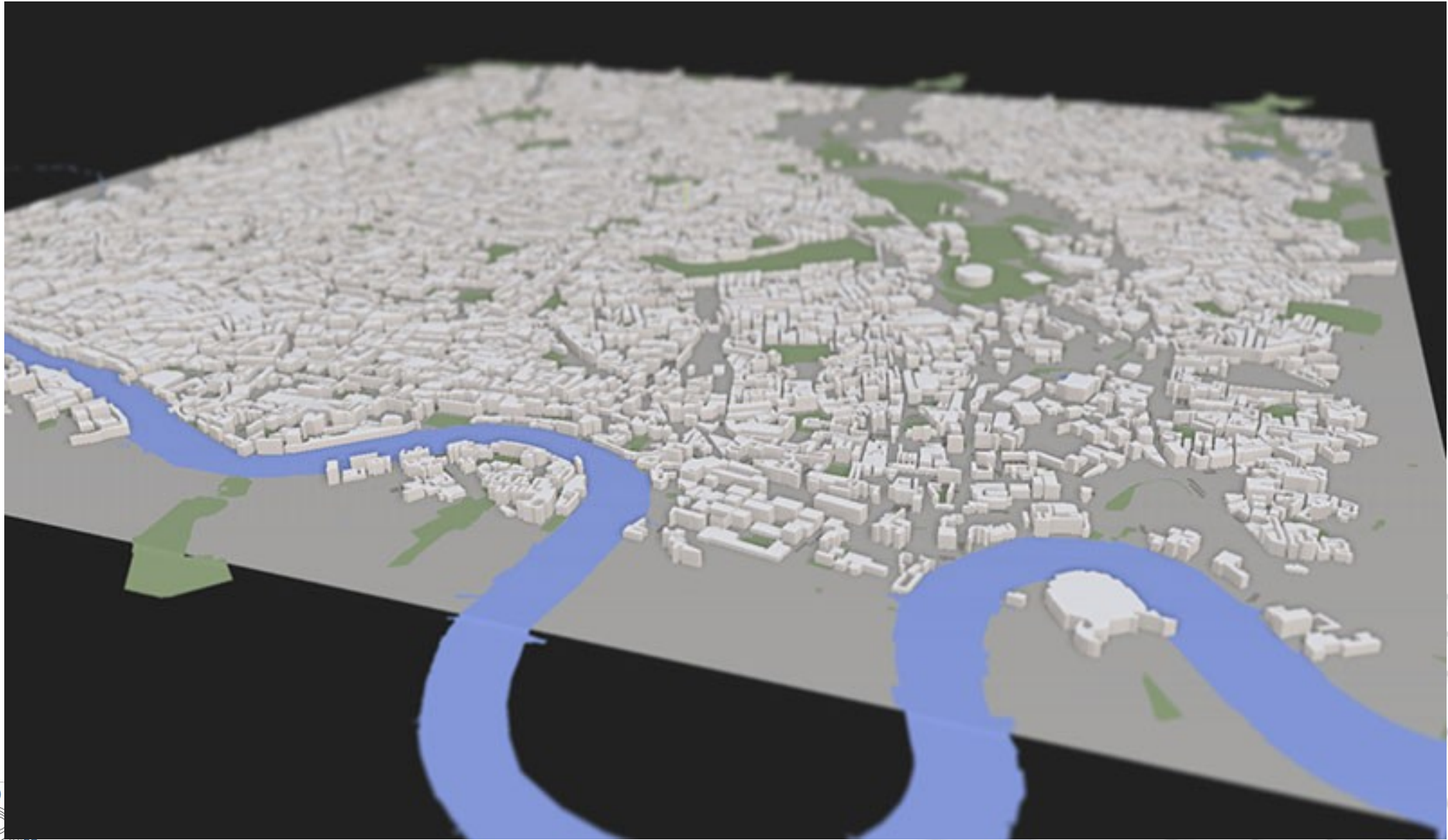


Now 30 fps at a minimum for a whole city
On a basic Intel GPU board





What we want : (ViziCities project)



Patches to QGIS

Add support for 3D types in the PostGIS provider (PR #826)

Emit a signal when properties of a layer change (PR #890)

<https://github.com/Oslandia/horao>