GIS goes 3D: an OpenSource stack

Oslandia Team

FOSS4G 2014 - Portland



E-PLU Project













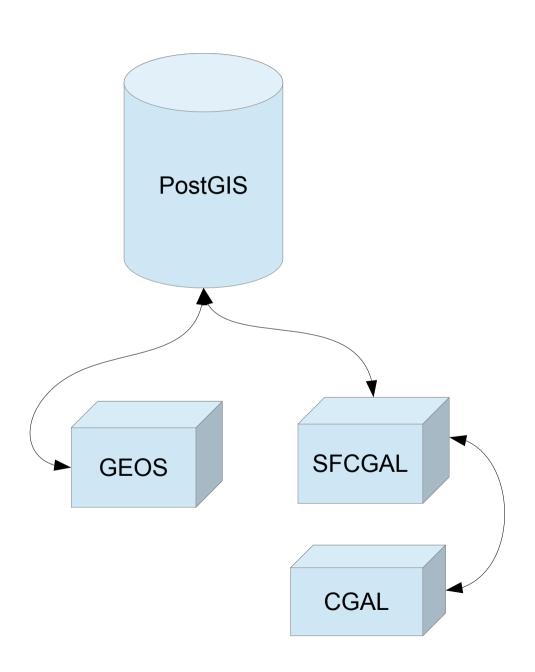






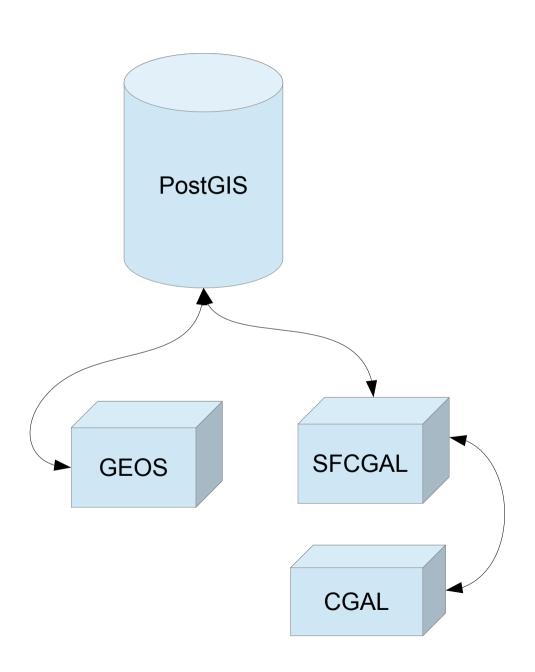


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CGAL



ST_3DIntersection

ST Tesselate

ST_3DArea

ST Extrude

ST_ForceLHR

ST Orientation

ST_MinkowskiSum

ST_StraightSkeleton

SFCGAL functions

ST 3DIntersection

ST_Tesselate

ST 3DArea

ST_Extrude

ST_ForceLHR

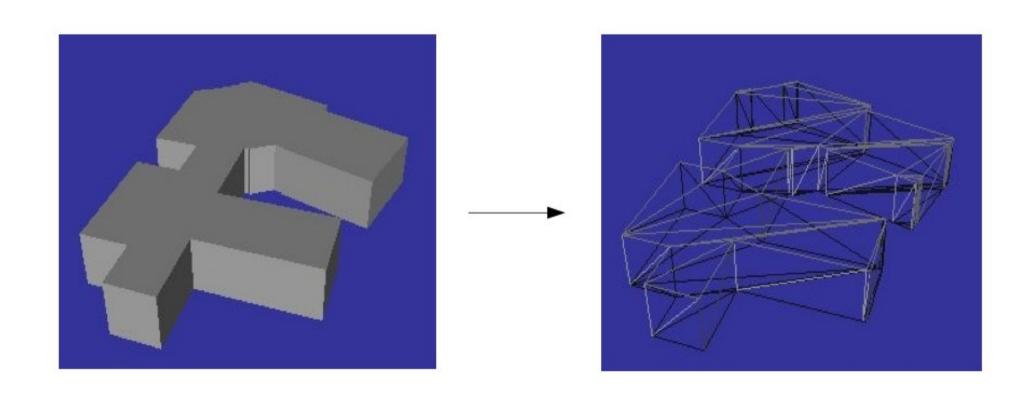
ST_Orientation

ST_MinkowskiSum

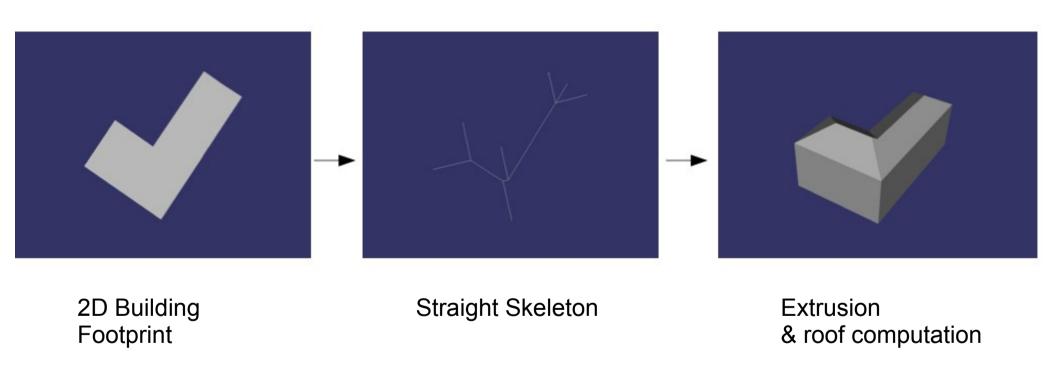
ST_StraightSkeleton

SFCGAL functions

ST_Tesselate



ST_StraightSkeleton



ST Intersects

ST_3DIntersects

ST_Intersection

ST Area

ST_Distance

ST_3DDistance

Both GEOS & SFCGAL

SET postgis.backend = 'geos';

SET postgis.backend = 'sfcgal';

Regress tests PostGIS for GEOS OK

GardenTest PostGIS OK

3D Invalid geometry proof OK

Wide user community not yet

SFCGAL perforances similar to GEOS ones for 2D (but with SFCGAL we gain arbitrary precision)

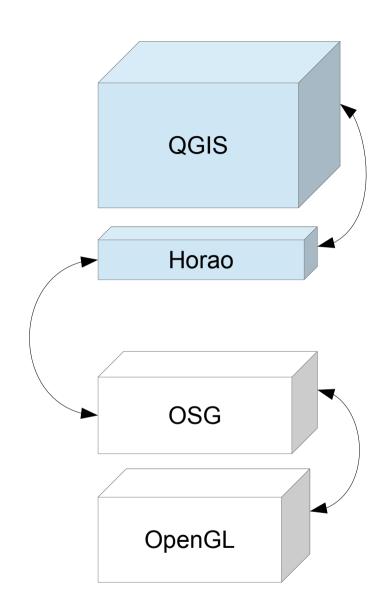
SFCGAL perfomances similar to GEOS ones for 2D (but with SFCGAL we gain arbitrary precision)

But some 3D computation could take time.

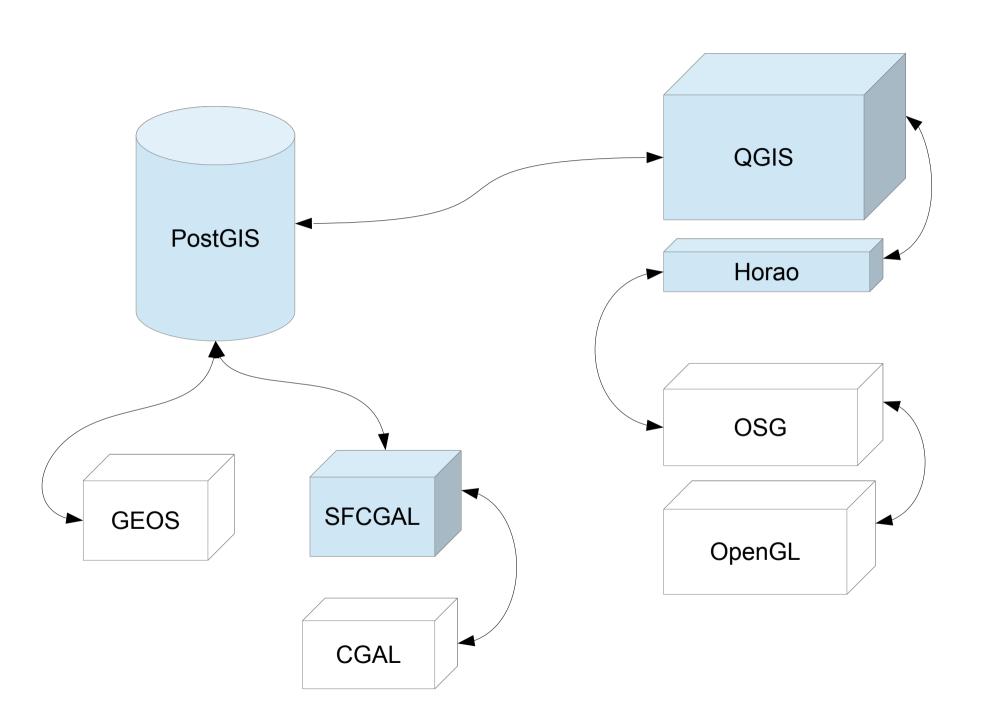
ISO 19107:2013

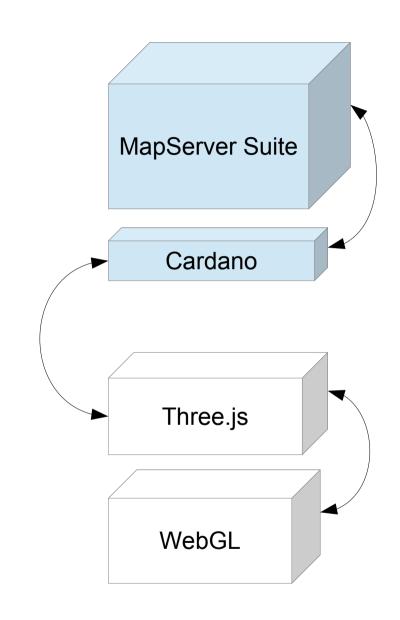
ISO 19125:2013

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https://vimeo.com/74869530





CREATE TYPE texture AS (url text,uv float[][]);

3DCityDB-Importer-Exporter to import Texture metadata in PostGIS

HTTP as static texture server

Gerolamo Cardano

OGC WS Client (Features & DEM)

Client Side Triangulation

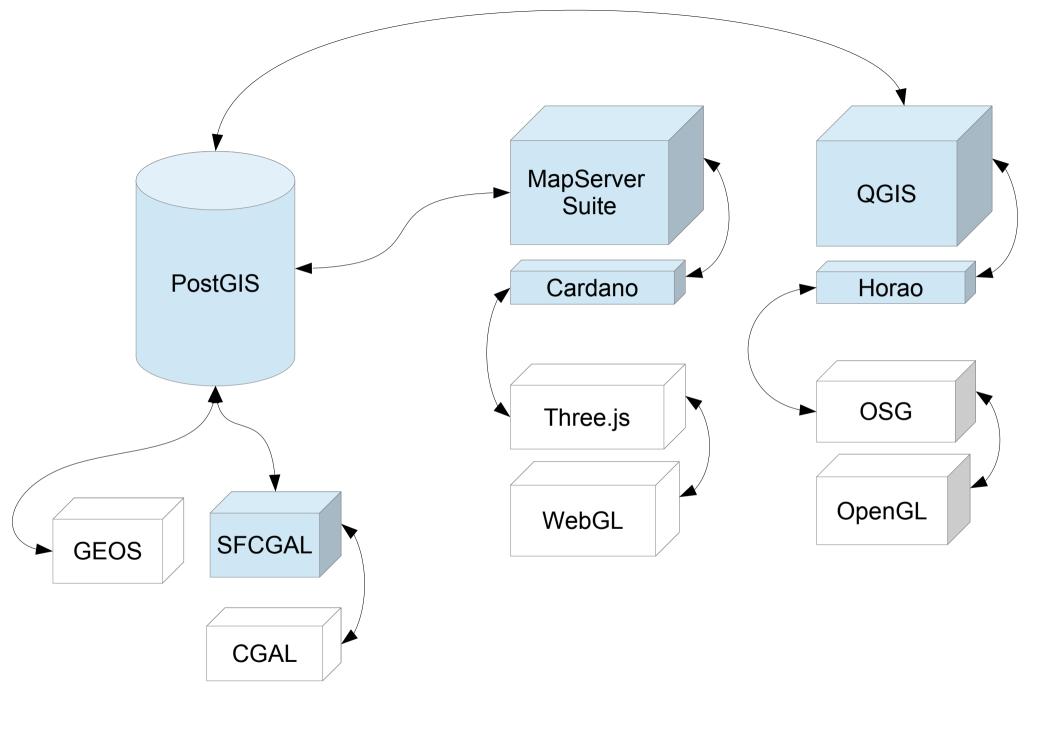
Basic Symbology Handling

Level Of Details

Texture

HTML UI

http://vimeo.com/105323534



www.sfcgal.org

www.horao.net

www.cardano.org

www.postgis.org

www.qgis.org

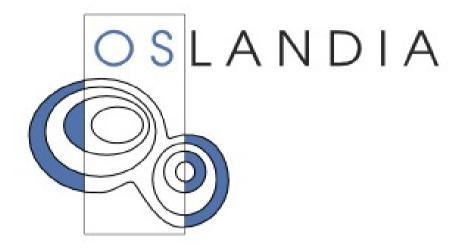
www.mapserver.org

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Vector Tile Cache Server

9DIM Full 3D Topology Functions

PostgreSQL Serialization Performance



www.oslandia.com

https://github.com/Oslandia/presentations

https://github.com/Oslandia/Workshops