

# OL3-Cesium: 3D for OpenLayers

An exciting library for bringing 3D to your maps

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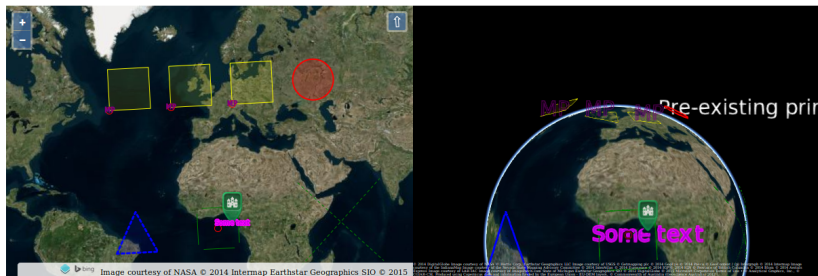
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- ▶ Easy setup
  - ▶ Stacked: `new olcs.OLCesium({map: map})`
  - ▶ Side-by-side: `new olcs.OLCesium({map: map, target: id})`
- ▶ Synchronizers
  - ▶ All automatic by default
  - ▶ May be overridden by application

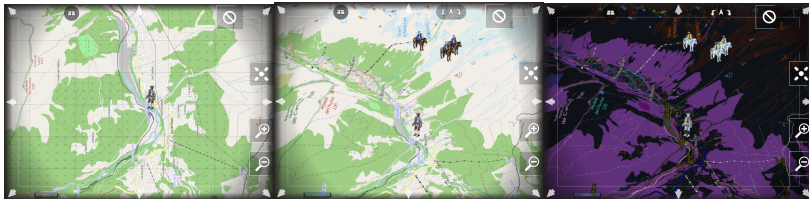
# Synchronizations



[ol3-cesium/examples/vectors.html](http://ol3-cesium/examples/vectors.html)

- ▶ OL3 → Cesium: unidirectional for layers
- ▶ OL3 ↔ Cesium: bidirectional for extent, resolution, rotation

# Unified 2D/3D interactions



video

- ▶ Shared 2D and 3D views, controls, POI edition
- ▶ Interactions spanning between 2D and 3D

# Community

The screenshot shows the GitHub repository for OpenLayers / ol3-cesium. At the top, it displays the repository name and navigation buttons: Unwatch (21), Star (34), and Fork (9). Below this, the repository description is "OpenLayers - Cesium integration" with a link to the repository and an "Edit" button. The repository statistics show 408 commits, 3 branches, 2 releases, and 8 contributors. A progress bar indicates the commit history. The main section shows a merge pull request #162 from gberaudo/handle\_features\_without\_geometry. Below this, a list of recent commits is shown, including "build" (Add header to ol3cesium.js and ol3cesium-debug.js, 9 days ago), "cesium @ 1f7cf7b" (Update dependencies to Ol3 3.1.1 and Cesium 1.5, 10 days ago), and "examples" (Handle features without geometry, 9 days ago). On the right side, there are links to Code, Issues (28), Pull Requests (1), Wiki, Pulse, and Graphs.

- ▶ Started by three companies, 408 commits, 8 contributors
- ▶ Monthly releases, check [CHANGES.md](#)
- ▶ Young project where you can have a big impact
  - ▶ Feedback
  - ▶ Issues
  - ▶ Contributions

# Future

- ▶ Continue improving policies and code
- ▶ Add more functionalities (features on terrain, night mode, ...)
- ▶ Keep up with OI3 and Cesium pace
- ▶ Allow even more customizations
- ▶ ...