Ol3-Cesium: 3D for OpenLayers

An exciting library for bringing 3D to your maps

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Ol3-Cesium library

OL3⇌Cesium

Third dimension for OpenLayers

- ► Easy setup
  - ► Stacked: `new olcs.OLCesium({map: map})`
  - ► Side-by-side: `new olcs.OLCesium({map: map, target: id})`

Ol3-Cesium library

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- ► Synchronizers
  - ► All automatic by default
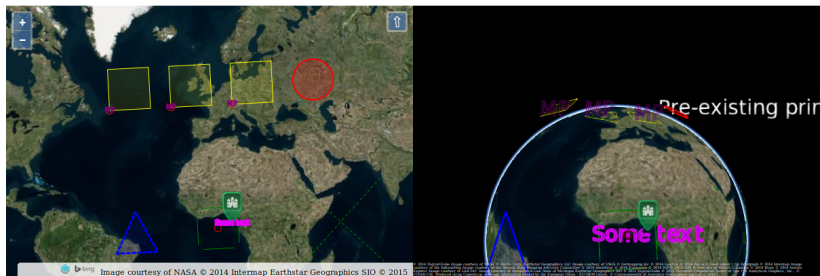 - ► May be overriden by application

Synchronizations
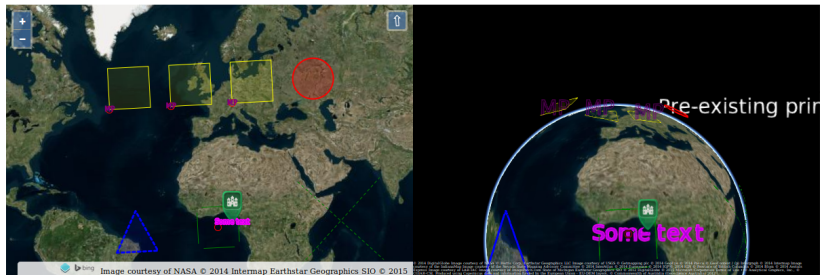
ol3-cesium/examples/vectors.html

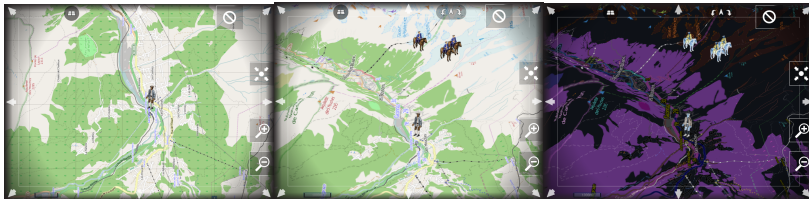- Ol3 → Cesium: unidirectional for layers
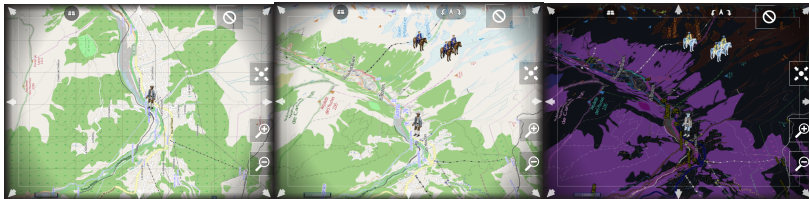
Synchronizations

ol3-cesium/examples/vectors.html

- OI3 → Cesium: unidirectional for layers
- OI3 ↔ Cesium: bidirectional for extent, resolution, rotation

Unified 2D/3D interactions

video

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video

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

Community

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- 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 Ol3 and Cesium pace
- Allow even more customizations
- . . .