

OL3-Cesium: 3D for OpenLayers

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FOSDEM 2016, January 31st

Goal

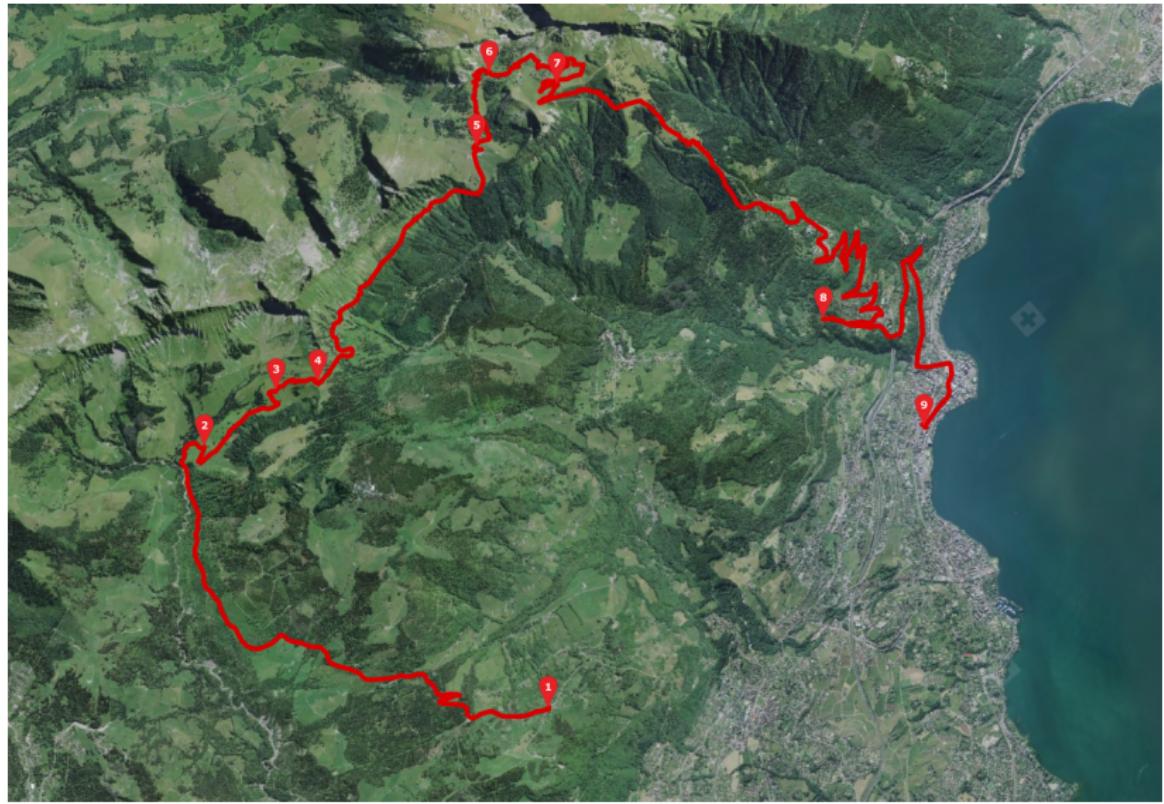


OL3-Cesium

Third dimension for OpenLayers

JS library to synchronize an OL3 map and a Cesium 3D globe

OL3 - 2D map, pixel perfect, Swiss projection



Cesium - 3D globe, WebGL, latlong



Schweizmobil 3D

Getting started

- ▶

```
ol3d = new olcs.OLCesium({map: map})
ol3d.setEnabled(true)
```

 - ▶ A Cesium globe is created
 - ▶ Existing layers and view are synchronized
 - ▶ Some listeners are registered
- ▶ Demo

Manipulate OL3, get the work done

- ▶ Adding a new layer: `myOl3Map.addLayer(...)`
- ▶ Adding a feature: `myOl3Source.addFeature(...)`
- ▶ Removing a feature: `myOl3Source.RemoveFeature(...)`
- ▶ Changing a feature style: `myOl3Feature.setStyle(...)`

Keep in mind

- ▶ Reprojection (mind rasters!, olcs.AbstractSynchronizer)
- ▶ Features in 3D (mind polylines! clampToGround)
- ▶ Clustering ([ol3-cluster-tool](#), GPU decimation)
- ▶ Fog (30% bandwidth saving + less latency)
- ▶ Eager/lazy loading (pay when you use)
- ▶ Pausing renderloop (don't drain battery! CPU: 100% → 5%)

Future

The screenshot shows the GitHub repository page for 'openlayers / ol3-cesium'. The top navigation bar includes links for 'Code', 'Issues 45', 'Pull requests 1', 'Wiki', 'Pulse', 'Graphs', and 'Settings'. The repository statistics are displayed: 727 commits, 5 branches, 13 releases, and 12 contributors. A yellow progress bar indicates the status of the repository. Below the stats, there's a dropdown for the branch ('master') and a button for 'New pull request'. A list of recent commits is shown:

- gberaudo Merge pull request #315 from gberaudo/prepare_release_v1.12 ... (Latest commit 62631d2 an hour ago)
- build Bundle OL3 with OL3-Cesium (2 months ago)
- cesium @ aQ3eQ2Q Rammeia deprecated OpenStreetMapImageryProvider (R dave ann)

- ▶ Keep up with OL3 and Cesium pace
- ▶ Client side reprojection?
- ▶ Have ideas? Want to participate?