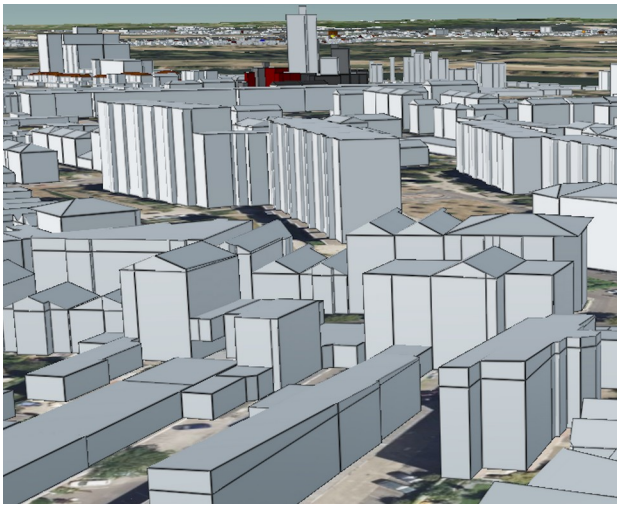
WorldMap3D



Functionality

Worldmap3D is based on CesiumJS, an open source JavaScript library for creating 3D globes and maps with the best possible performance, precision, visual quality and usability.

2D geodata can be converted into 3D objects via a user-defined pipeline.

3D objects are transferred to the client via the OGC standard 3D Tiles in a resource-saving manner and rendered there.

CesiumJS is subject to constant development and bug fixing. At the beginning of each month, the latest version is then released.

Fields of application

Can be used individually as a Digital Twin, especially in areas of urban planning and environmental sciences for analysis and visualization.

Customer benefits

With Worldmap3D, geodata can be presented in a tangible way via the common interfaces or as 3D tiles on a high-precision digital globe (WGS84) - on the desktop or mobile devices. Analysis tools can be provided according to the requirements.

Worldmap3D can be combined with a backend such as SHOGun and allows easy configuration of the application via a graphical web interface.

This allows data that has already been processed to be displayed or generated during operation by the user of the application and then displayed in the client.

Requirements

The application only requires a modern web browser with HTML5 and WebGL support. No further plug-ins are required.

The geodata or objects to be included as 3D Tiles must be provided by a server.

worldmap3d.terrestris.de