

# CityGML overview

**Carsten Rönsdorf**

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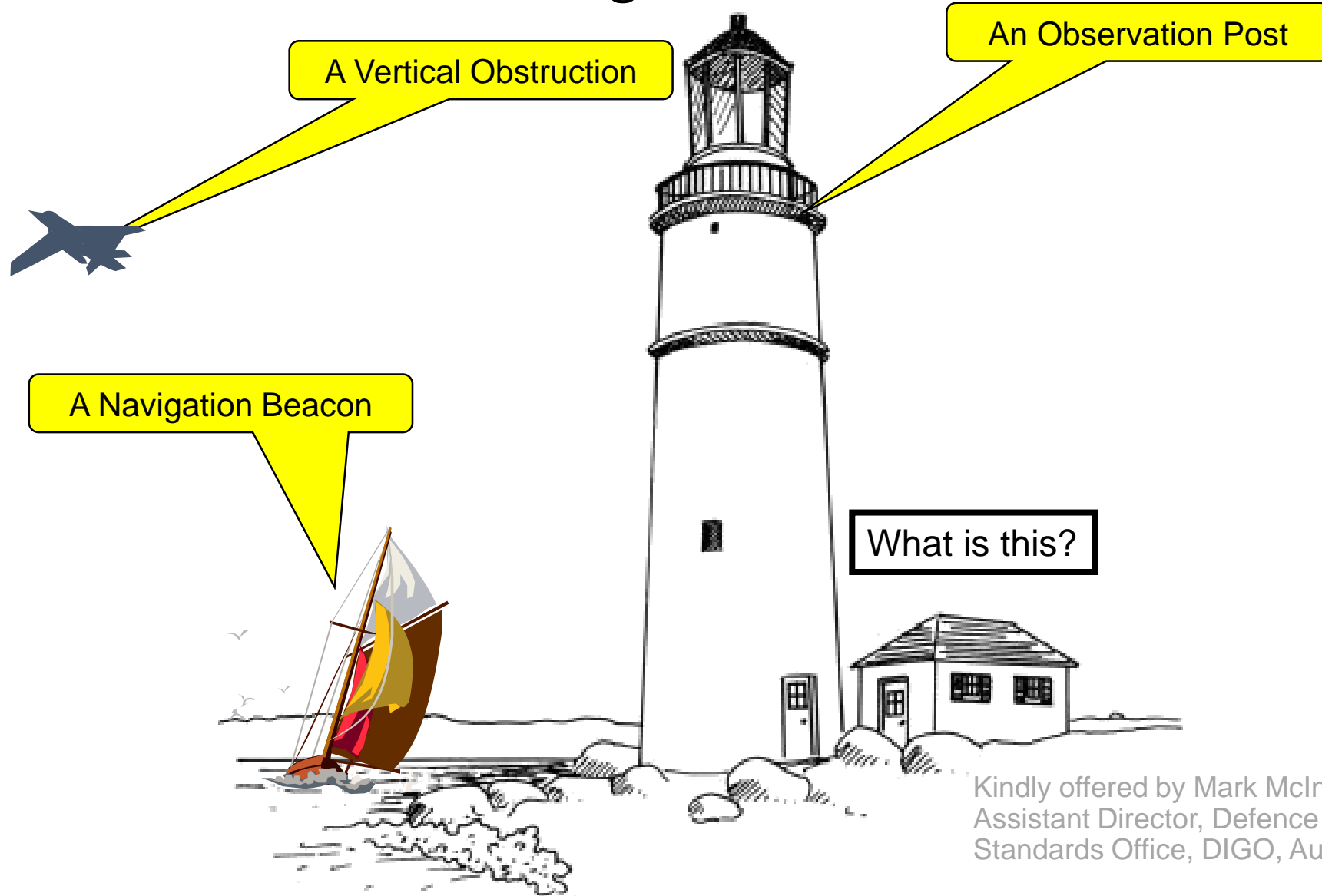
Real world



Virtual model



# Shared understanding



Kindly offered by Mark McInerney  
Assistant Director, Defence Spatial  
Standards Office, DIGO, Australia

# Use foundation data for multiple purposes



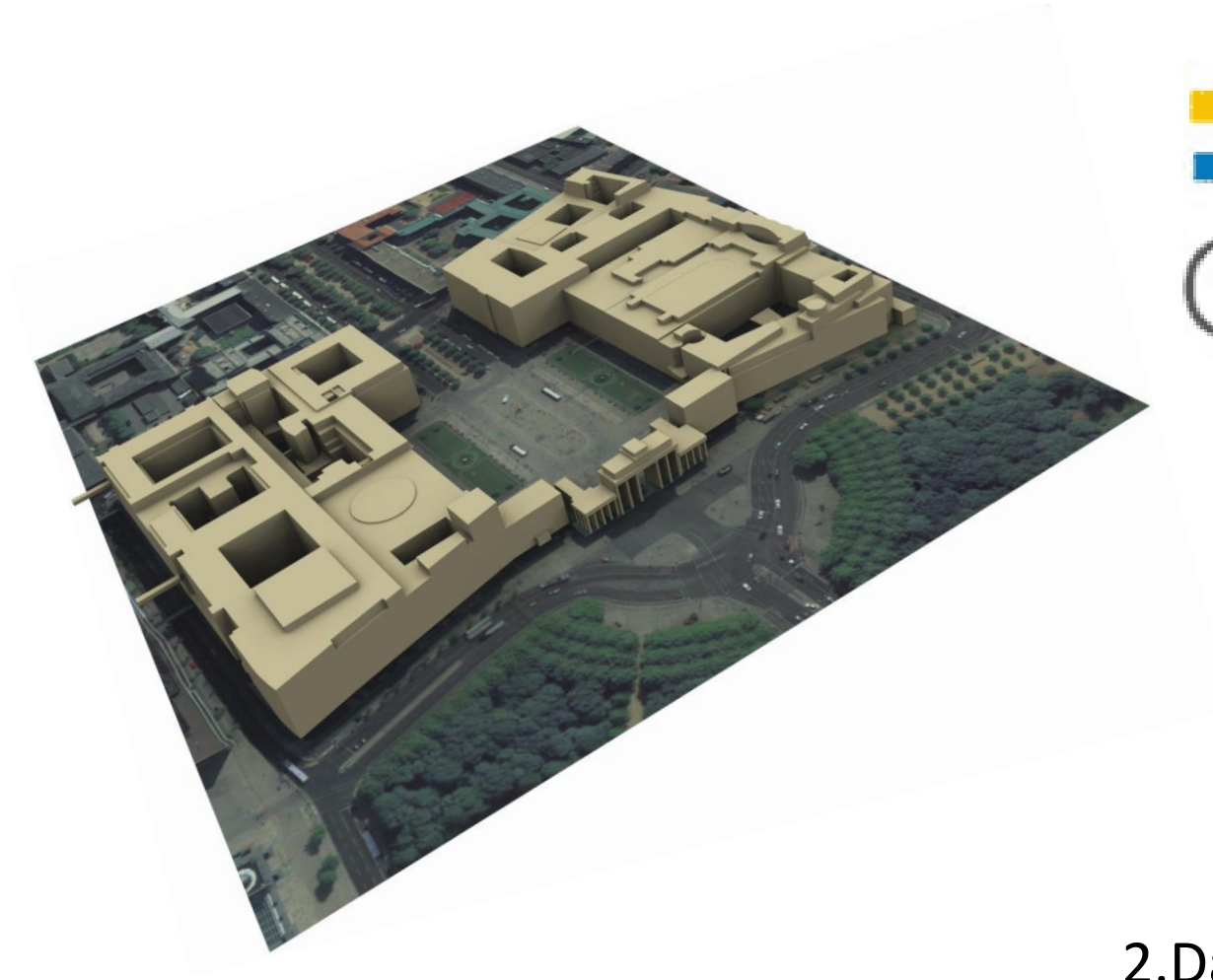
# OGC CityGML 2.0 standard



**OGC**<sup>®</sup>  
Making location count.  
[www.opengeospatial.org](http://www.opengeospatial.org)

Attribute:  
Entirely/partially above/below ground





1.Data model

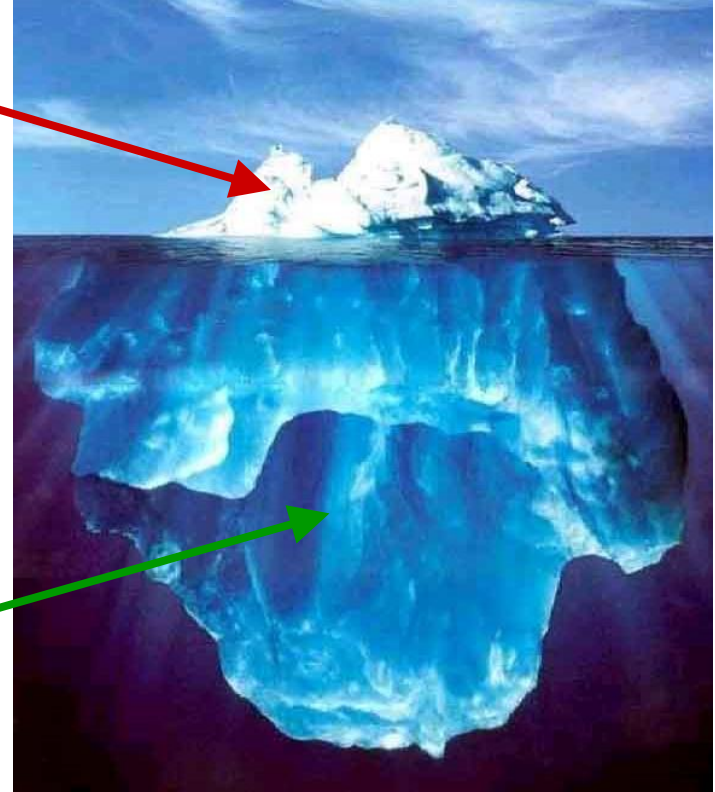
2.Data exchange format

# 3D City modelling

- ...is far more than the **3D visualization** of reality

- In fact, the **geometry** and its **appearance** are **only one aspect** of an entity

- Key issue:  
**Semantic modeling**

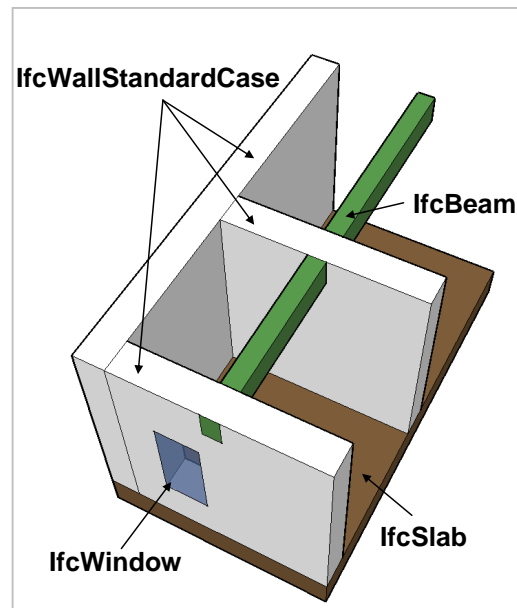


- ▶ However: 3D city models often seen as being identical with 3D **graphics/geometry** models of the respective region
  - Google Earth (KML/COLLADA), X3D, 3D PDF, 3D Studio Max, etc.

# Differing Modeling Paradigms

## BIM (e.g., IFC)

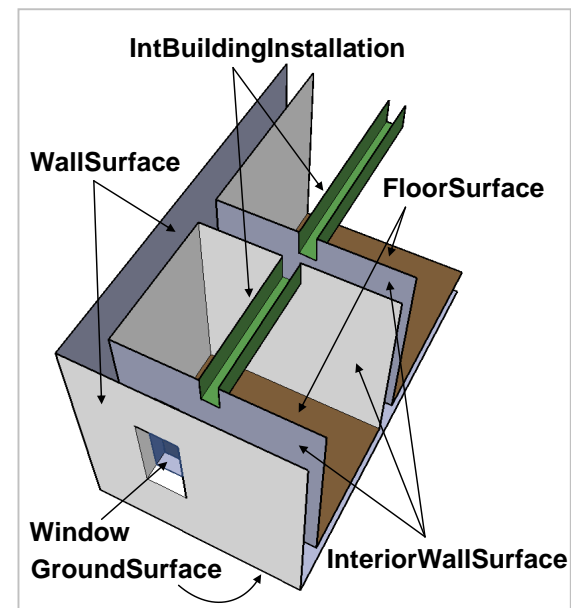
Constructive Solid Geometry



volumetric, parametric primitives  
representing the structural components of  
buildings

## 3D GIS (e.g., CityGML)

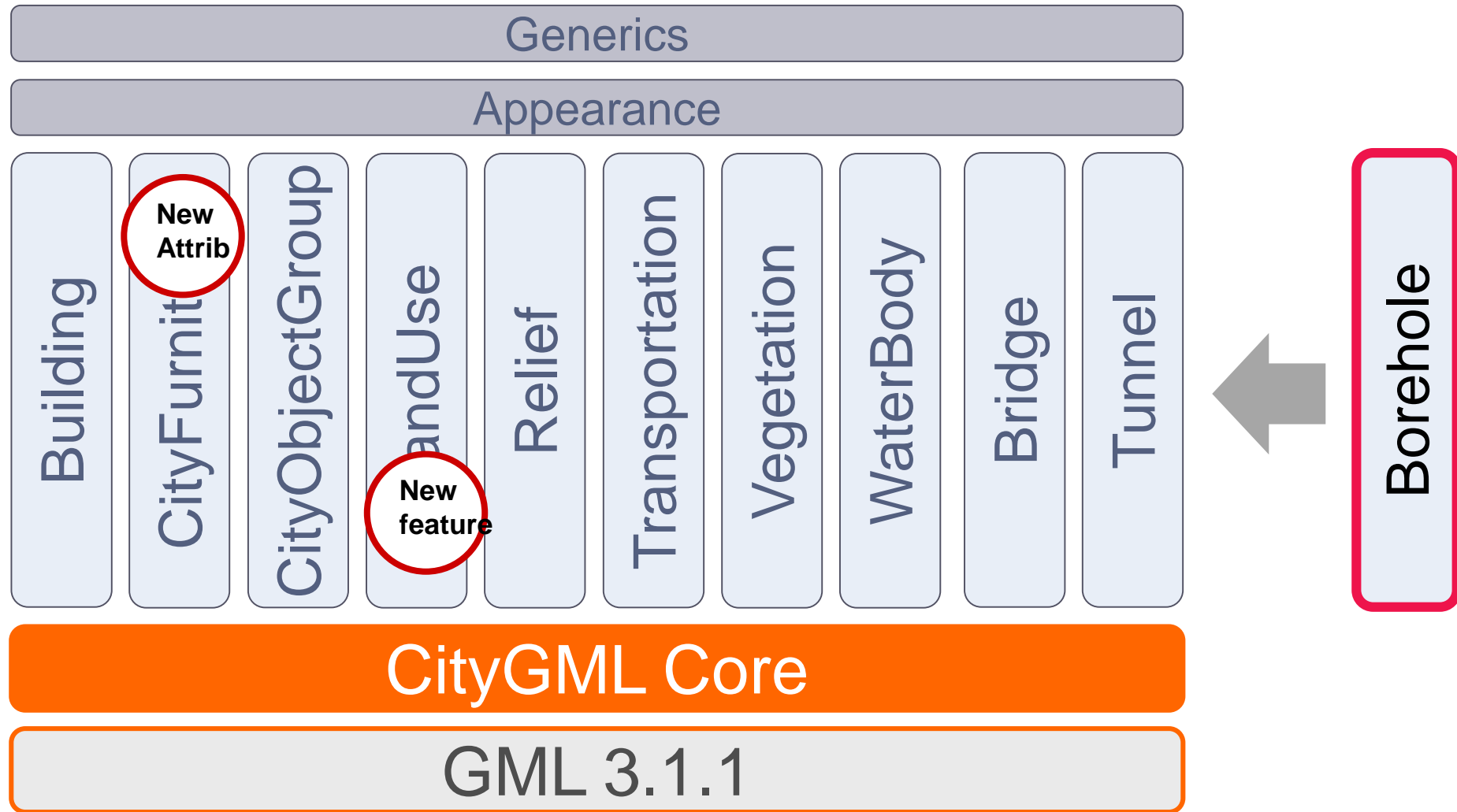
Boundary Representation



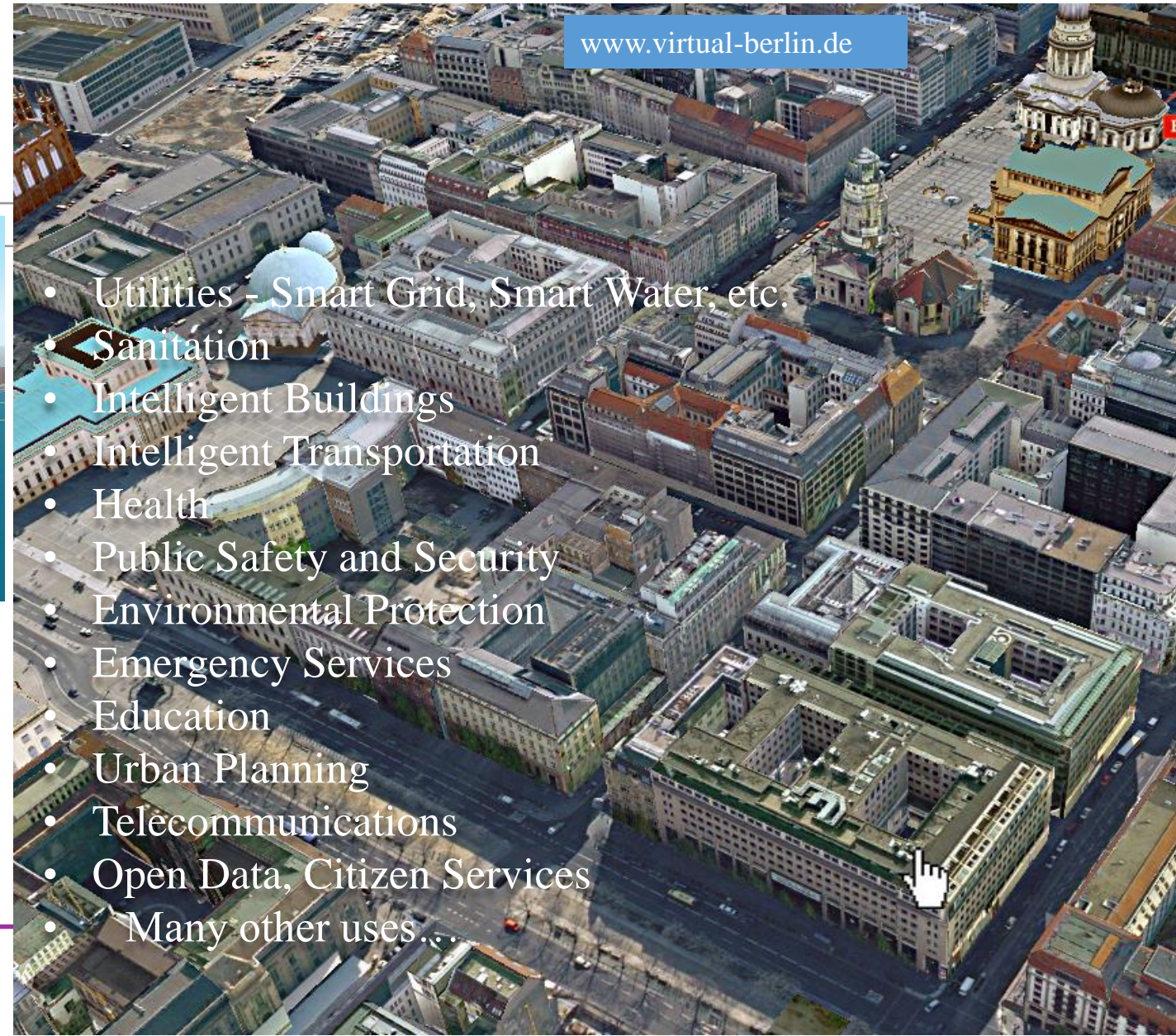
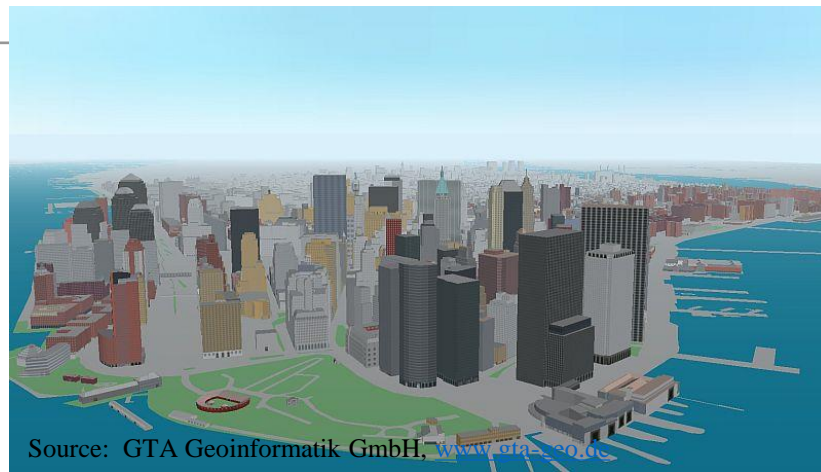
Accumulation of observable surfaces of  
topographic features



# CityGML modules



# OGC Focus – 3D Urban Models

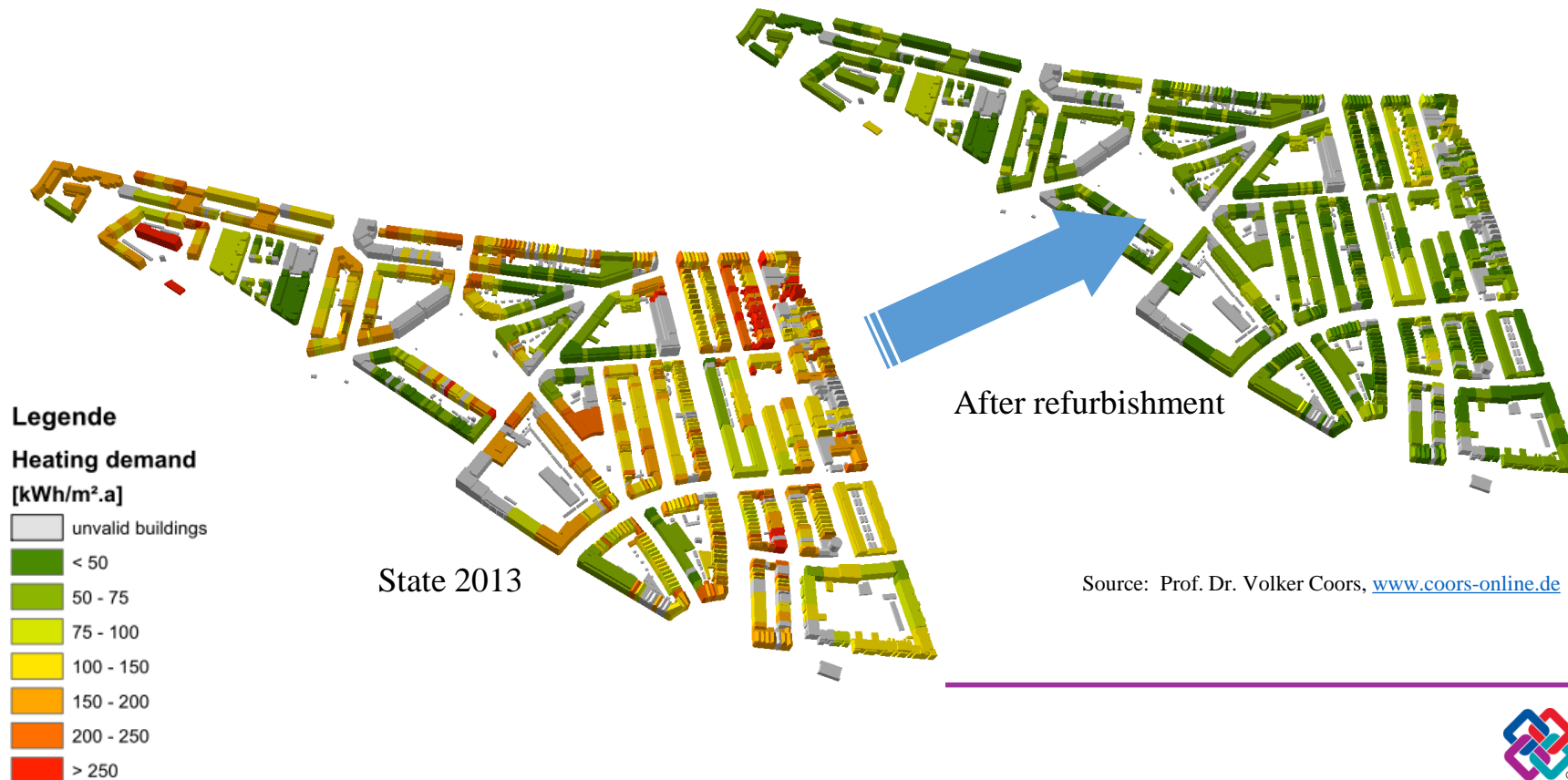


- Utilities - Smart Grid, Smart Water, etc.
- Sanitation
- Intelligent Buildings
- Intelligent Transportation
- Health
- Public Safety and Security
- Environmental Protection
- Emergency Services
- Education
- Urban Planning
- Telecommunications
- Open Data, Citizen Services
- Many other uses...



# Projecting Heating Demand Through Refurbishment

- Generation of building refurbishment scenario
  - defined by an energy standard goal
  - defined by specific refurbishment measures
  - defined by new U-values (thermal library)

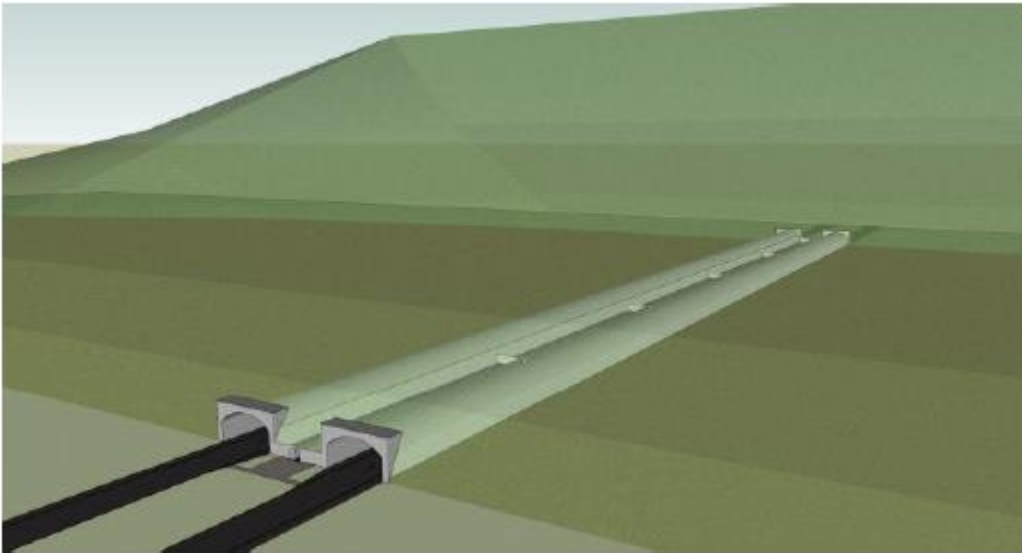
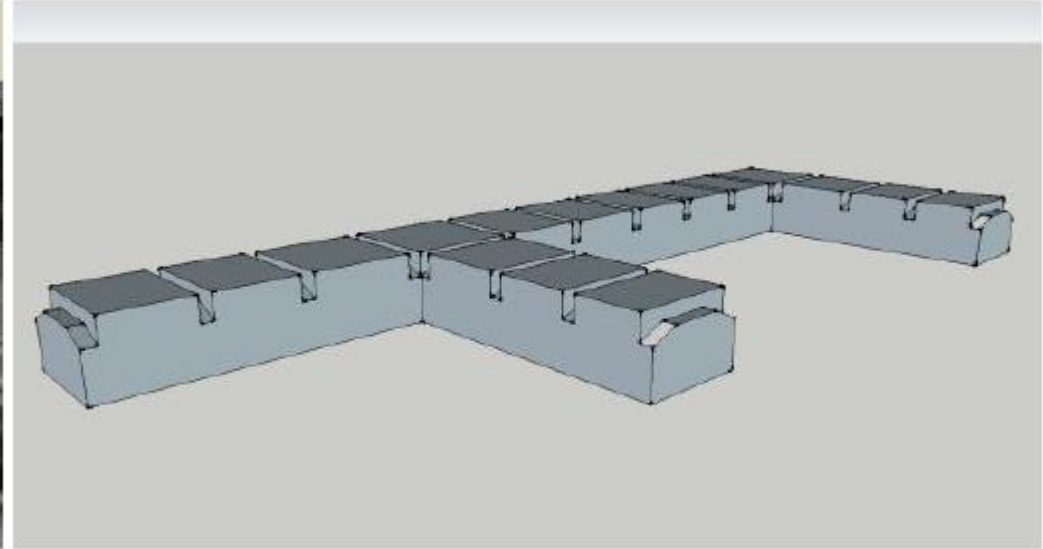
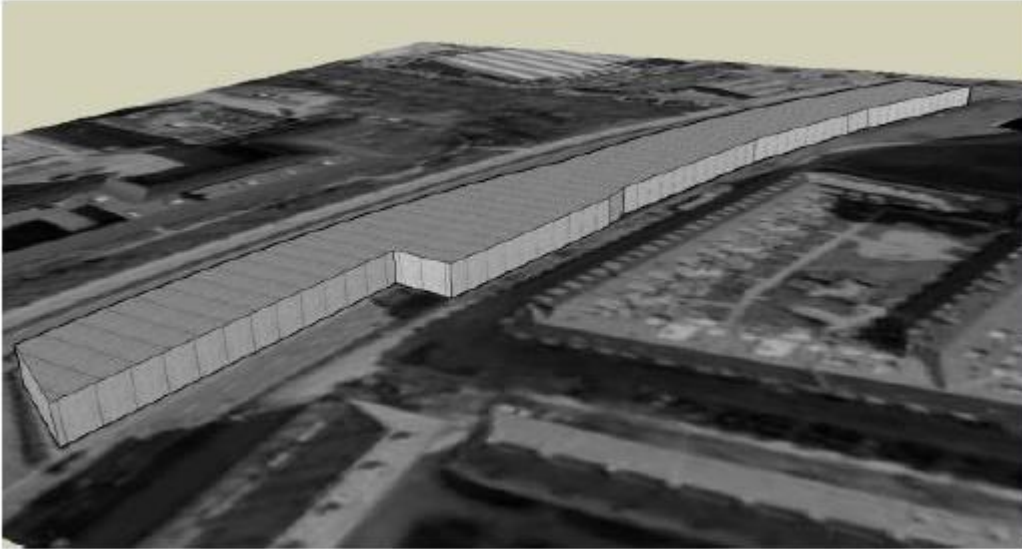


# Examples for Bridges in LODs 1-4



Models source: Google 3D Warehouse

# Examples for Tunnels in LODs 1-4





# CityGML

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