The Rotterdam 3D city model

From innovation To implementation





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Introduction

Rotterdam 3D































Why CityGML?



Rich semantics compared to 3D graphics and 3D map formats Objects know **WHAT** they are and **WHERE** they are Hierarchical structure of features and their components **Required** for sophisticated **queries, simulations** and **analyses**









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Results so far

Rotterdam3D



New building model



Rotterdam 3D

Q Zoeken 📃 Inhoud 🔅 Instellingen



Object oriented and intelligent



Different objects included

Buildings LoD1 & 2 – Terrain – Trees (incl. roots) – Lampposts (#types) – Cables and pipelines



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Connection between Rotterdam 3D and BIM

A lot more research is needed but this works already









Visualize sensor data in Rotterdam 3D

Parking spots available or not – Groundwater level





Lessons Learned

- Open and easy accessible is necessary!
- Listen to the users
- Ownership data (especially with sensor data)
- 'Think big, act small' (think and ACT!)
- 25% technique, 75% culture and organisation



More information

• Excursion to Rotterdam,

October 3rd

• <u>www.3drotterdam.nl</u>



• Thank you for your attention









