# APPLICATION

3D Visualisation

- Display and 3D modelling of large urban and project areas on the basis of planning and survey data.

- Creation of high performance, interactive 3D visualisations with camera movements, animated objects and version switching.

- Easy management of large visualisation projects due to smart partitioning concept.

- Preparation of laserscanning data for showing vegetation and details of the road area.

- Navigation using Kinect or gamepad in addition to conventional mouse control.

- Integration into interactive installation is feasible on demand.

- Connection with FME and 3D Studio.

- Facile visualisation of extensive 3D geodata.

3D City Modeling

- Preparation of existing urban models for management and actualisation.

- Generation of roof overhangs by parameters or with help of building footprints.

- Enhancement of existing building models with roof and facade details.

- Sophisticated face generation algorithm resolving intersection of objects and removing coplanar faces.

- Semantic structuring of non-structured building models.

- Use of the cadastre system and town plan for the automated modelling of roof overhangs, passageways, bay windows, etc.

- Automatic texturing from oriented aerial images and from mobile mapping.

- Import and export of building models to and from CityGML and all conventional CAD and GIS formats.
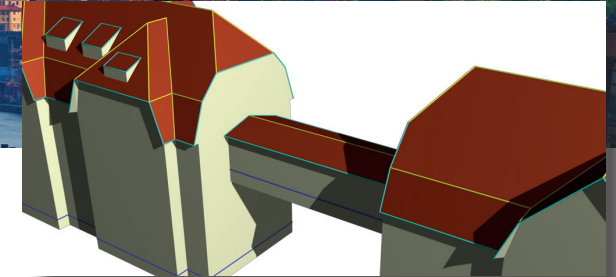
3D Geodata Management

- Enhancement and automation of the customer's 3D production process using FME and City**GRID**® FME Reader / Writer.

- Creation of bespoke workbenches for the best-possible integration into existing procedures.

- Generation of building edges from face models and transfer to the City**GRID**® data scheme.

- Automated mass operations with citymodel data.

- Migration and restructuring of building model with reference to the cadastre system or the city map.

- Automated division of building models on the basis of building footprints.

- Coordinate transformation using virtual ground control points.

- Conversion of geo data to all conventional CAD and GIS formats.

SOFTWARE
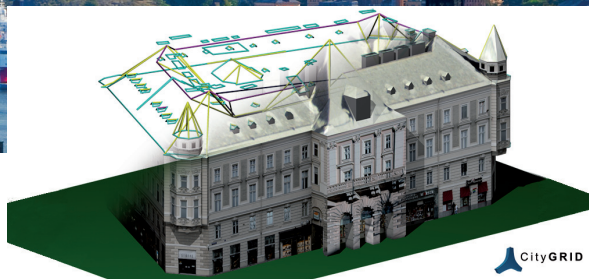
CityGRID® Manager & Modeler

- Database-aided and structured management of the citymodel, enhanced for simple refinement and actualisation of the model.

- Automatic texturing of roofs and facades using aerial photographs and mobile mapping.

- 3D editor for modelling, revising and texturing 3D building models.

- Efficient processing by direct editing of the building edges.

CityGRID® Builder & Scout

- High performance 3D visualisation of extensive urban city models.

- Generation of streamable scenes by automatic preprocessing and data restructuring.

- Multi-platform capable 3D viewer: local, Intranet, Internet and mobile devices.

- Installation free browser based solution based on Unity/WebGL technology.

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URBAN VISUALISATION & MANAGEMENT GMBH

UVM SYSTEMS

CityGRID®