

T. H. Kolbe: CityGML – OGC Standard for Photogrammetry?

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# **3D City Modelling**

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... is far more than the <u>3D visualization</u> of reality

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

### Key issue: Semantic Modelling









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- Geometric and radiometric modeling
- ▶ 3D Coord. Reference Systems (3D or 2D+1D / geo. or proj.)
- Topology
- Semantic modeling / Object classification
  - Distinct thematic models / feature types with thematic attributes (DTM, Buildings, Transportation, Water bodies, Vegetation, etc.)
  - Common information model / standardized data model
- Different but well-defined granularities / abstraction levels
  - Multi-scale modeling; support for generalisation
- Support for the integration of different datasets

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- loss of data because of limited modeling powers / expressivity of models and formats
- difficult preservation of object identities
- Missing back links / references to original data of preceding processes
  - causes problems with updates / continuations

#### CityGML can be used along the full processing chain

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# CityGML – Modelling Urban Spaces

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Application independent Geospatial Information Model (semantic model) for virtual 3D city and landscape models

- comprises different thematic areas (buildings, vegetation, water, terrain, traffic etc.)
- data model (UML) based on ISO 191xx standard family
- exchange format results from rule-based mapping of the UML diagrams to a GML3 application schema

#### CityGML represents

- 3D geometry, 3D topology, semantics and appearance
- in 5 discrete scales (Levels of Detail, LOD)

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# Goals of CityGML

# Establish high degree of semantic (and syntactic) interoperability

- enabling multifunctional usage of 3D city models
- definition of a common information model (ontology)
- "3D geo base data" (in the tradition of most European 2D digital landscape models, cadastre models)
- like Building Information Models, but on a smaller scale

# Representation of **3D topography** as observable

- explicit 3D shapes; mainly surfaces & volumes
- identification of most relevant feature types usable in a wide variety of applications



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**Originator: SIG 3D** of the Initiative Geodata Infrastructure North-Rhine Westphalia in Germany (**GDI NRW**) in 2002

- Open group of more than 70 parties / institutions working on technical and organizational issues about virtual 3D city models
- e.g. T-Mobile, Autodesk, Bayer AG, Rheinmetall Defence, Environmental Agencies, Municipalities, State Mapping Agencies, UK Ordnance Survey, 11 Univ.

CityGML was brought into **Open Geospatial Consortium** for international standardisation by the end of 2004

- Handled by the 3D Information Modelling Working Group (3DIM WG) and the CityGML Standards Working Group (CityGML SWG)
- Adopted OGC standard since 08/2008

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# Multi-scale modelling: 5 levels of details

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- LOD 0 Regional model 2.5D Digital Terrain Model
- LOD 1 City / Site model
  - "block model" w/o roof structures
- LOD 2 City / Site model
  - textured, differenciated roof structures
- LOD 3 City / Site model
  - detailed architecture model
- LOD 4 Interior model
  - "walkable" architecture models









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- Coherent aggregation of spatial and semantical components
  - (recursive) composition of building parts
  - thematic surfaces (roof surface, wall surface, etc.) [from LOD2]
  - building installations like dormers, stairs, balconies [from LOD2]
  - openings like doors and windows [from LOD3]
  - rooms and furniture [in LOD4]
- Components contain relevant thematic attributes
  - name, class, function, usage, construction and demolition date, roof type, address
  - no. of storeys above / below ground, storey heights













# Summary

www.citygml.org

# berlin

#### CityGML is a

- Geospatial Information Model (based on ISO 191xx)
- and Exchange Format for virtual 3D city and regional models (implemented as GML3 Application Schema)

#### CityGML represents Geometry, Topology, Semantics, and Appearance

- esp. semantic / structural information is needed for a range of applications
- gives city model data enough space to "grow" with respect
  - to geometric, radiometric, and semantic contents & complexity
  - to semantic qualification / interpretation
  - to geometric / topological correctness
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#### CityGML – OGC Standard for Photogrammetry?

 YES – if you are producing / working with city models (which includes digital terrain models)

- ► NO if you don't …but
  - modern geospatial information products will require handling of complex object structures (including geometric and thematic structuring) anyway
  - CityGML can be seen as an example for these new generation of data models
  - other application domains also require support of 3D CRS
  - generally topology is important for 3D volumetric shapes



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Situation in the past: structure of acquired data – and delivered product – is mostly influenced/determined by the sensing technology	
Important for applications: specific structures due to	

- Important for applications: specific structures due to logical/semantic considerations – and not to sensor specific
- How to do this transition (which spans several stages)
- To which extent are people and software from photogrammetry responsible/interested

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