

A gentle introduction to CityGML as open standard for semantic 3D city modelling



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Time 14.00 – 18.30

Room 15P, Pentagono Building – Agripolis, Legnaro

CityGML is an open, standardised data model and format to store and exchange digital 3D models of cities and landscapes. It defines how to describe the most common 3D objects found in cities (e.g. buildings, roads, rivers, bridges, vegetation and city furniture) and the relationships between them. It also defines different levels of detail for the 3D objects, allowing for their representation according to different application domains and purposes.

The seminar will give an introduction about CityGML, will describe its main characteristics, the available tools, and will give an overview of existing applications and case studies adopting the standard.

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