

1st EuroSDR Conference on 3D Digital Landscape Models

“From 2D cartographic data to 3D topographic data”

Venue: **Dublin Castle**

PROGRAMME - Thursday 11th March 2010

12.30-13.30	<i>Arrival</i>	<i>Buffet lunch</i>
Welcome and Introductions		
Time	Presentation - event	Presenter
13.30-14.00	Welcome and sponsors: <ul style="list-style-type: none"> • EuroSDR • Ordnance Survey Ireland Introduction to Conference	Dieter Fritsch Geraldine Ruane André Streilein
Opening Session:		
Chair: <tbc>		
Time	Presentation	Presenter
14.00	Reengineering of Topographic Mapping – Swiss experiences	Willie O’Sullivan, Swiss Federal Office of Topography
14.25	The transition from 2D to 3D: the 2,5D topo-geographical data from IGN Belgium	Eric Bayers, NGI, Belgium
14.50	‘2D or not 2D that is the question’ Mapping Agency Challenge	Bernard Farrell, OSI
15.15-15.45	<i>Break</i>	
15.45	State-of-the-Art in Germany to move from 2D to 3D spatial databases	Wolfgang Stoessel, LVG, Germany
16.10	Dublin 3D: An Authoritative Visual Model for Spatial Analysis	James Tilley, Sanborn
16.35	Solutions for 3D-data extraction and analysis	Oliver Zimmerman, Erdas
17.00	Generation and Processing of 3D Topographic Landscape Models	Dieter Fritsch, University of Stuttgart
17.25	Discussion topic: Lessons Learned and experience to date	
18.00	<i>Close</i>	
19.30	<i>Dinner</i>	<i>Venue: Dublin Castle</i>

PROGRAMME - Friday 12th March 2010

Second Session:		
Chair: <tb>		
Time	Presentation – event	Presenter
09.00	Summary of First Session	
09.15	Acquisition of 3D topographic data	Juha Hyypä, Finnish Geodetic Institute
09.40	Bati3D: a semi automatic process for 3D models of cities	Nicolas Bellaiche, IGN France
10.05	Integration of 2D Digital Landscape Models and Digital Elevation Models	Jens Göpfert, Leibniz Universität Hannover
10.30	<i>Break</i>	
11.00	Everything 3D? Integrating geographic data into a national 3D model	Carsten Rönsdorf, OSGB
11.25	Discussion topic: The next steps	
12.45	Summing up	
13.00–14.00	<i>Lunch and depart</i>	
14.30-15.30	<i>Tour of Dublin Castle (depending on numbers)</i>	