



Wrap-up 1st Breakout Session EuroSDR Workshop “3D Digital Landscape Models”

From 2D Cartographic to 3D Topographic Data

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Wrap-up 1st Break-out Session

“3D Digital Landscape Models”

Dublin, March 11, 2010



About 20+ attendees in the breakout session chaired by D. Fritsch

- Good input to with the following remarks, questions:
 - Osi Pilot Dublin 3D should be used to educate people more about 3D products
 - What about the costs: Although 0.5-1 EURO per fully textured 3D building (LOD3) seems to cheap, it is expensive (eg UK has 20 Million buildings)
 - When we go for 3D base maps they should be of easy use (the Google principle)
 - We are missing 3D data models and 3D data management
 - An entirely new back office infrastructure must be provided
 - What are we doing: We have to create a base map for our countries!
- **Long term** approach, series should be continued – 3D Landscape models represent the new maps generation

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- Good input to with the following remarks, questions (cont.):
 - If we as mapping professionals do not go for 3D base maps within the next 5-10 years, the wiki people do it in 15 years
 - NMAs have to deliver and to maintain a base map, which should be in 3D (example: the American model)
 - Why not to offer the original 3D point clouds and let people extract what they want?
 - If we think on fully 3D coverage 3D Landscape models with vegetation play an important role, especially for environmental purposes

The group deep-dived into some important questions and realized there should be more room left for further discussions! Perhaps a 2nd more structured WS should be organized!