

3-D Visualization – Flight Simulations – Animation of Objects

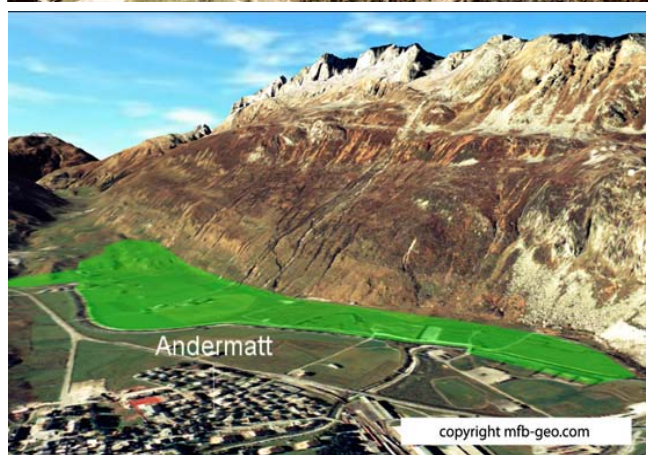
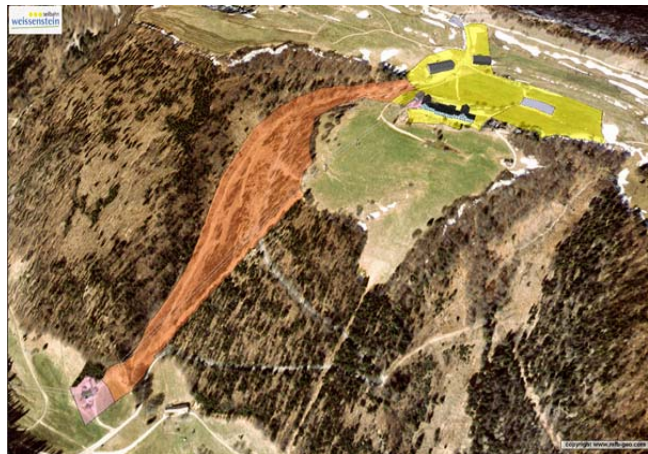
3-D representation of landscape using image data and elevation models.

Integration of any vector data as roads, hiking trails, etc.

Construction of 3-D objects including textures and integration in 3-D scene.

Adding points of interest (POIs) for labeling and hyperlinks from POIs to documents and external websites.

Personal real-time motion in 3-D



Potential applications are: Planning for urban and rural areas (e.g. master plans), specific constructions as buildings, reservoirs, cableways, railroads, traffic, golf courses, etc. Tourism: interactive tool for exploring the region: sight seeing, hiking and bicycle trails, historical sites, public transport, administrative institutions, etc.

Credits: SO!GIS, Eurimage, Seilbahn Weissenstein AG, MFB-Geo

