

# OGC Technical Committee Meeting Juni 2014, Genf

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INSTITUT FÜR ANGEWANDTE INFORMATIK

# Besuchte Veranstaltungen

- CityGML Quality Interoperability Experiment (CityGML QIE)
- 3D Summit der 3DIM Domain Working Group (CityGML DWG)
- Sitzung der CityGML Standard Working Group (CityGML SWG)

# 3D Summit - Agenda

- **Claus Nagel**, 3D Geodata Management, Presentation and Distribution (15 mins)
- **Darko Radiceski**, Integration of Sensor Networks in web and 3d mapping (5 mins)
- **Benjamin Hagedorn**, Using massive 3D data anytime, anywhere, and on any device (5 mins)
- **Tatjana Kutzner**, Collaborative Working with Semantic 3D City Models over the Web – Use Case Energy Planning (15 mins)
- **David Graham**, Current state and use of the USSOCOM developed Common DataBase (15 mins)
- **Gil Hania**, Use of CDB based 3D Location Data for immersive high performance simulation in the Israeli Air Force (10 mins)
- **Giuseppe Conti**, eLocust3 3D (5 mins)
- **Robert Balanche**, 3D Ethics Charter: for the Promotion and Use of an Ethical 3D (15 mins)
- **Mike Lokuta**, Distribution of immersive high performance 3D data based upon a refined source data repository (15 mins)
- **Darko Radiceski**, Storytelling With 3D and 3D GIS (5 mins)
- **Thorsten Reitz**, 3D Cities (10 mins)
- **Peter Schickel**, 3D BIM collaboration software based on ISO standards (15 mins)
- **Thomas Liebich**, Building Information Modeling: The digital revolution for a sleeping giant (5 mins)
- **Jantien Stoter**, 3D application in the Netherlands: the next steps (15 mins)
- **Joachim Benner**, Building Information Modeling (BIM): One example for connecting the AEC and GI worlds (20 mins)

# CityGML SWG - Agenda

- Vorgehensweise bei der Entwicklung von CityGML 3.0
  - Entwicklung in 14 unabhängigen Arbeitsgruppen
  - Zuordnung von Change Requests zu Arbeitsgruppen
  - Konflikte zwischen Arbeitsgruppen-Ergebnissen werden von der SWG gelöst
  - Auch SIG3D Mitglieder, die nicht OGC Mitglieder sind, dürfen mitarbeiten und sollen Zugang zu den Ressourcen haben.
  - Verwendung einer Kollaborations-Plattform (GitHub)
- Vorstellung der Arbeitsgruppen (Leiter, Mitglieder, Themen, Zeitplan)

# CityGML 3.0 Working Groups

- Work Package 01 - UML and Conceptual Model Editor
- Work Package 02 - Document Editor
- Work Package 03 - Level-of-detail (LOD) Concept
- Work Package 04 - GML and other Encodings Dependent of Conceptual Model
- Work Package 05 - Managing Version Changes in GML and other Standards
- Work Package 06 - Time Dependent and Alternative Versions
- Work Package 07 - Material Properties
- Work Package 08 - Land Administration
- Work Package 09 - Non-Building Building-like Structures
- Work Package 10 - Utility Networks
- Work Package 11 - IFC Harmonisation and Volumetric Construction
- Work Package 12 - Metadata Complex Attributes INSPIRE Harmonisation
- Work Package 13 - Storeys and Other New Semantic Constructs
- Work Package 14 - Parameterised Constructs and Construction