

Web3D City Modeling Competition

<http://www.web3d.org/competition/city-modeling-2015>



A competition for the best browser-based 3D rendering of a city

Submission Deadline 12 April 2015

PRIZE: The winner will receive financial support to attend the 20th International Web3D 2015 Conference on Web3D Technology in Heraklion, Crete Greece 18-20 June 2015 (www.web3d2015.org)

Solution Criteria:

1. **Open Software solution** to stream a large 3D city model including textured buildings, terrain, sensor, and model data.
2. The Solution should be a **browser based Web Service**.
3. The client side should be able to select individual features (a building) and **display further information** about the selected feature.
4. The Web Service and the **streaming protocol** have to be documented and **open**.
5. For the streaming, an existing data format such as **X3DOM, XML3D, and KML** can be used; other **open solutions** will also be accepted.
6. Streaming should not be a “black box” and should enable **interoperability**.

Source data:

1. All Competitors must use the same source data of **Rotterdam City**
2. **CityGML data files** for Rotterdam (<http://www.web3d.org/competition/city-modeling-2015/rotterdam-information>)
3. Terrain data from **ETOPO** or **local terrain model**
4. Any freely accessible data (water level, weather forecast, or other sensor/model data)
5. Maps and other features can be added on top of the terrain. These can be integrated as **OGC Services**.

Criteria for judging will be based on:

Creativity in addressing a use case, loading performance, interactive performance, diversity of data rendered, Interoperability and openness of the solution

Please sign up for the **GeoWeb3DContest mailing list** for updates on the competition.

See you in Crete!