Web3D City Modeling Competition

A competition for the best browser-based 3D rendering of a city
Submission Deadline 1 April 2015


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!