

## **Towards an integrated definition of the concept of LoDs in 3D city modelling**

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This presentation will contribute to the workshop discussion on LoD concept in CityGML. The presentation covers the background study of the PhD research on the concept of level of detail in 3D city modelling which aim is to deliver its integrated framework and definition. The presentation will include the analysis of existing LoD paradigms and their shortcomings, identifying the factors that "drive" the levels of detail. The sub LoDs (exterior, interior, semantics, and texture) are defined, and considerations are given for an integrated LoD definition which should enable encompassing present standards. Further, considerations for a general definition will be proposed bearing in mind constraints such as the requirement of the presence of the exterior geometry for the inclusion of the interior geometry, and LoD-specific properties such as the minimum positional accuracy of the geometric data.