

# Standardisierung des Web 3D Service

Ein Zwischenbericht für die  
SIG-3D der GDI-NRW

# OpenGeospatial Consortium

- Der W3DS wurde im Januar auf dem TC Meeting in New York vorgestellt
- Verabschiedet als Discussion Paper
- Doc # 05-008
- Download auf OGC Web Seite

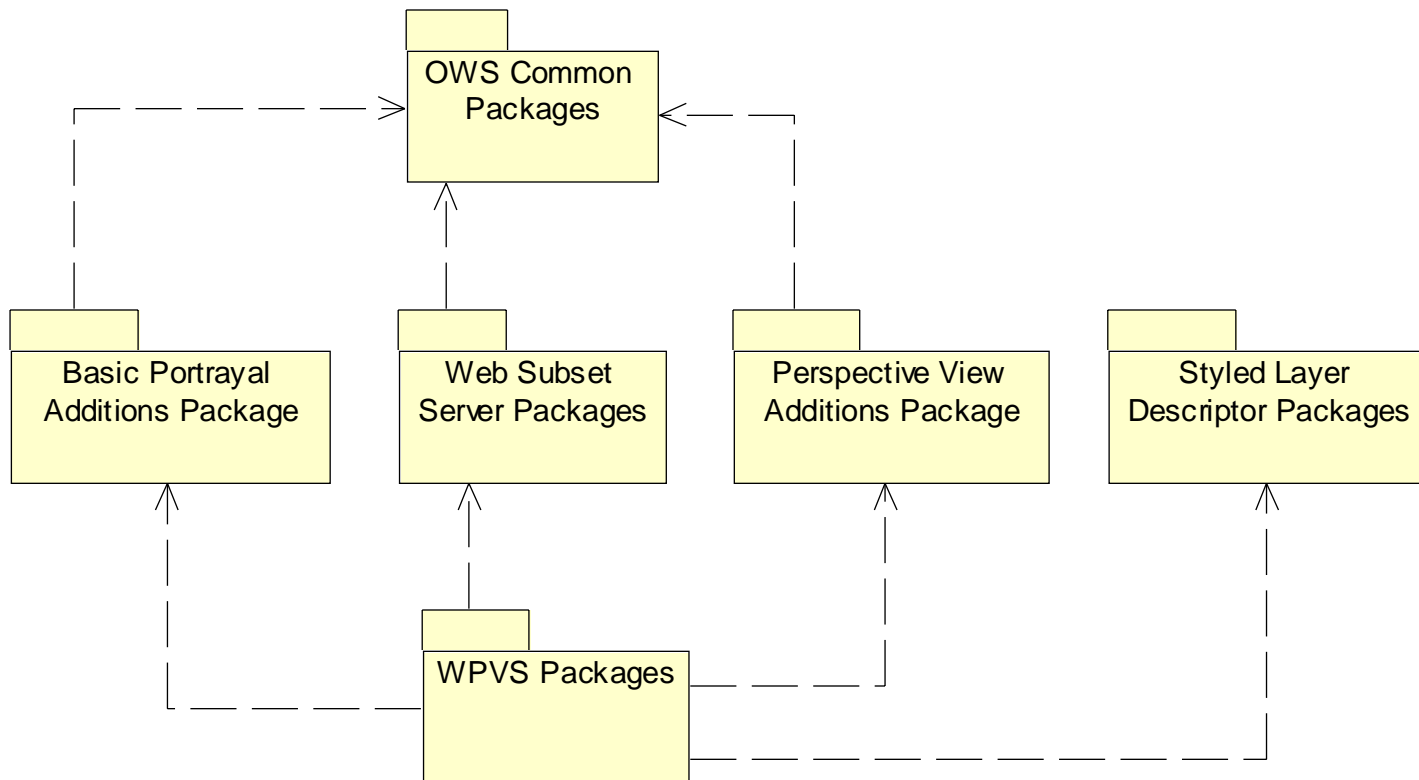
# 3D Portrayal im OGC

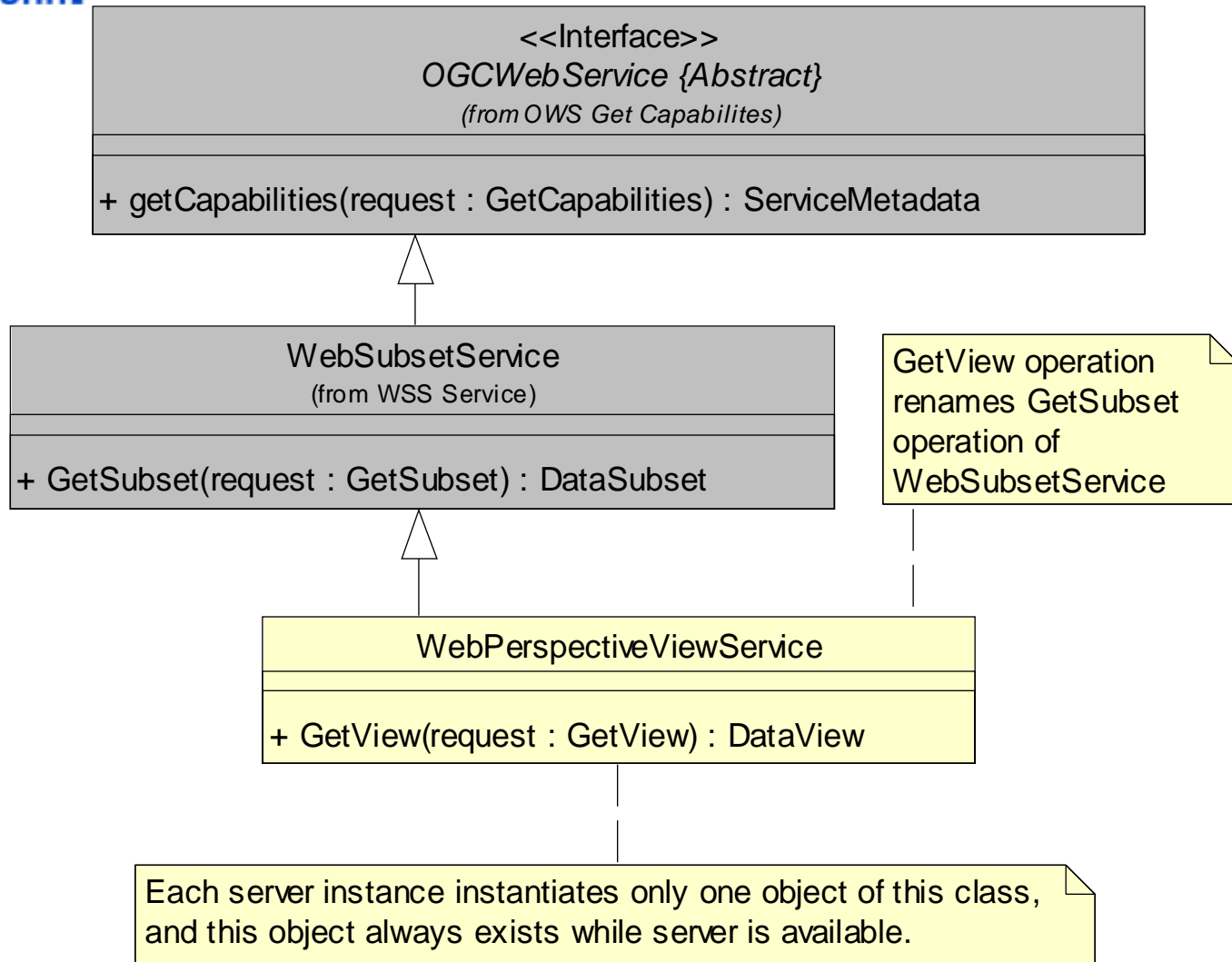
- “NOTE **Generalization** of the service interface now specified in this Discussion Paper has **not yet been considered** by the OGC. Such generalization of this interface will include considering **combining the functions** supported here with functions currently supported by **other** OGC (approved and draft) web services.”

# Der Web Terrain Service

- erzeugt ein perspektivisches Bild einer Geländeoberfläche
- derzeitiger Status:
  - Recommendation
  - Vorbereitung zum offiziellen Standard in der WTS Revision Working Group
- Umbenennung in Web Perspective View Service (WPVS)

# High level packages diagramm



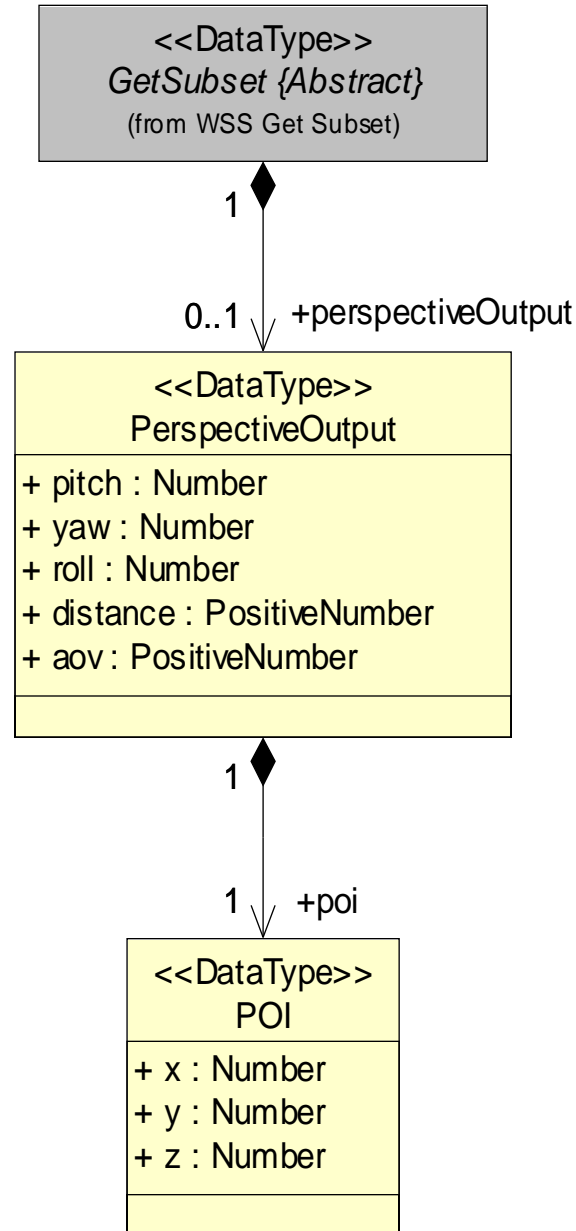


# Perspective View Additions

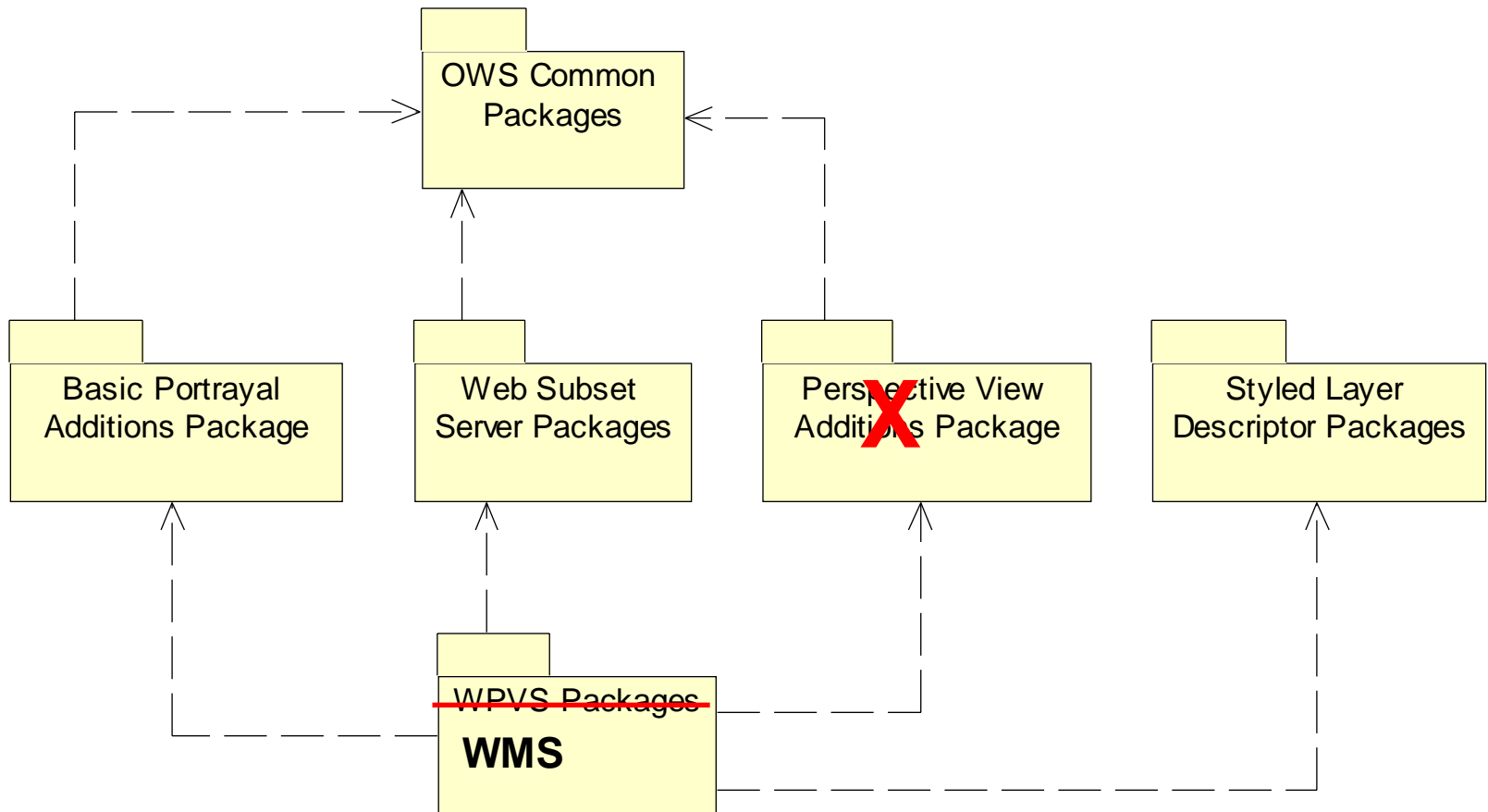
Name	Definition	Multiplicity and use
POI	Position of point of interest in centre of desired perspective view	One (mandatory)
Pitch	Pitch angle inclination from horizontal at POI, of centre of desired view	One (mandatory)
Yaw	Yaw or azimuth angle from North at POI, of centre of desired view	One (mandatory)
Roll	Roll angle from vertical at POI, around desired viewing direction	Zero or one (optional) Include when not default of zero
Distance	Distance from POI of view perspective centre	One (mandatory)
AOV	Angle of view at centre of projection, of width of desired perspective view	One (mandatory)

# Perspective View Additions package

## class diagram







## Ausblick:

### Scene Addition = W3DS

- Durch das Hinzufügen einer W3DS-spezifischen Komponente wird dieser analog zum WTS/WPVS modular aufgebaut.
- WTS/WPVS soll aber zunächst als Standard verabschiedet werden

