

Detailed 3D Facade Modelling

A new solution from GTA (Germany) and Procedural offers more 3D detail in modelling of large databases of real-world building data. Special focus is set to add depth to the facade, as well as roof details. CityEngine imports 3D buildings generated automatically using GTA's software solution Tridicon 3D, transfers detailed tridiconTM3D facade description to CityEngine building parameters and generates rich and visually pleasing procedural 3D buildings.

In addition to its highly efficient modelling tools, there is GTA's 3D database with more than 175 European cities and 5.400 km² real-world building data available. Highlights are the 3D city model of Moscow and 900 km² covering the whole city of Berlin.

With CityEngine 3D city models become stunning worlds in less time which makes it the tool of choice in urban planning, architecture, simulation, game development and film production. Using real-world GIS data produced with tridiconTM3D, buildings are generated in different levels of detail which can be adjusted interactively depending on the requirements. High levels of detail feature 3D facade assets as well as roof bricks. Streets, street furniture or planned buildings can be generated with ease and at detail. Main features of the software CityEngine include dynamic city layouts, GIS data import, procedural modelling core, node-based rule editor, facade wizard, industry-standard 3D formats, python scripting interface. City Engine is available for all platforms (Windows, Linux, Mac).

With tridiconTM3D and CityEngine the customer gets a professional software package for the automatic generation of 3D city models with 3D facades. Suitable source data are stereo aerial imagery, Lidar data or stereo satellite imagery.