3D Gaming Effects Added to Web-based GIS and Planning

Agency9 CityPlanner, a web service for 3D visualisation, has released support for 3D rendering effects such as real-time shadow mapping, ambient occlusion, atmospheric scattering and God rays. These effects, traditionally only seen in high-end video games, elevate even the most simple 3D models and city models to an astounding level of visuals and enable planners to conduct shadow studies.

This confirms CityPlanner as an ideal tool for intelligent 3D-GIS visualisation with the combination of a powerful 3D engine and support for traditional GIS data sources and standards such as KMZ, WMS, GeoTiff, ESRI Shape and more.

Agency9 CityPlanner is a web-based service for 3D visualisation of projects within urban development, infrastructure and energy. CityPlanner is a recognised web service to provide 3D web planning tools for widespread access and collaboration. It is created for urban planners, communicators, consultants and GIS technicians to easily create, share and publish project and spatial information from a normal web browser. CityPlanner is currently used by municipalities around the world in their daily work with master and local planning, also involving stakeholders and citizens in the planning process by enabling web publishing of 3D plan visualisations.

Agency9 believes that these exciting features will continue to strengthen the position of Agency9 CityPlanner as the premier 3D visualisation tool for the web. CityPlanner is continuously evolving by being developed in close cooperation with users to ensure that the product supports their workflows and requirements without compromising user experience and usability, said Johan Göransson, product manager.

https://www.gim-international.com/content/news/3d-gaming-effects-added-to-web-based-gis-and-planning