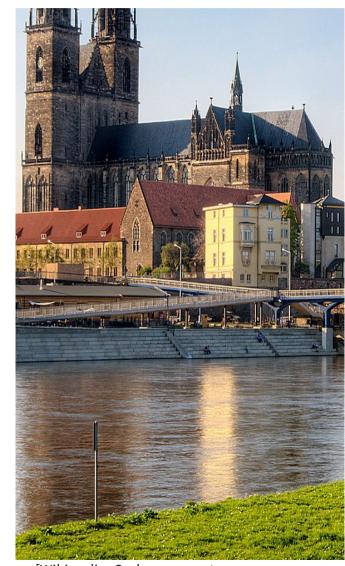


3D Applications for OSM Data

Robert Buchholz <rbuch703@gmail.com>

Me

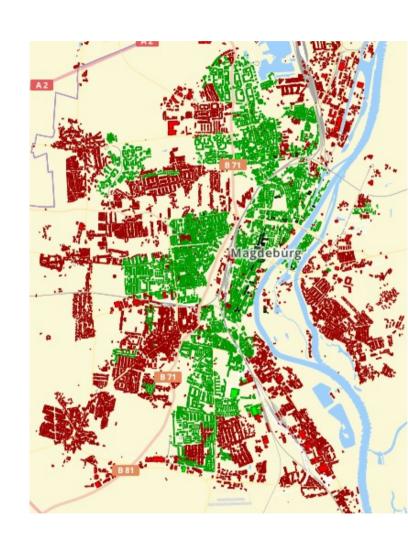
- Robert Buchholz
- Magdeburg, Germany
- PhD in Computer Science
- Currently mapping no. levels for ~10.000 buildings



[Wikipedia, Carlarocaoporto, CC BY-SA 3.0, cropped]

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This talk: Two applications beyond maps.

Application: Street View

- Google Street View:
 - 360° panoramas mostly of roads and buildings
 - Applications: curiosity, navigation/planning

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Application: Street View

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 - 360° panoramas mostly of roads and buildings
 - Applications: curiosity, navigation/planning
- Limited in
 - coverage (e.g. in non-western countries)
 - viewpoints (only discrete street-level positions)

We can do better than that!

Alternative Approach: OSM Street View

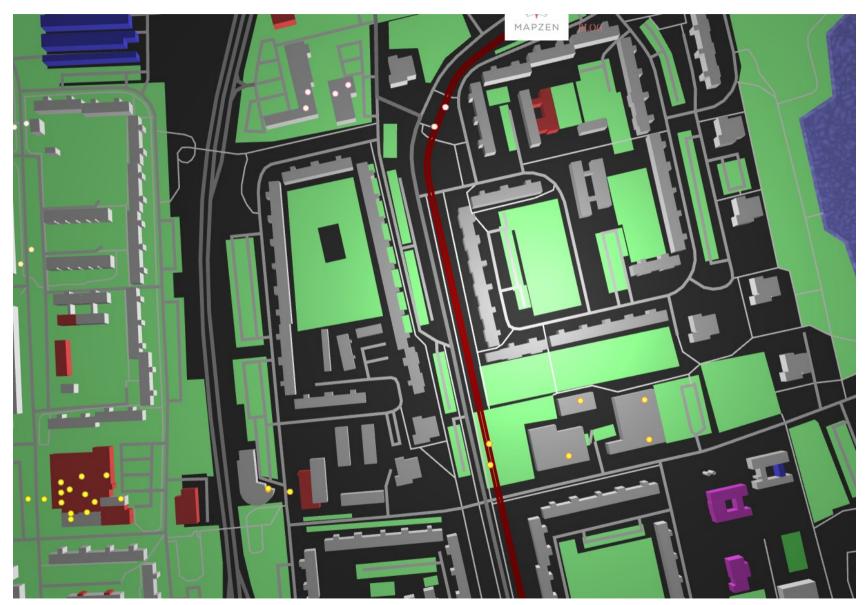
- Google Street View:
 - 360° panoramas *mostly of roads and buildings*

Alternative Approach: OSM Street View

- Google Street View:
 - 360° panoramas mostly of roads and buildings

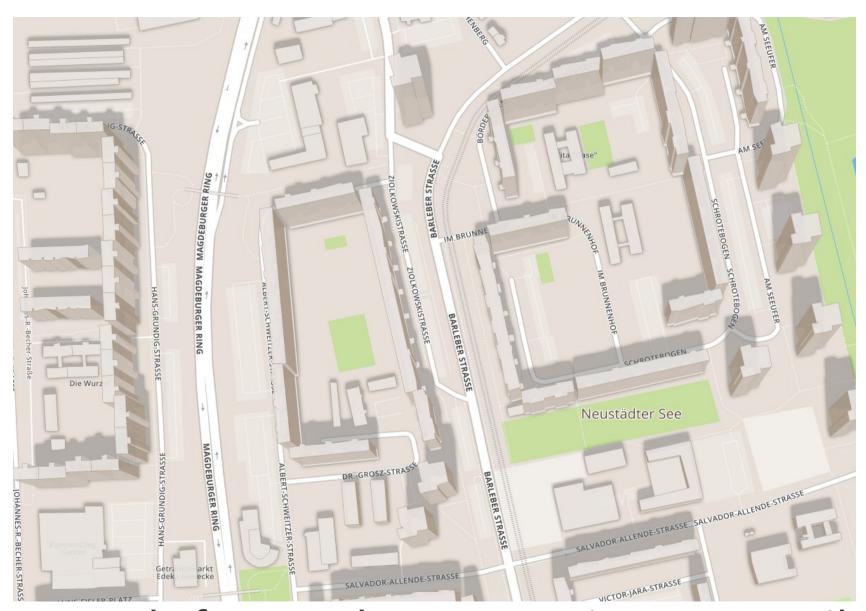
- OSM data: no photos, but
 - Great road coverage
 - good building footprint coverage
 - Locally good building attribute coverage (height, roof:height, building:colour, roof:shape)

Existing 3D OSM Renderers



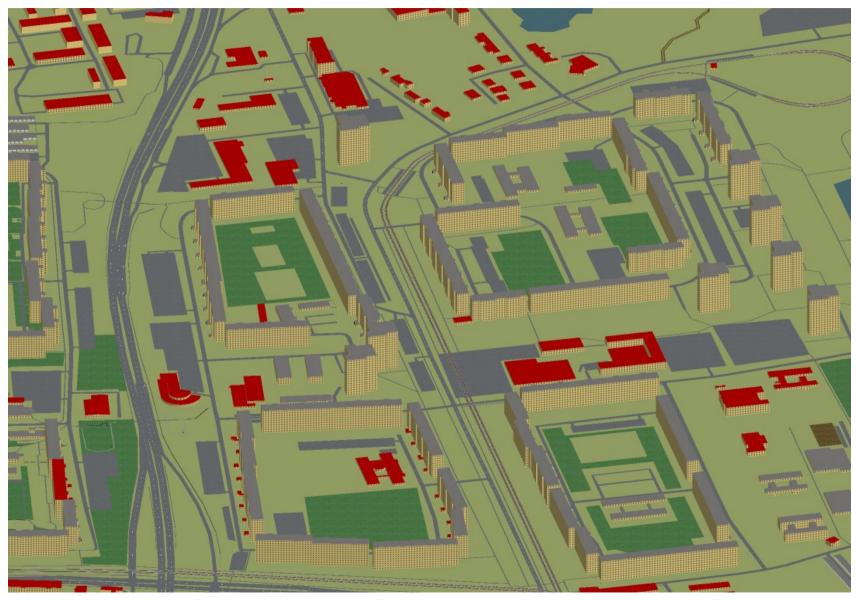
• Mostly for top-down map view: Tangram

Existing 3D OSM Renderers



Mostly for top-down map view: OsmBuildings

Existing 3D OSM Renderers



Mostly for top-down map view: Osm2World

OsmStreetView: Hybrid 1st Person Renderer



OsmStreetView: 1st Person Renderer



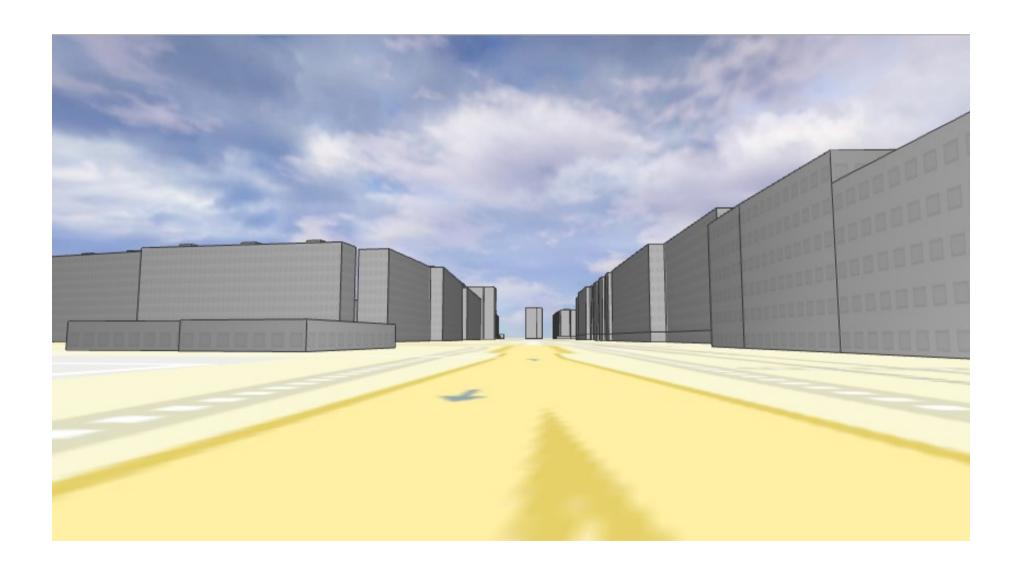
OsmStreetView: 1st Person Renderer



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OsmStreetView: 1st Person Renderer



OsmStreetView: Hybrid Renderer

Can use any tiled map as ground layer



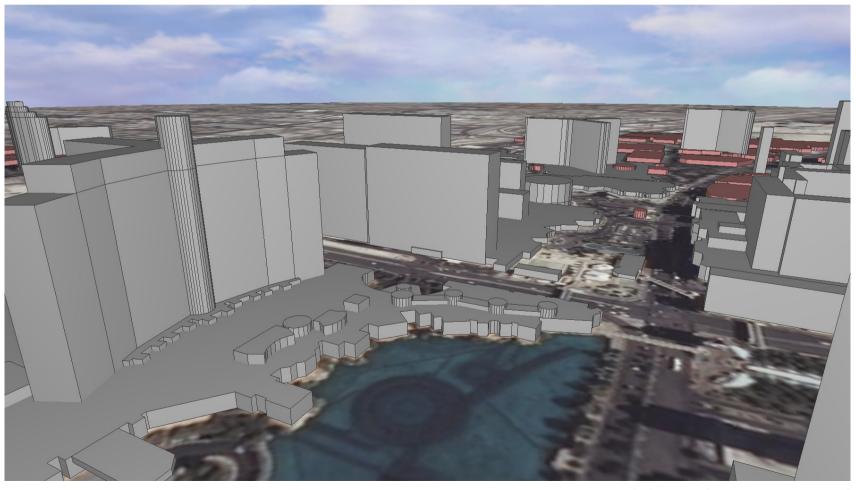
OsmStreetView: Hybrid Renderer

Can use any tiled map as ground layer

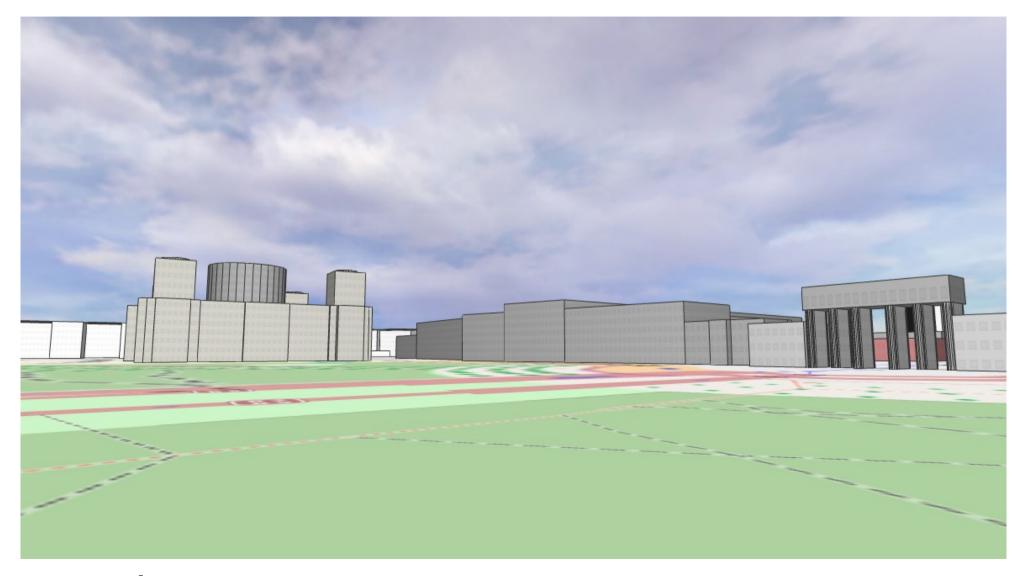


OsmStreetView: Hybrid Renderer

Can use any tiled map as ground layer

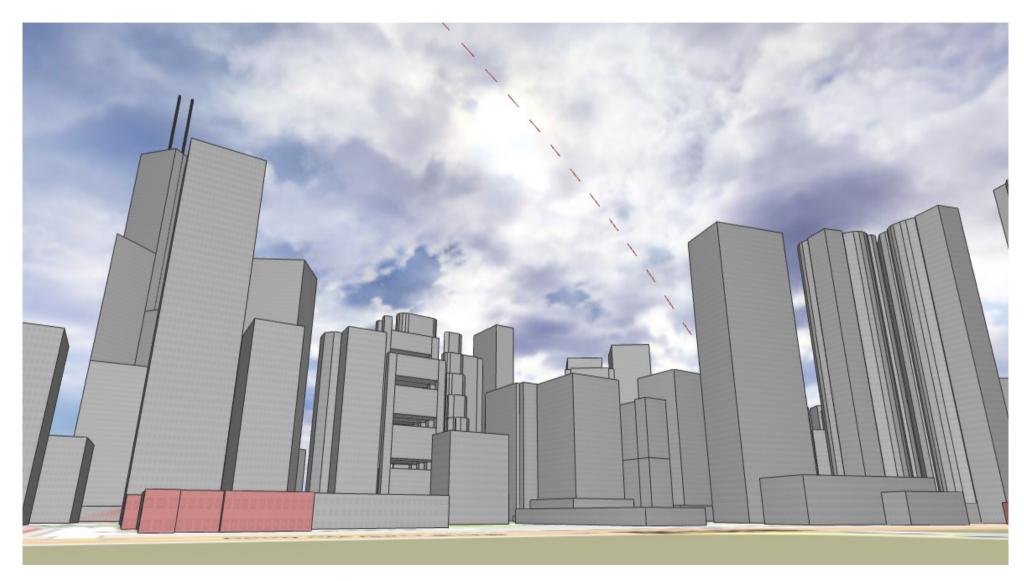


OsmStreetView Impressions



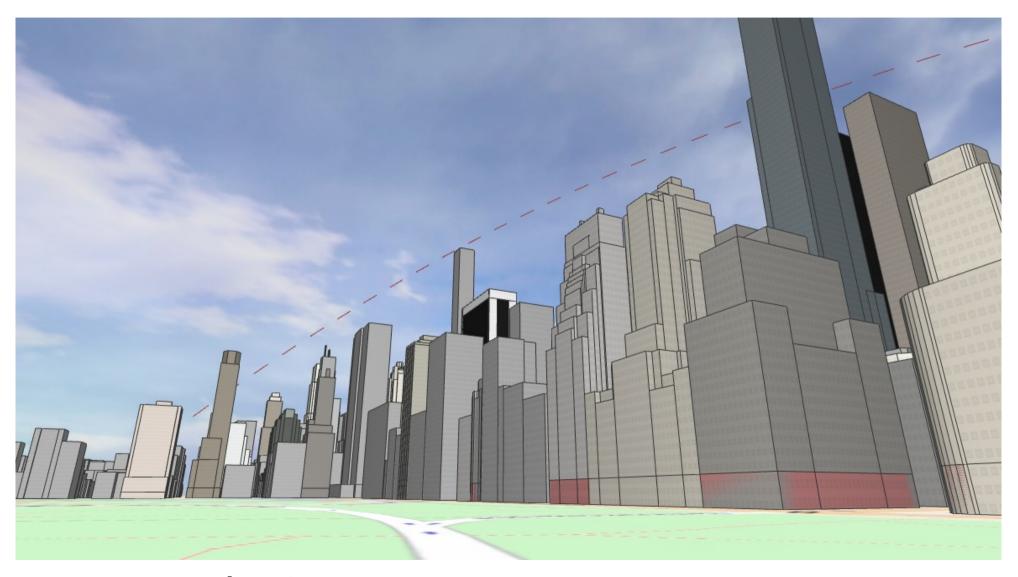
Berlin, Germany

OsmStreetView Impressions



Hong Kong, China

OsmStreetView Impressions



New York City, USA

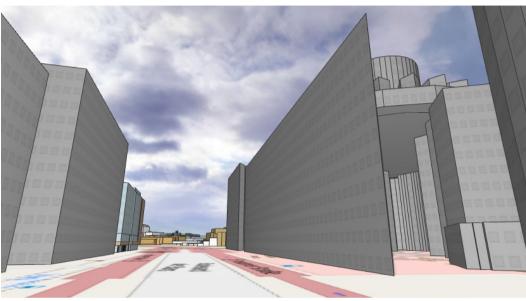
OsmStreetView – Unique Features

- interactive (movement)
- fast (smartphone)
- easy setup (no custom backend)
- up-to-date (Overpass/osm3s)

Demo: rbuch703.de/osmsv

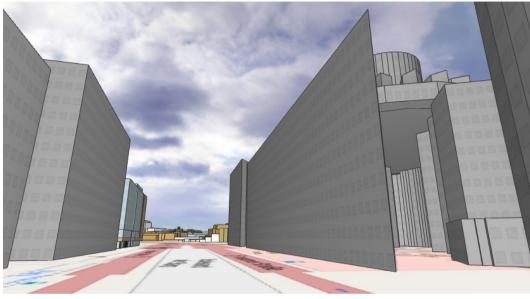
Source: github.com/rbuch703/osmstreetview





OsmStreetView:

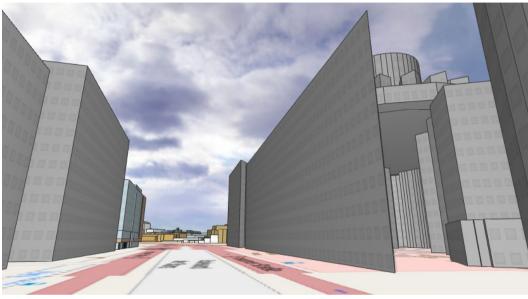




OsmStreetView:

less detailed (but also no random occluders)

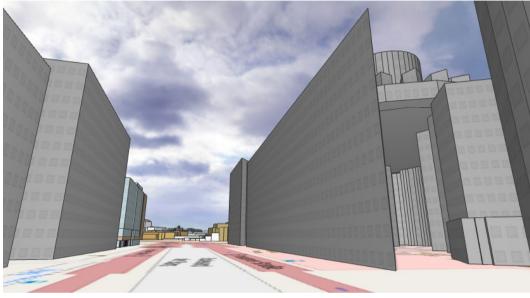




OsmStreetView:

- less detailed (but also no random occluders)
- greater coverage (whole world)

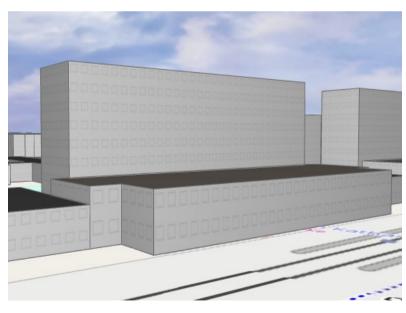




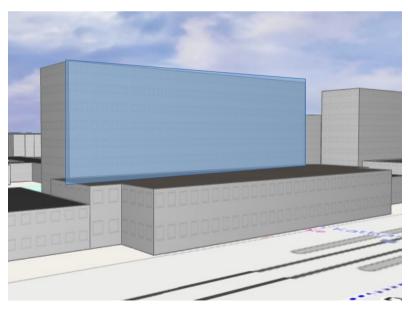
OsmStreetView:

- less detailed (but also no random occluders)
- greater coverage (whole world)
- more freedom (any place, any height)



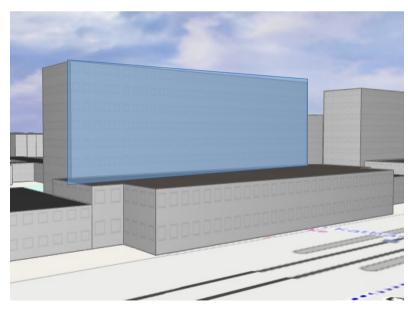






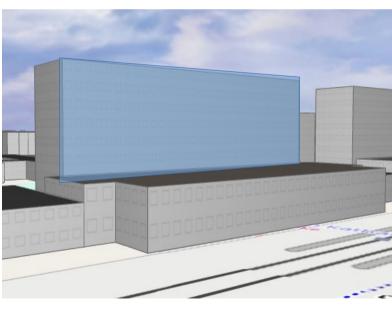






















Benefits: StreetView with free movement

Worth the effort?

Base on Mapillary imagery?

When looking for a new apartment online, the information you usually get is this:

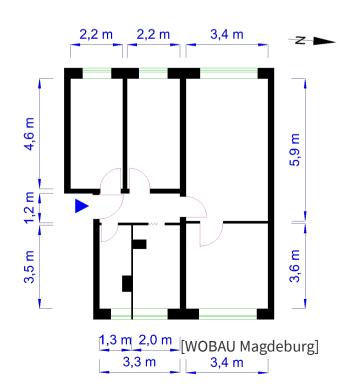
When looking for a new apartment online, the information you usually get is this: "Hauptstraße 21, 65m², 4th floor, 500€/month"

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- Does the layout suit my needs?
- Will I get any direct sunlight? (where? when?)
- Will it be loud? (main roads? railway lines?)
- Will it be crowded? (skyscrapers?)
- What is the view like? (green spaces, or just buildings)?
- Are playgrounds/schools nearby?

- Does the layout suit my needs?
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→ Layout image

Geographical Information (Surroundings)

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→ Layout image

Geographical Information (Surroundings) → OSM

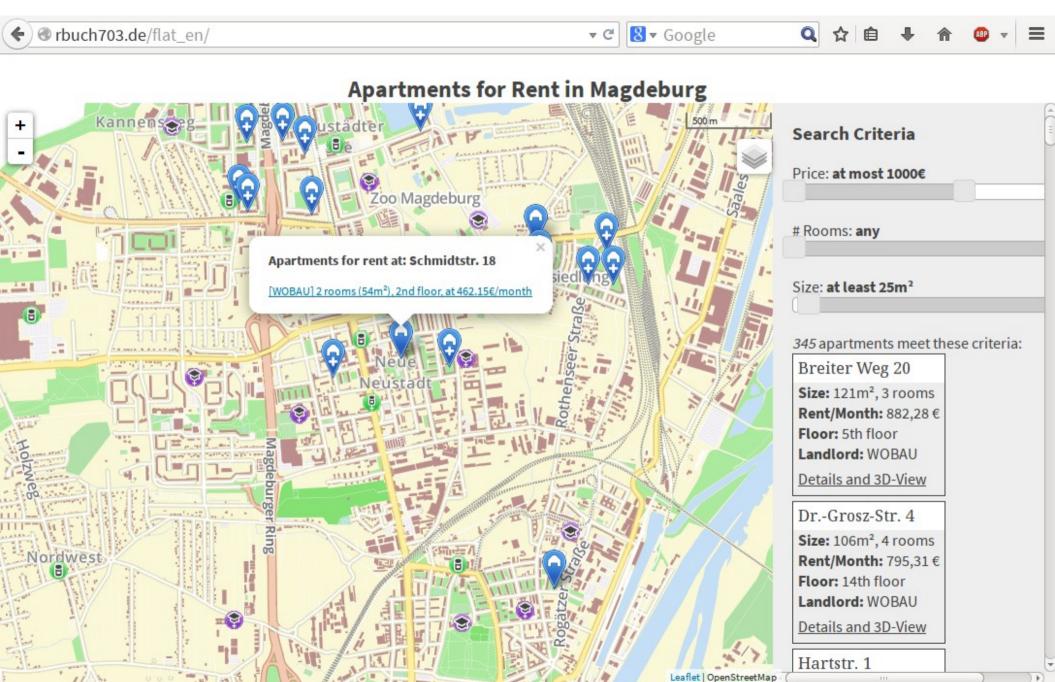
Geometric Information (Apartment)

→ Layout image

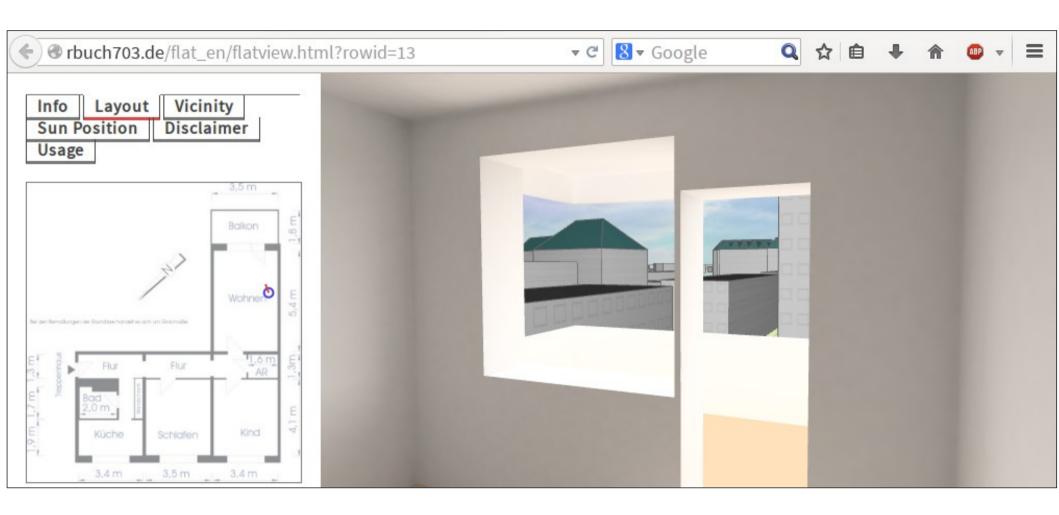
Geographical Information (Surroundings) → OSM

The data is there, we just need to combine it!

Introducing "FlatMatch"



Introducing "FlatMatch"



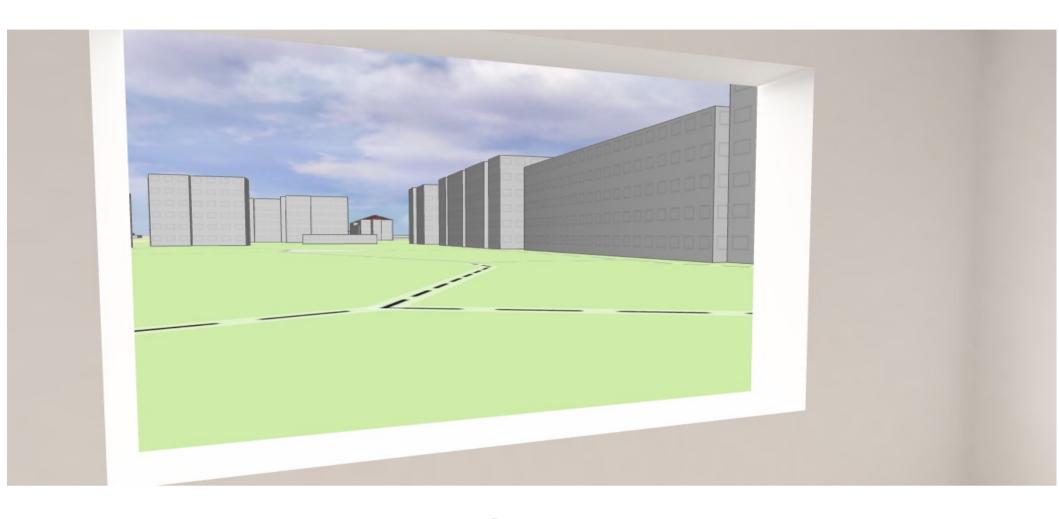
A web-based 3D interactive apartment view

FlatMatch - Apartment



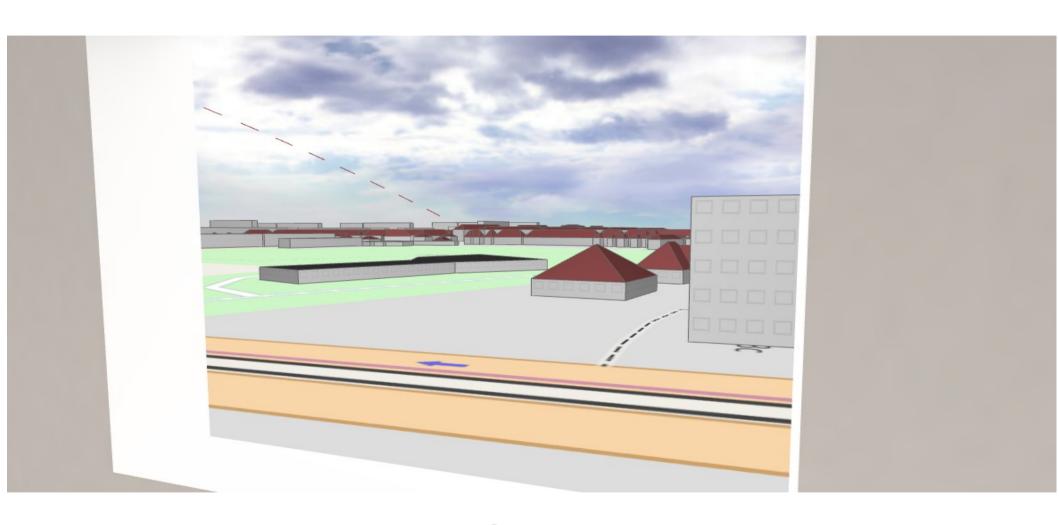
3D apartment geometry from layout image Realistic diffuse lighting (Photon Mapping)

FlatMatch - View



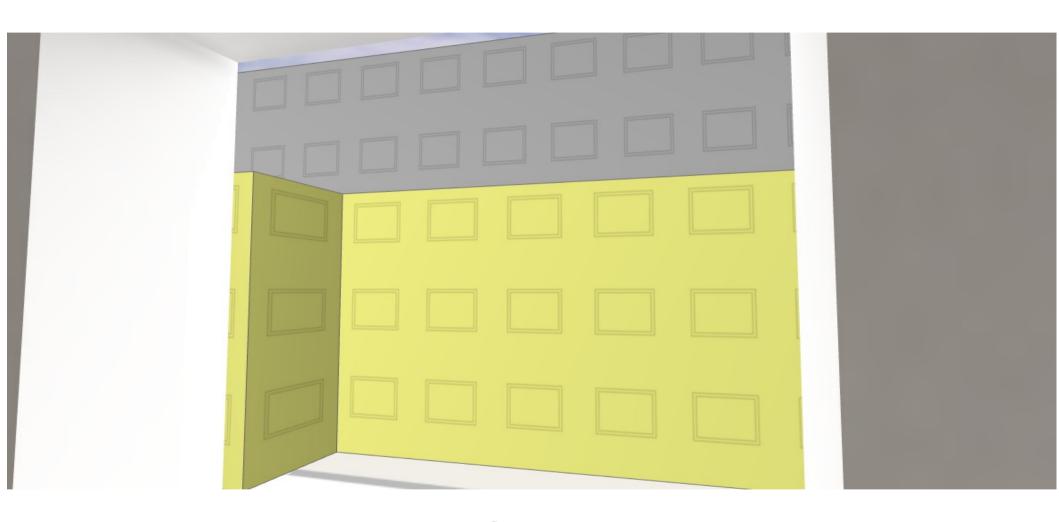
Map and geometry from OSM

FlatMatch - View



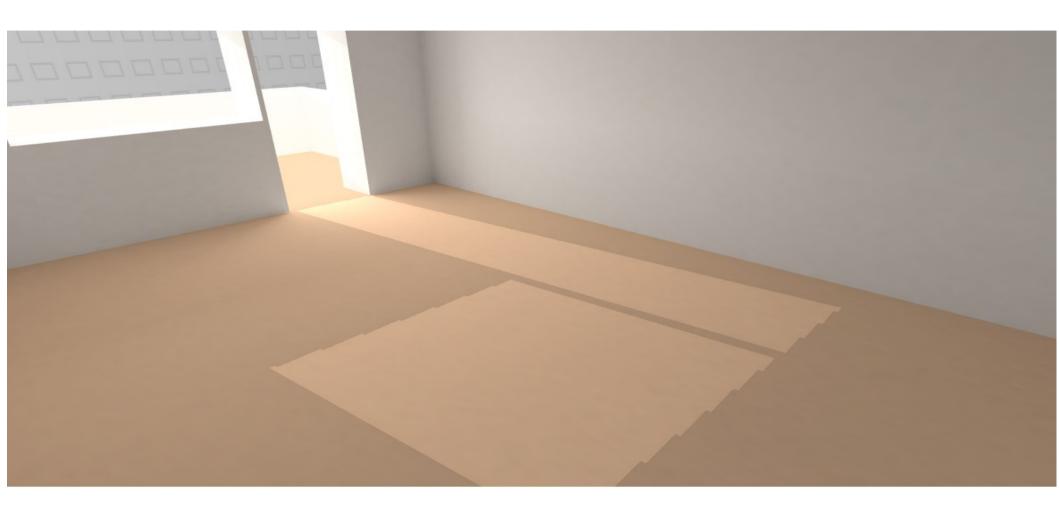
Map and geometry from OSM

FlatMatch - View



Map and geometry from OSM

FlatMatch - Sunlight



Direct sunlight simulation through shadow mapping

FlatMatch - Benefits

- "Visit" tens of apartments a day without making a single appointment
- Find your perfect apartment faster and more reliably

- Demo: http://rbuch703.de/flat_en
- No commercial applications (yet)

Conclusions

• 3D interactive web graphics are cool :-)

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- OSM is a huge repository of geographical facts about our physical world, not just a map

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- 3D interactive web graphics are cool :-)
- OSM is a huge repository of geographical facts about our physical world, not just a map
- Combine these for great new applications!

Thank you for your attention! Questions?

All demos (and link to GitHub page) online: http://rbuch703.de

Getting in touch (questions, suggestions, collaboration, ...):

rbuch703@gmail.com