

3D in the municipal urban planning process



Municipality of Apeldoorn
Department of (Spatial) Information Services



History

Apeldoorn 3D started in 2004 with the Kanaalzone project
Request:
An urban plan viewer like the existing GIS viewer... but then 3D

- Constraints
- Internet based
 - Easy accessible
 - Ability to fly AND walk
 - Standardized approach



Throughout the years more projects were added



Why 3D

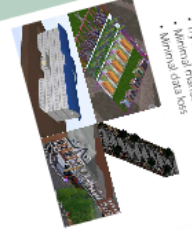
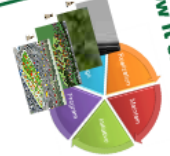
- Does not have to be expensive
- Better designs
- Better understanding
- Better communication
- More support
- Shorter procedures
- Fewer objections



3D in the municipal urban planning process

**GEOSPATIAL-
WORLD
FORUM**

Rick Klooster
Apeldoorn
2012-04-26



THE EXPERIMENT

- To combine 3D data from different application domains
- Minimal manual labor
- Minimal data use



How it is/was



COMMON SITUATION

- Every 3D information is available, often not organically
- Digital 3D is 'sprayed' everywhere in the city, very expensive for 'normal' users
- Takes a lot of energy and time to create
- The whole process is not very user friendly
- Usually usually not visible or comprehensible
- A lot of different application domains



THE OPPORTUNITIES

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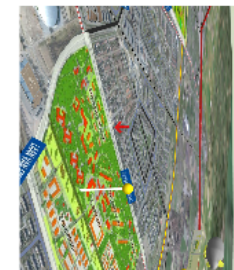
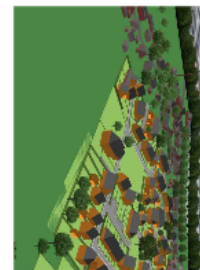
23-27 April, 2012
Amsterdam, The Netherlands



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 <http://www.twitter.com/rickklooster>
<http://www.virtueelapeldoorn.nl>

2012-04-25



Throughoi

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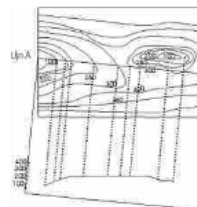
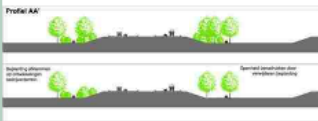
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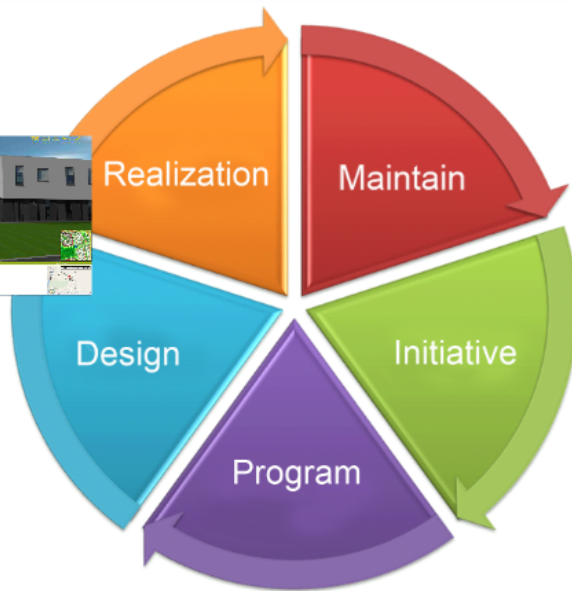
COMMON SITUATION

- Plenty of 3D information is available, often not digitally
- Digital 3D is starting to emerge, it's being used occasionally
- Everyone for himself, everyone in his own way
- Takes a lot of energy every time
- The wheel is reinvented over and over again
- Usually a one-time action (money wasted)
- Results usually not reusable or combinable
- Unstructured
- A lot of different application domains



How it is/was

How it should be



THE EXPERIMENT

- Try to combine 3D data from different application domains
- Minimal manual labor
- Minimal data loss



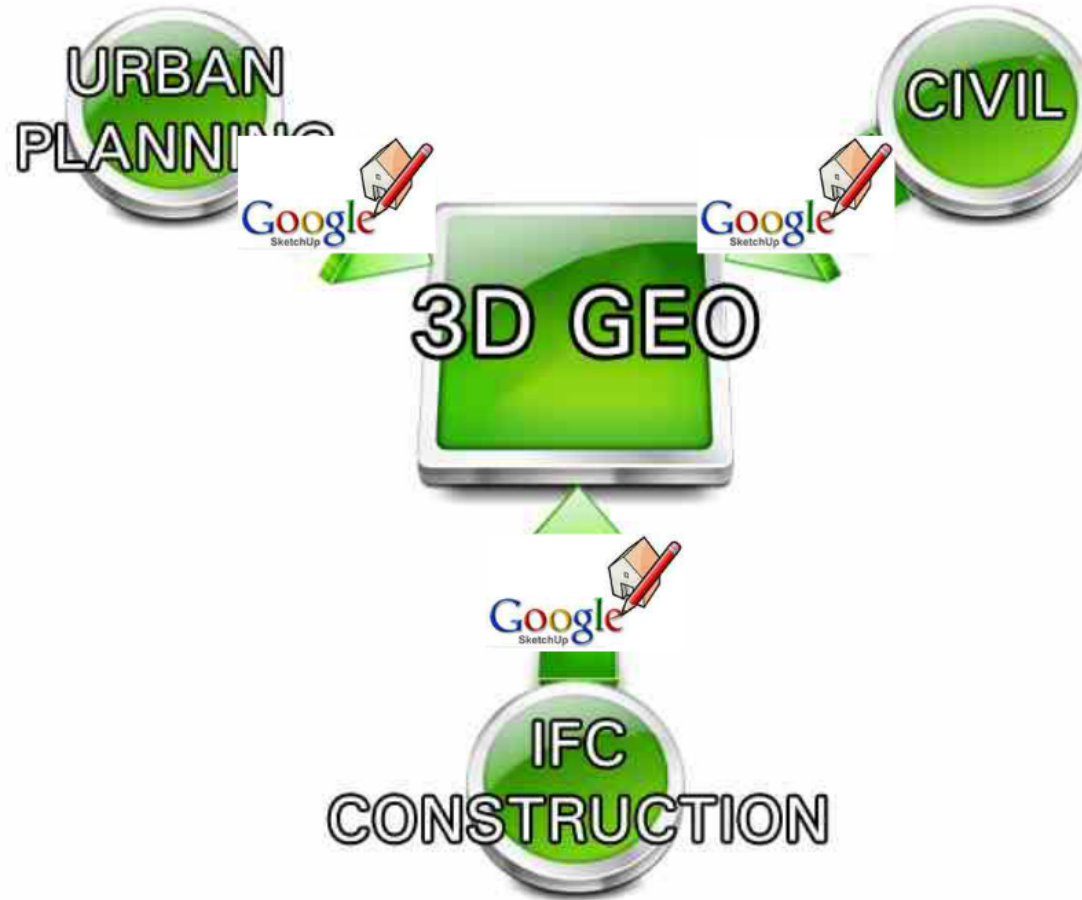
How it is/was



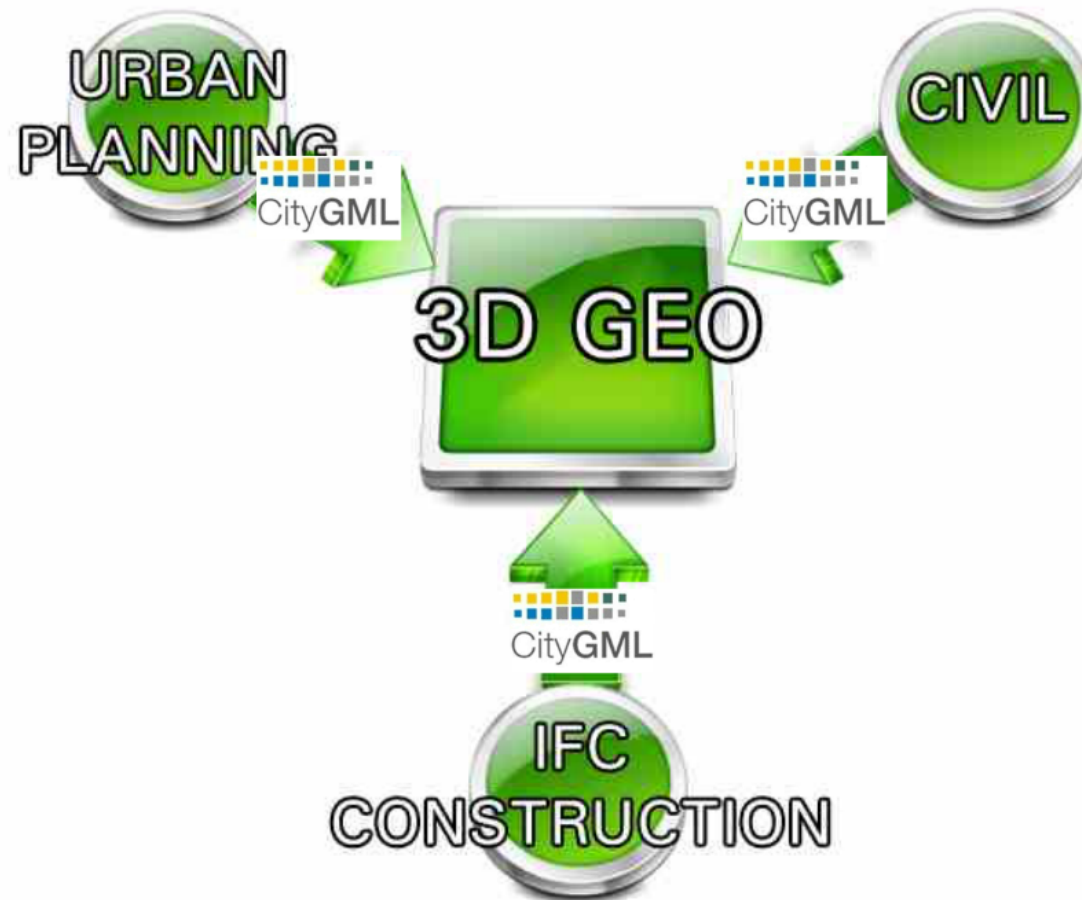
How it should be



How it is/was



How it should be



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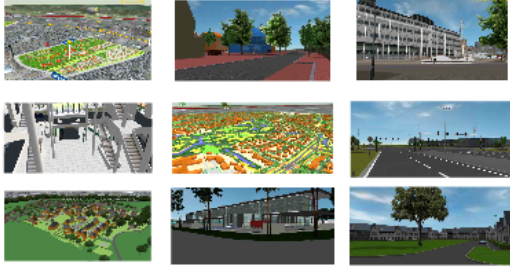
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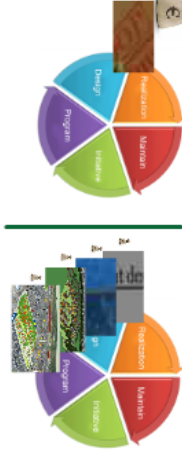
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THE EXPERIMENT

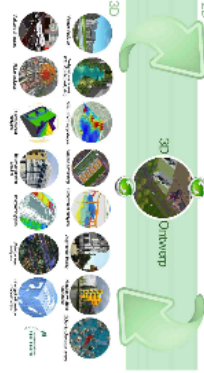
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