



第92回 GIS研究会

Essential Skills and functions of City Engine

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Our World Is in 3D

- CityEngine delivers a full suite of industry-leading procedural tools to aggregate geospatial data, lay out and edit street networks, generate and modify buildings, create 3D road profiles and distribute street furniture, control the shape of the skyline, and analyze urban planning projects.



What is Cityengine?

Esri CityEngine is a stand-alone software that provides professional users in architecture, urban planning, entertainment, simulation, GIS, and general 3D content production with a unique conceptual design and modeling solution for the efficient creation of 3D cities and buildings.



Cityengine allows users to:

Efficiently create 3D cities and buildings based on their existing 2D/3D GIS data

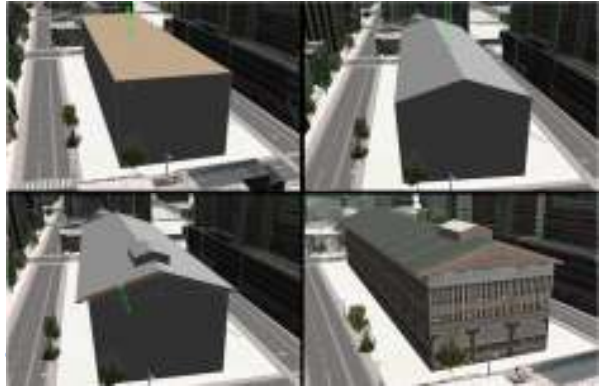


Workflow to create 3D cities from existing 2D/3D GIS data



Cityengine allows users to:

Maintain (modify/update) 3D city data



Cityengine allows users to:

Do conceptual Geodesign in 3D based on GIS data and (urban planning) procedural rules



Cityengine allows users to:

Save the changes directly to the geodatabase for further analysis



City Planning, Land use change, Climate Change, Vulnerability, Transportation network and so on.



Cityengine allows users to:

Share 3D City and Campus scenes through ArcGIS Online (browser-based)





Cityengine allows users to:

Esri Cityengine can be used either in isolation or as part of existing workflows, and it is an essential tool for anyone working with 3D urban environments, both real and imagined.



Tight integration with ArcGIS

CityEngine 2012.1 fully supports the Esri file Geodatabase (including textured multipatches) and the Shapefile format which allows users to import/export any geo-spatial vector data such as parcels, building footprints with arbitrary attributes, or line data to create street networks. And as mentioned above, publishing a 3D city scene on ArcGIS Online is now very easy.

