



FOSS4G 2010

QGIS goes 3D

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- For video link see:
<http://sourcepole.ch/2010/9/10/foss4g-2010-comparison-of-open-source-virtual-globes>



Features

- › **Live Data from Desktop GIS**
- › **Configure Symbolization with QGIS (same rendering engine)**
- › **Custom DEMs**
- › **Multiple DEMs**
- › **Stereo Display (Demo)**



Architecture

- › OpenGL
- › Open Scene Graph library
- › OsgEarth library
- › QGIS plugin (C++)



Building from source

- › **Threading Branch (SoC Martin)**
- › **Get Source from github**
 - › <https://github.com/sourcepole/qgis/tree/threading-globe>
- › **Install osgearth-dev (ubuntugis-unstable PPA)**
- › **Instructions: <http://paste.debian.net/99753>**
- › **Add your own DEM in <share/qgis/globe/globe.earth>**



Plans

- › **HTTP Proxy support (Hackfest)**
- › **World Wind DEM (Hackfest)**
- › **Vector reprojection to WGS-84**
- › **GUI for DEM config, Stereo mode, synchronization (master thesis Uni ZH)**
- › **Navigation controls**
- › **Synchronisation with 2D window**
- › **Signals for symbolization updates**
- › **Packaging**



Future

- › Nicer “fly to” paths
- › 3D models in QGIS symbolization
- › Raster reprojection
- › Navigation with Wiimote
- › Python bindings





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