

MASSIVE POINTCLOUDS IN CESIUM USING 3D TILES

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- Open source, WebGL-based 3D Map Engine
- Aka a library for building virtual globes



- Open format for streaming and rendering massive datasets
- vector data, gltf models, point clouds
- For Hierarchical Level of Detail



Demo





Thanks for listening!

Source data courtesy of
Trimble, Inc.

Visit us online:

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