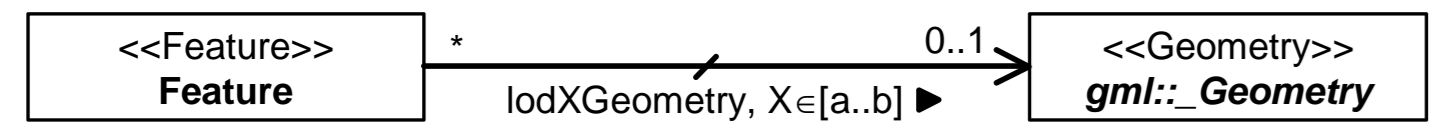
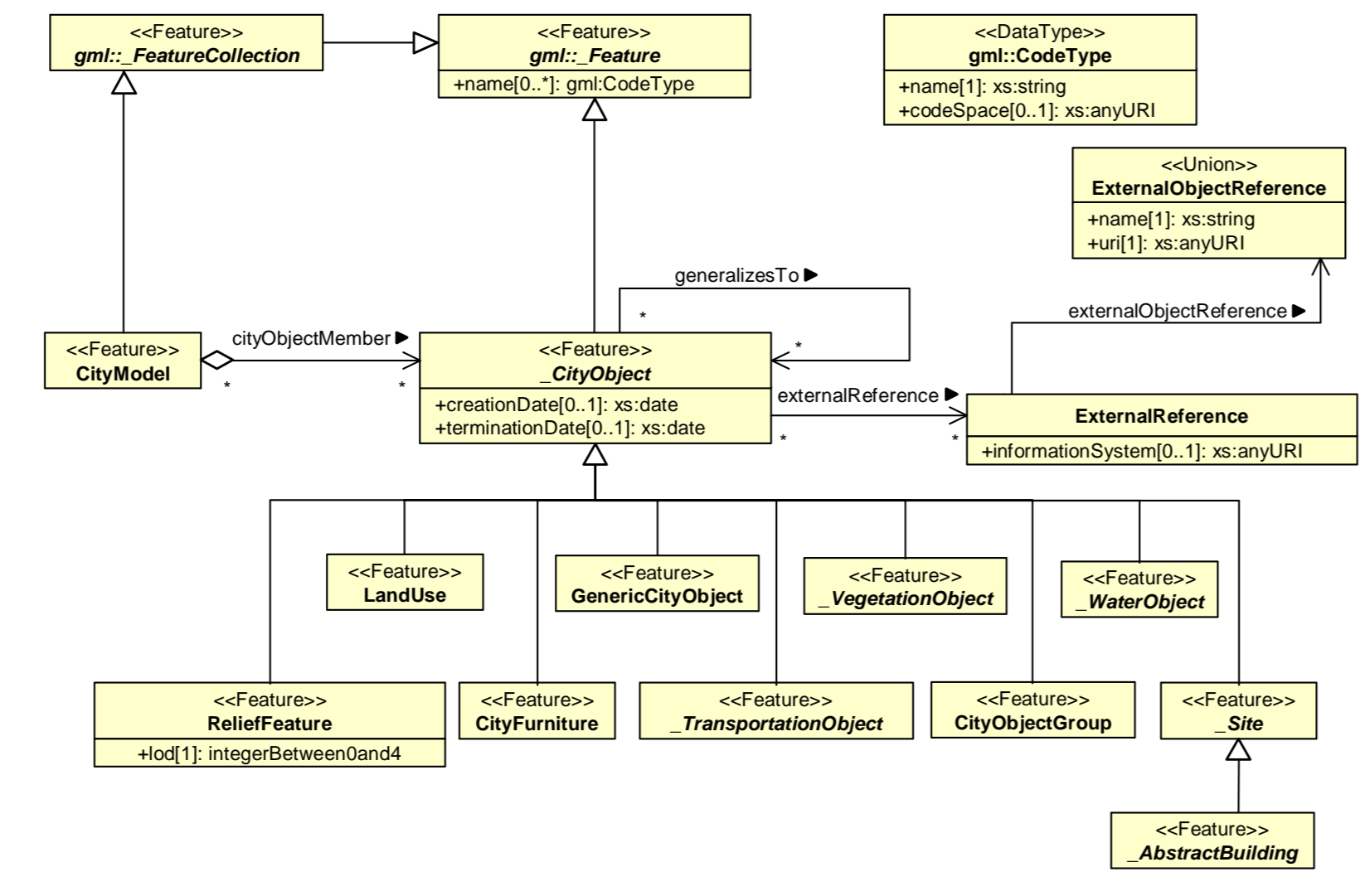


Preface

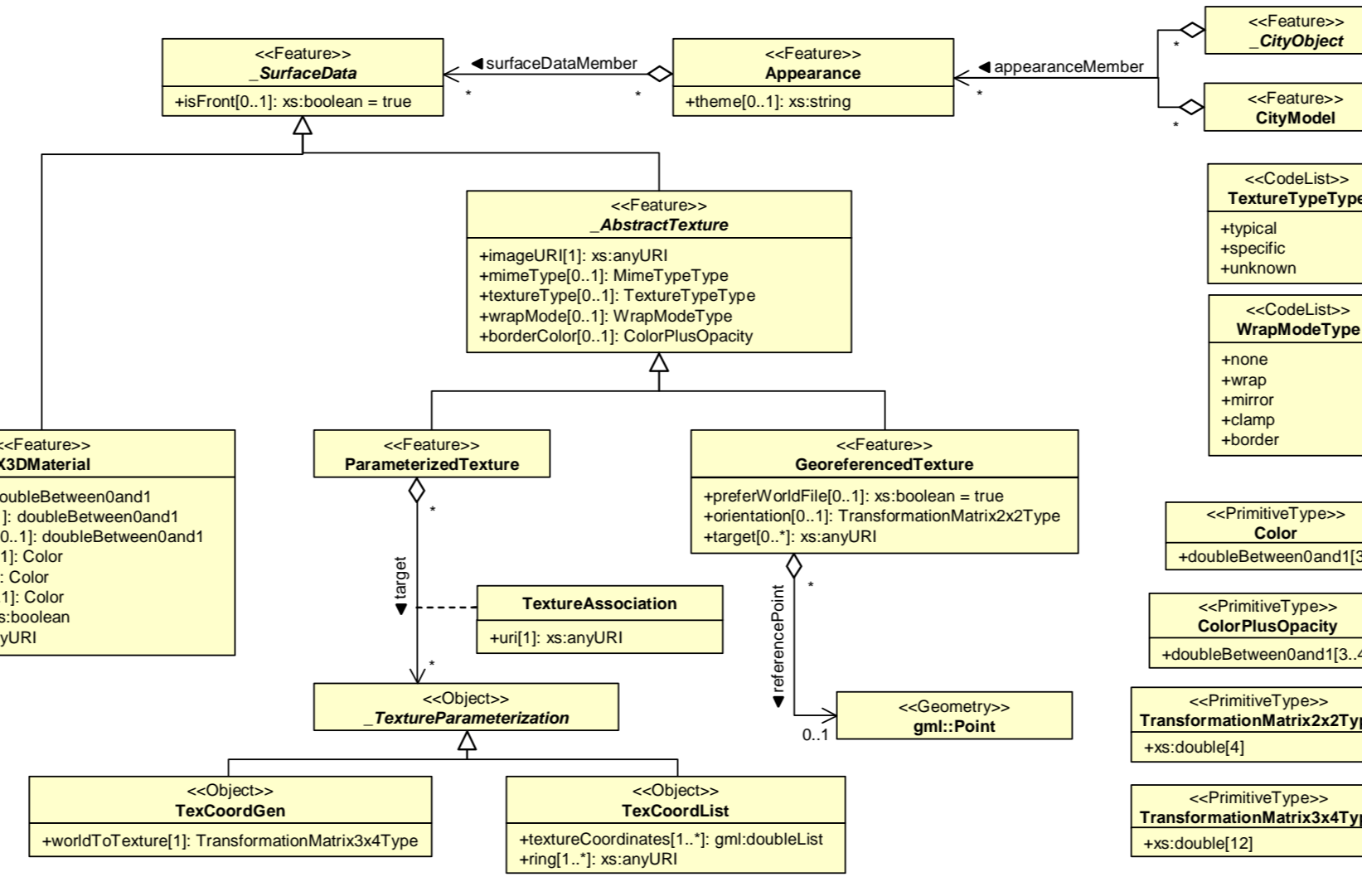
Special level of detail association



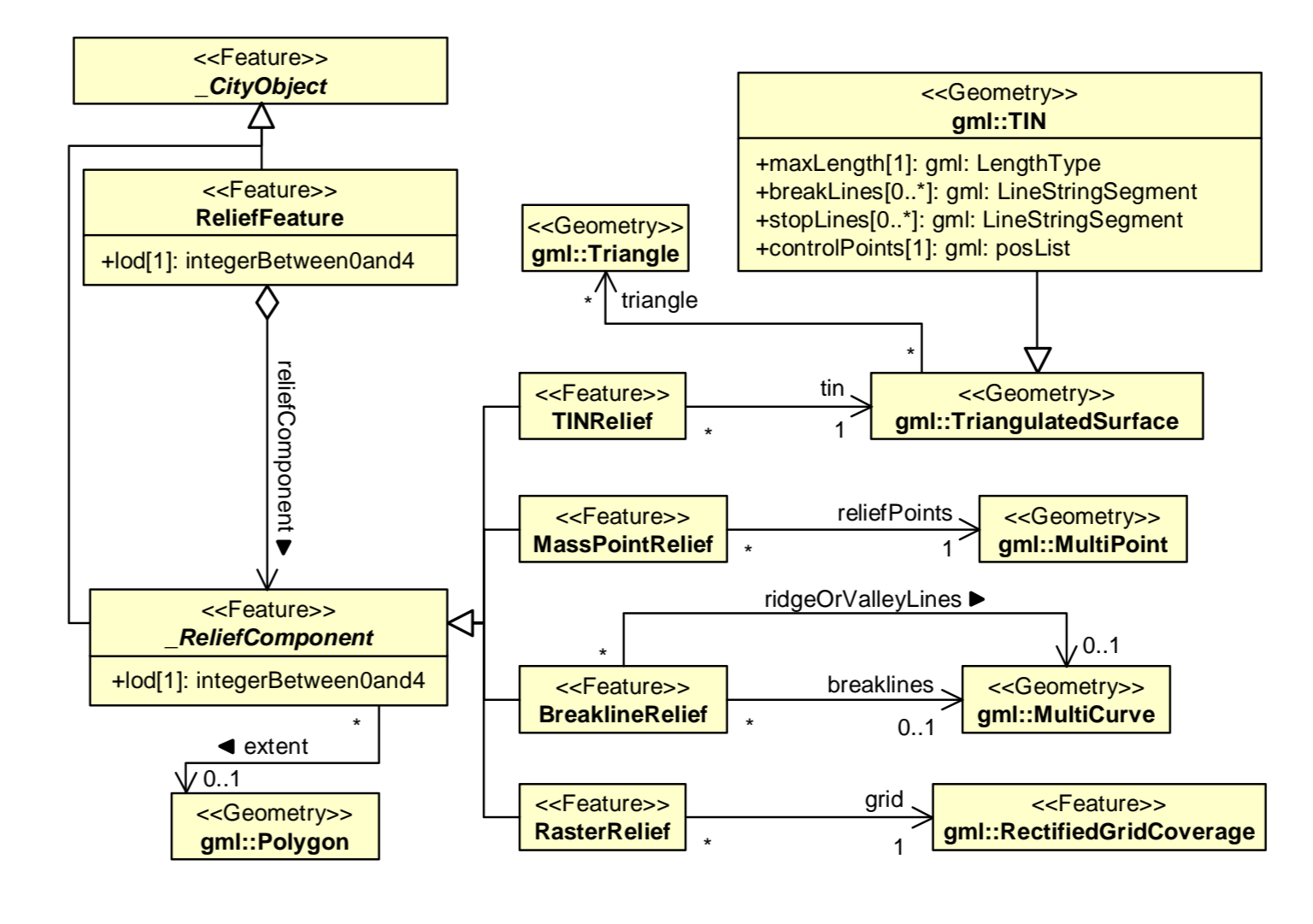
CityGML: Themes



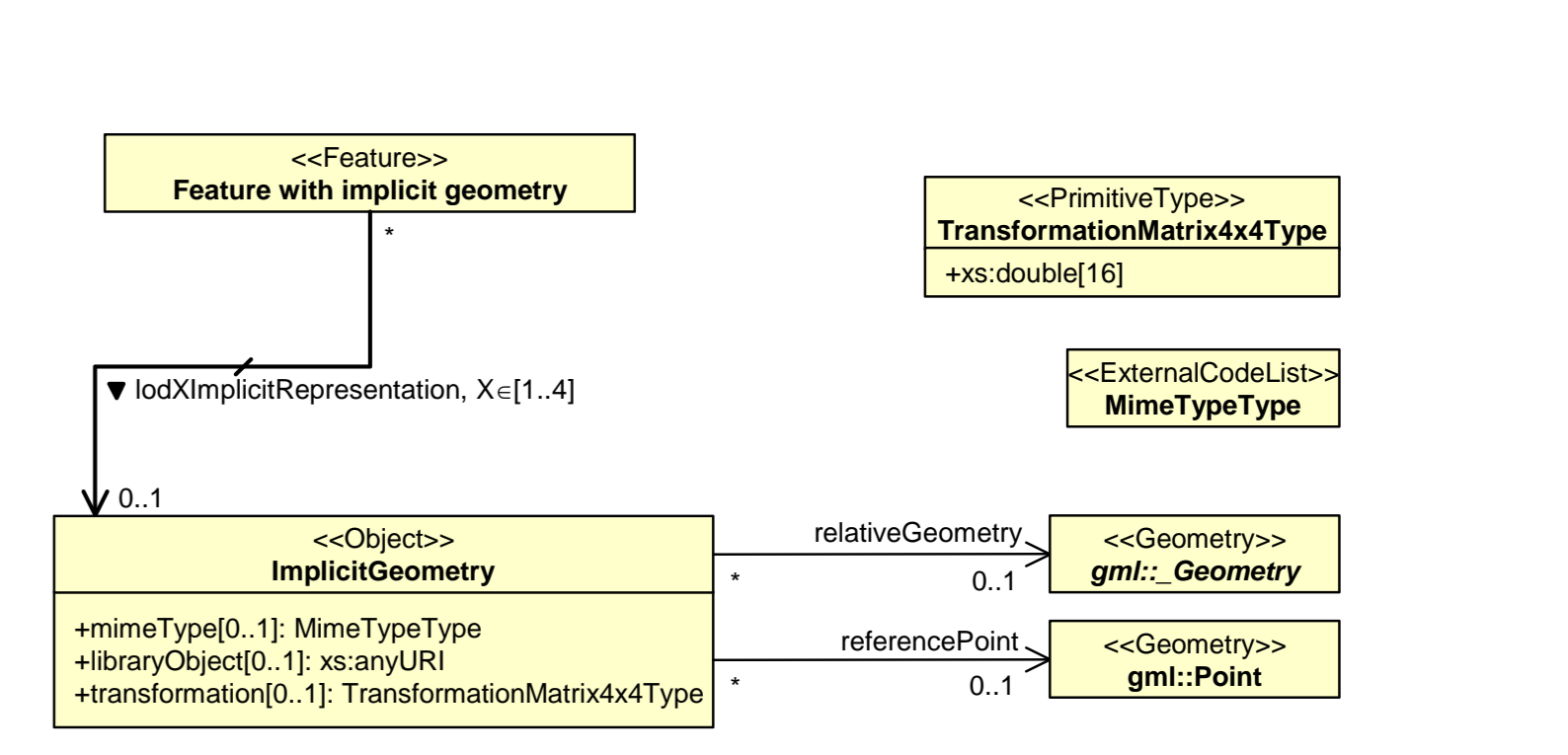
Appearance model



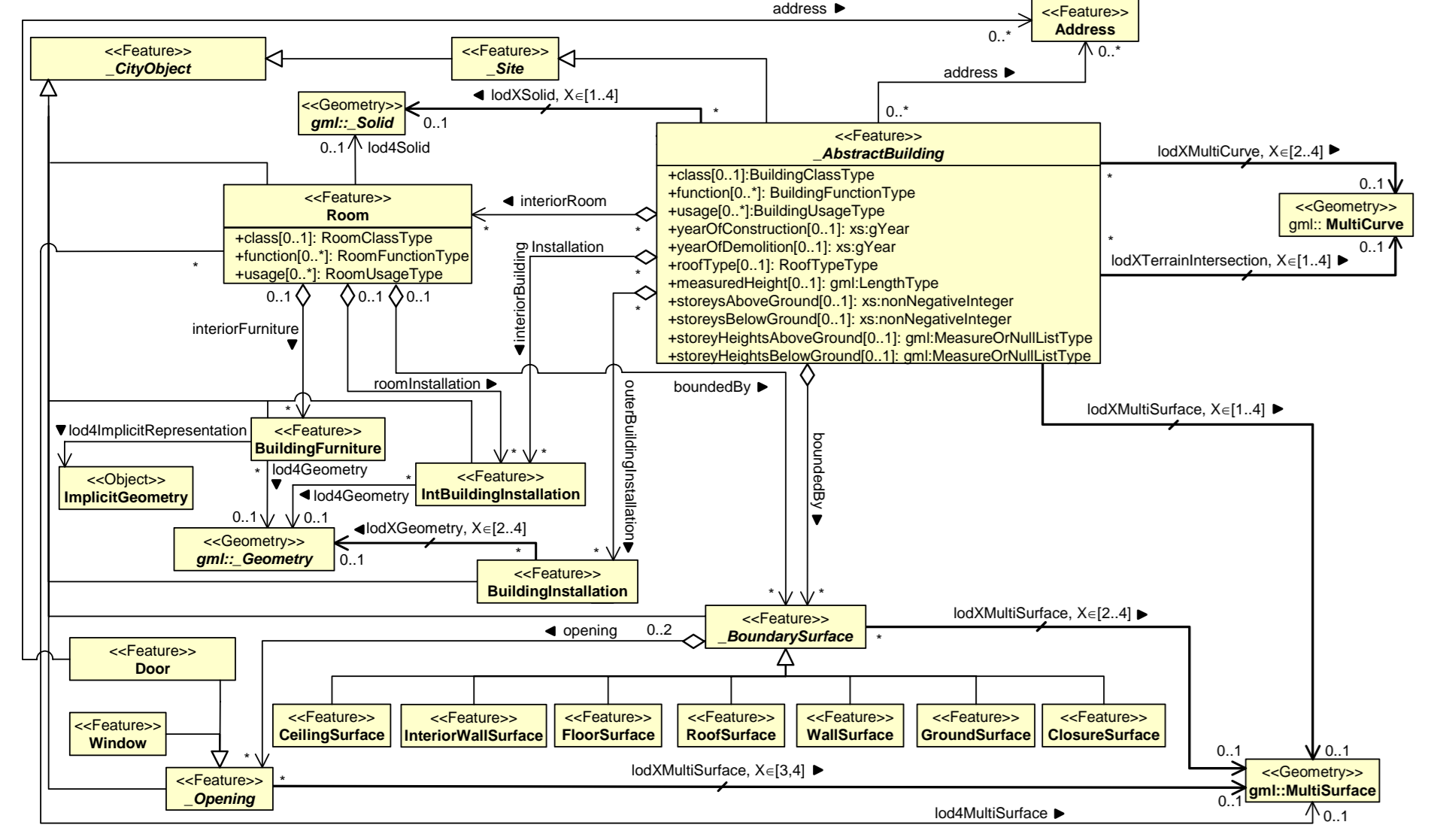
Digital Terrain Model (Relief Model)



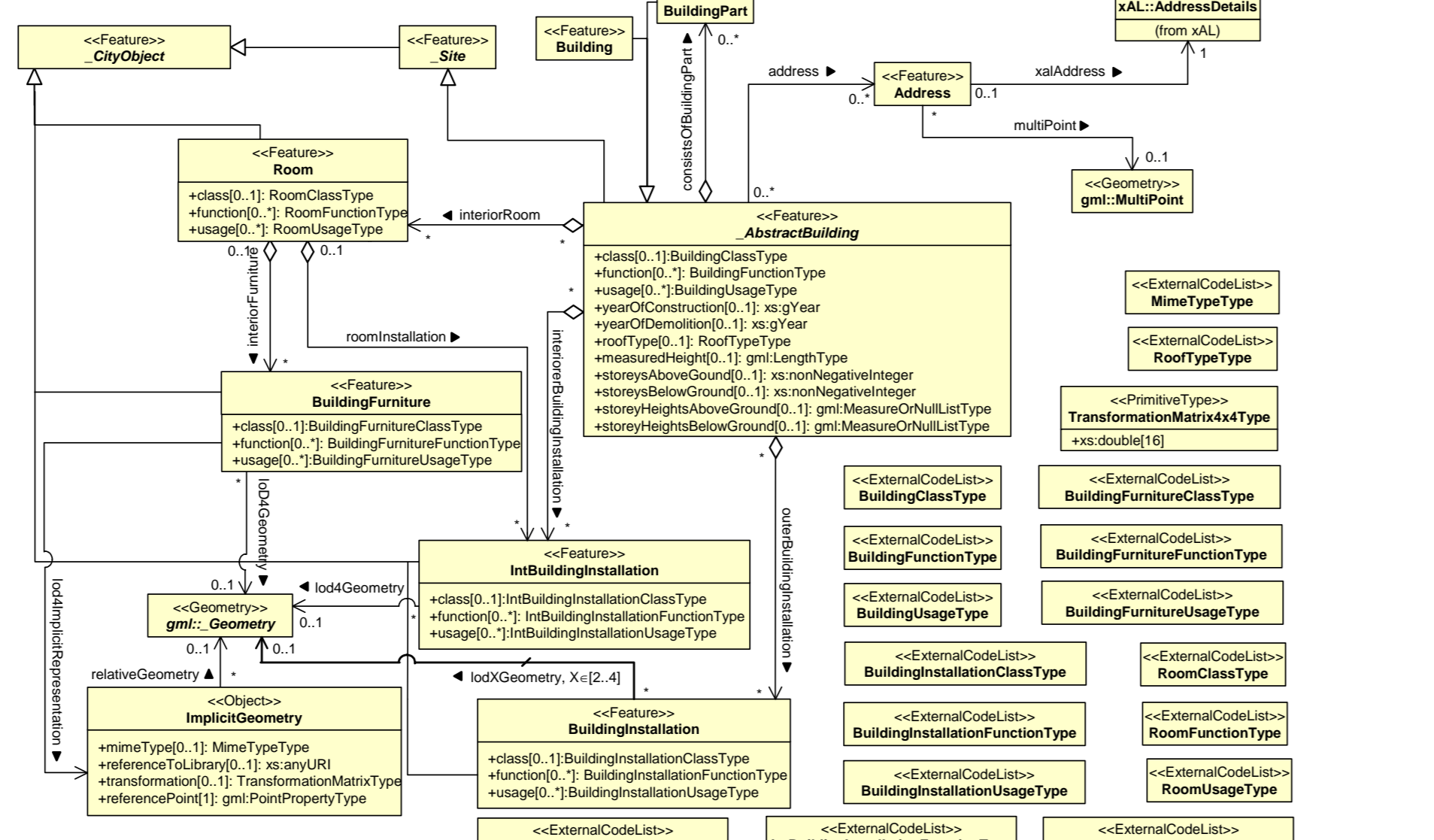
CityGML Implicit Geometry Model (Prototypic Shapes)



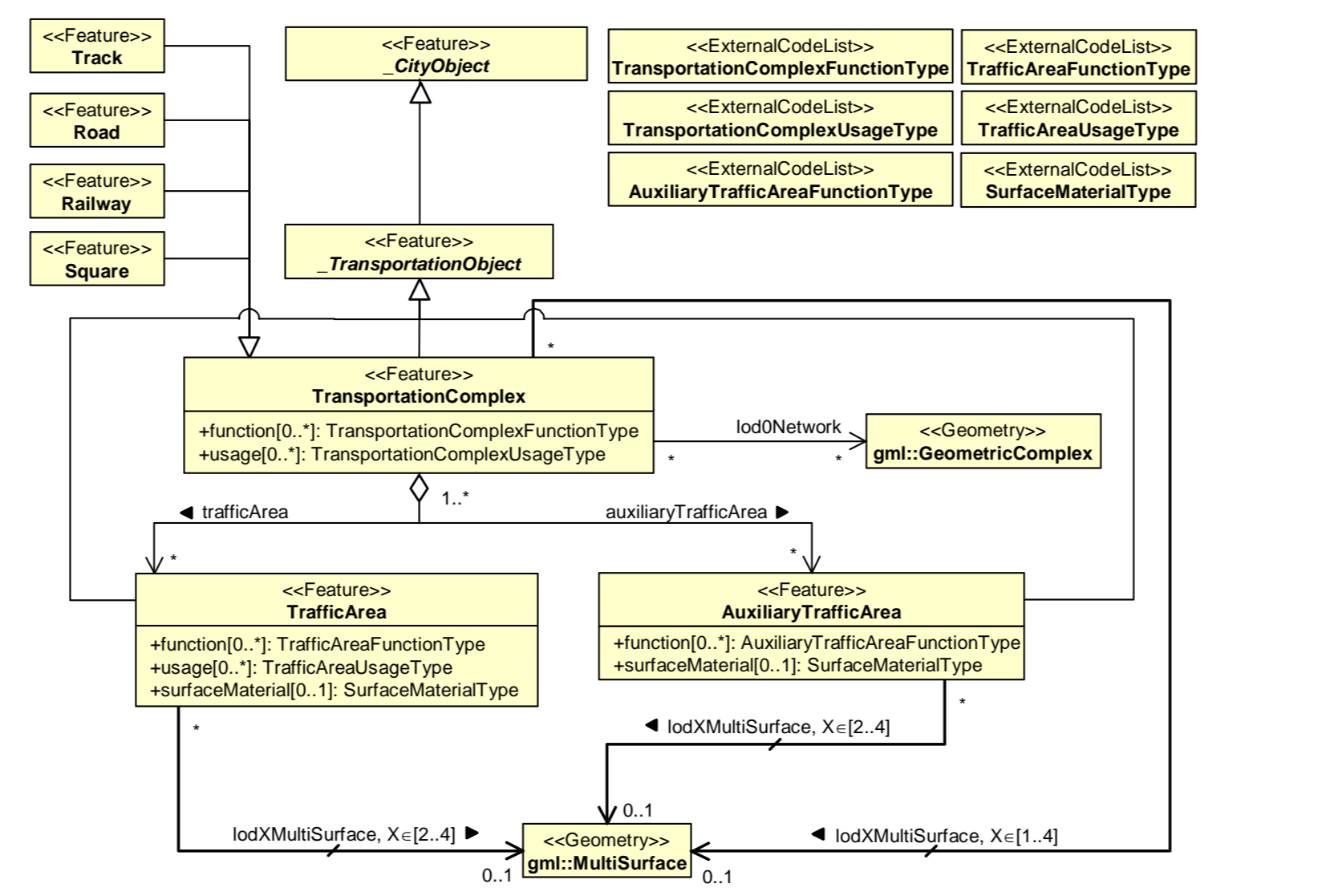
Building Model – Part 1



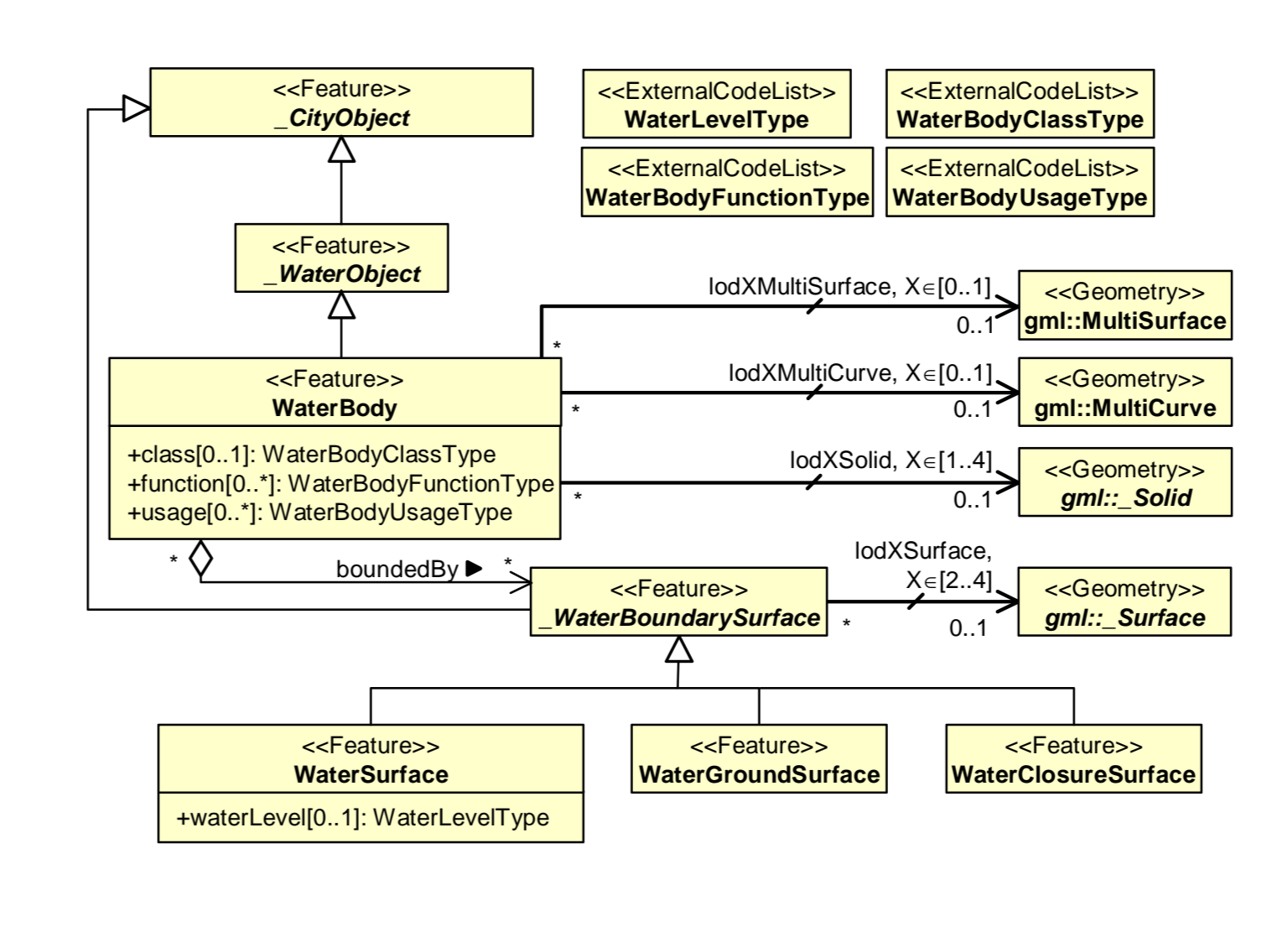
Building Model – Part 2



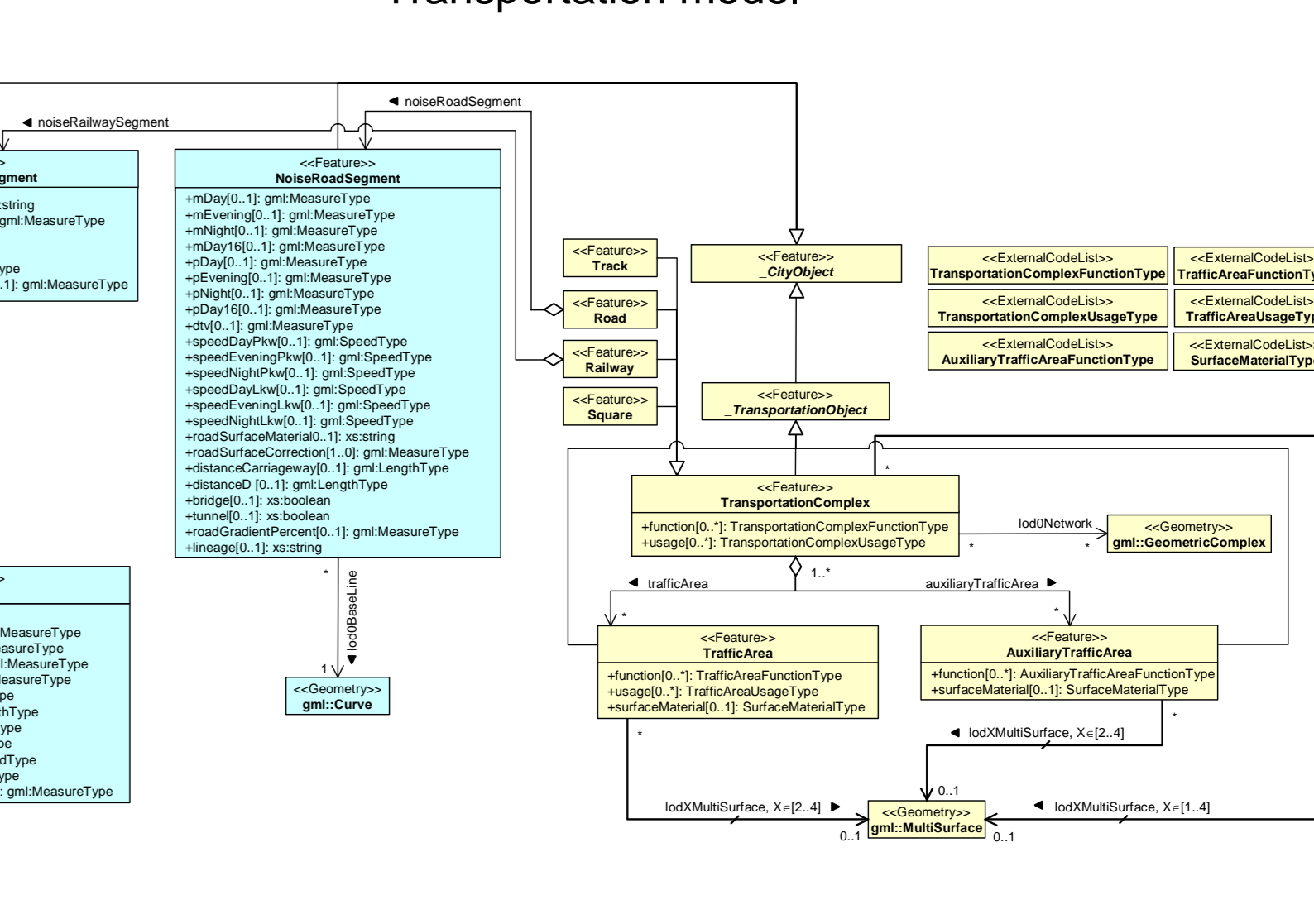
Transportation Model



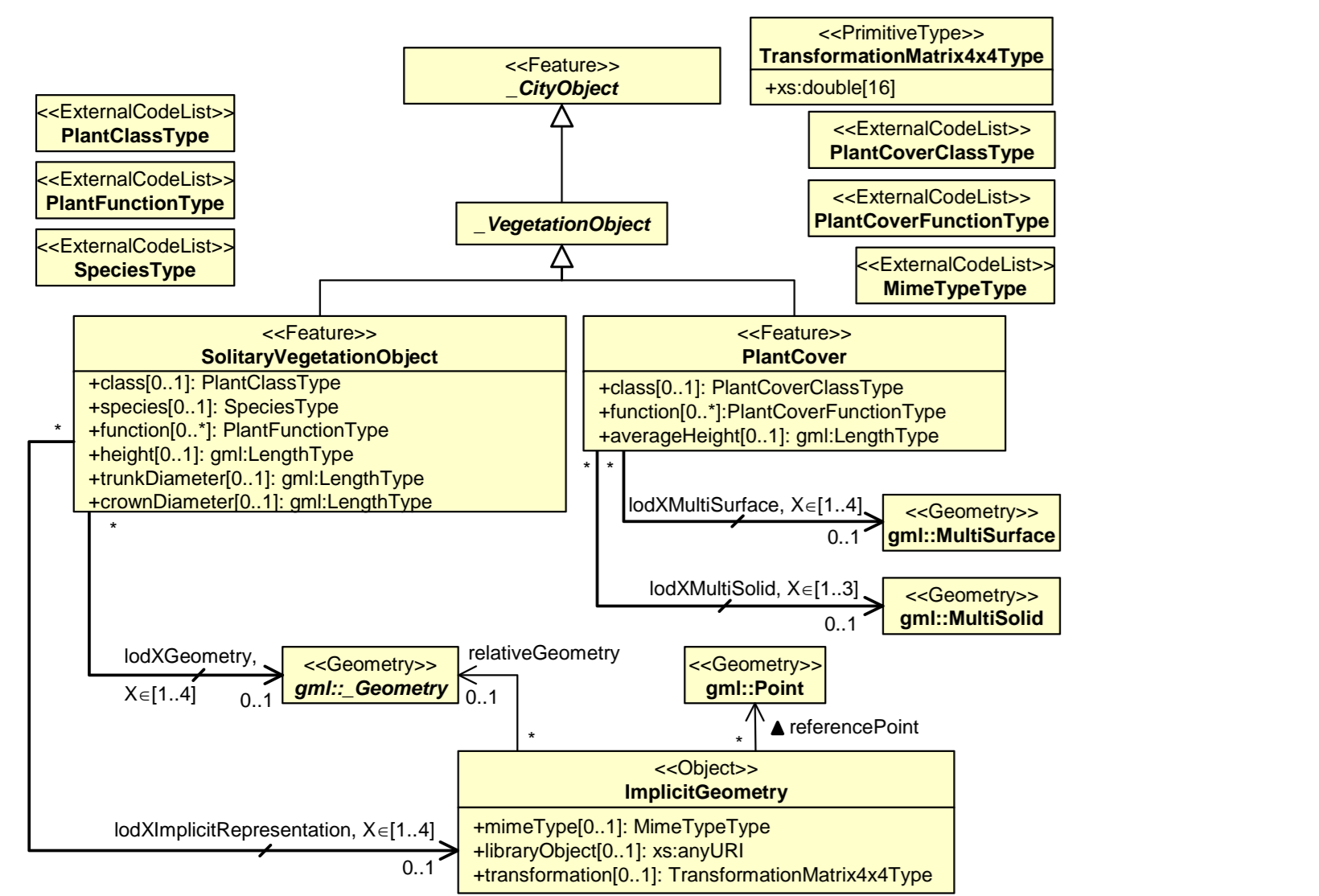
Water Bodies Model



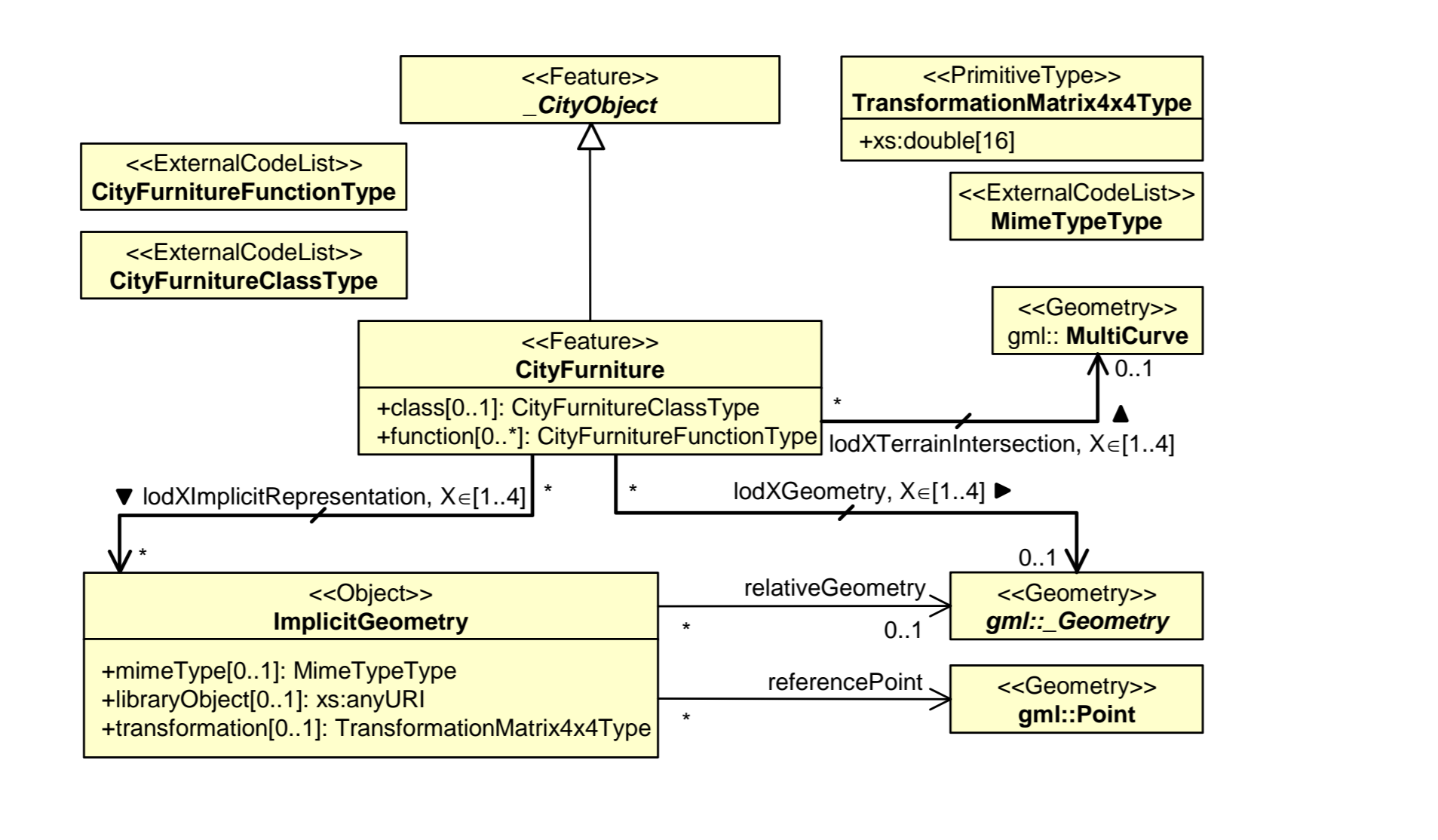
CityGML Noise ADE



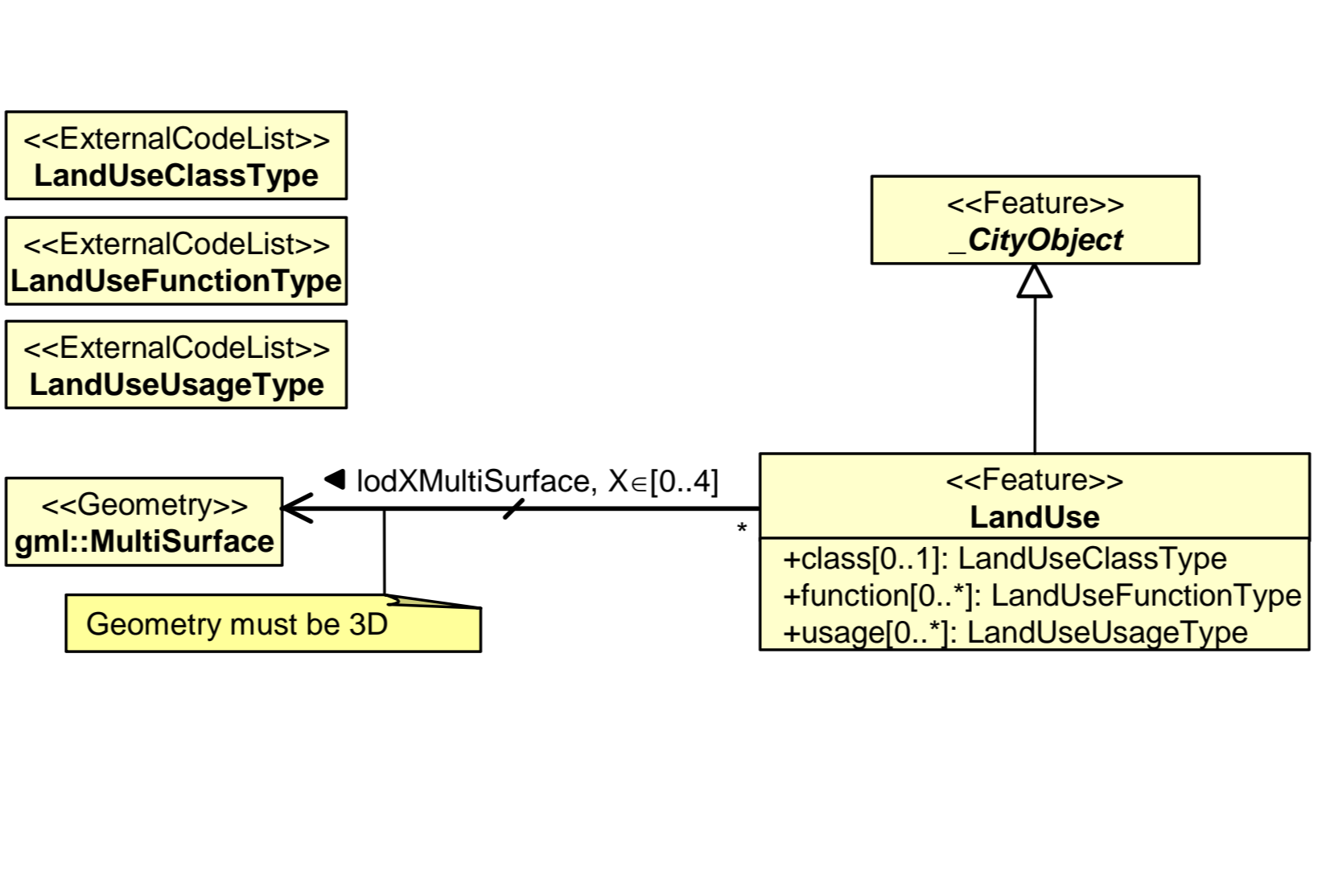
Vegetation Model



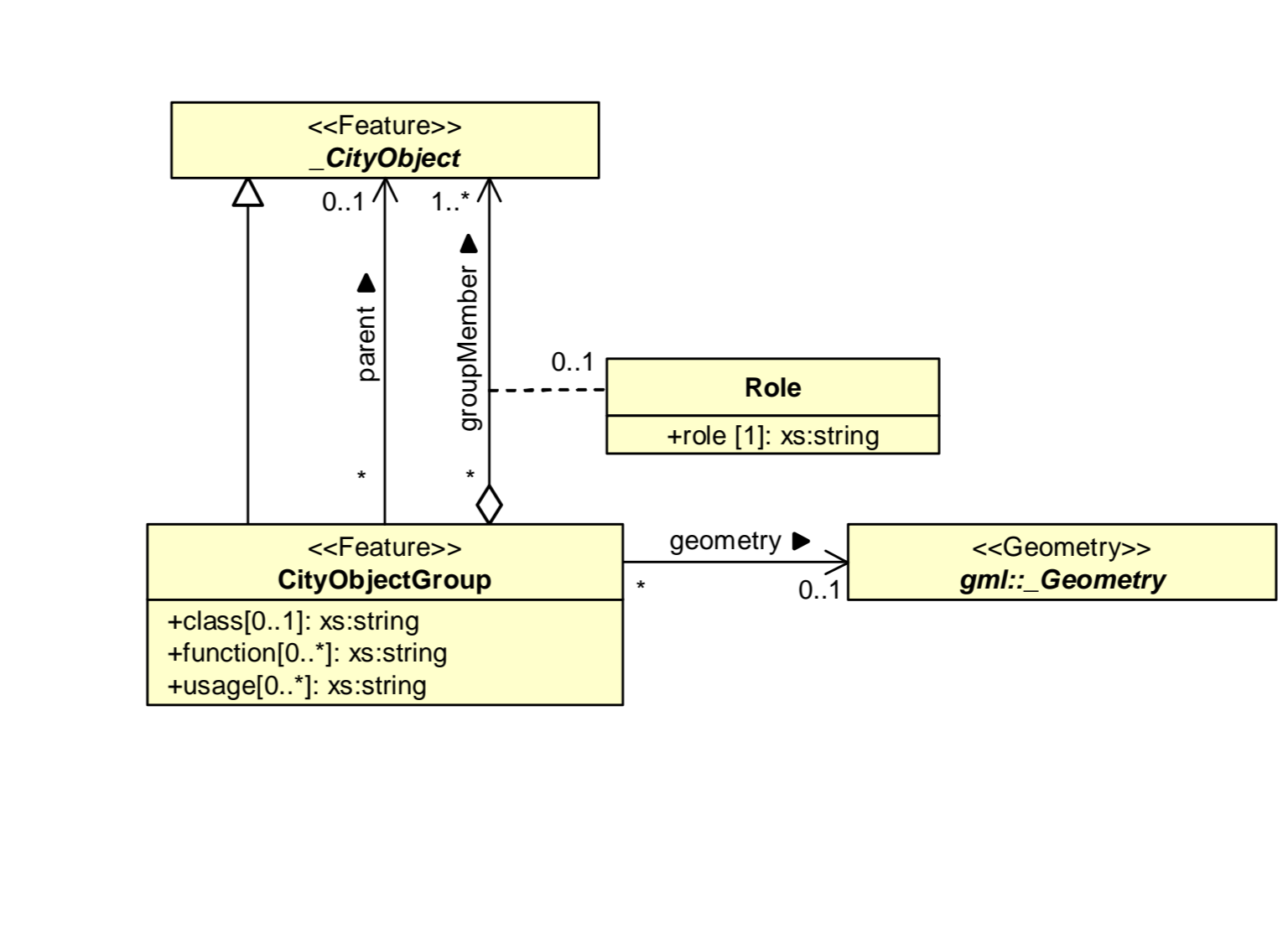
City Furniture Model



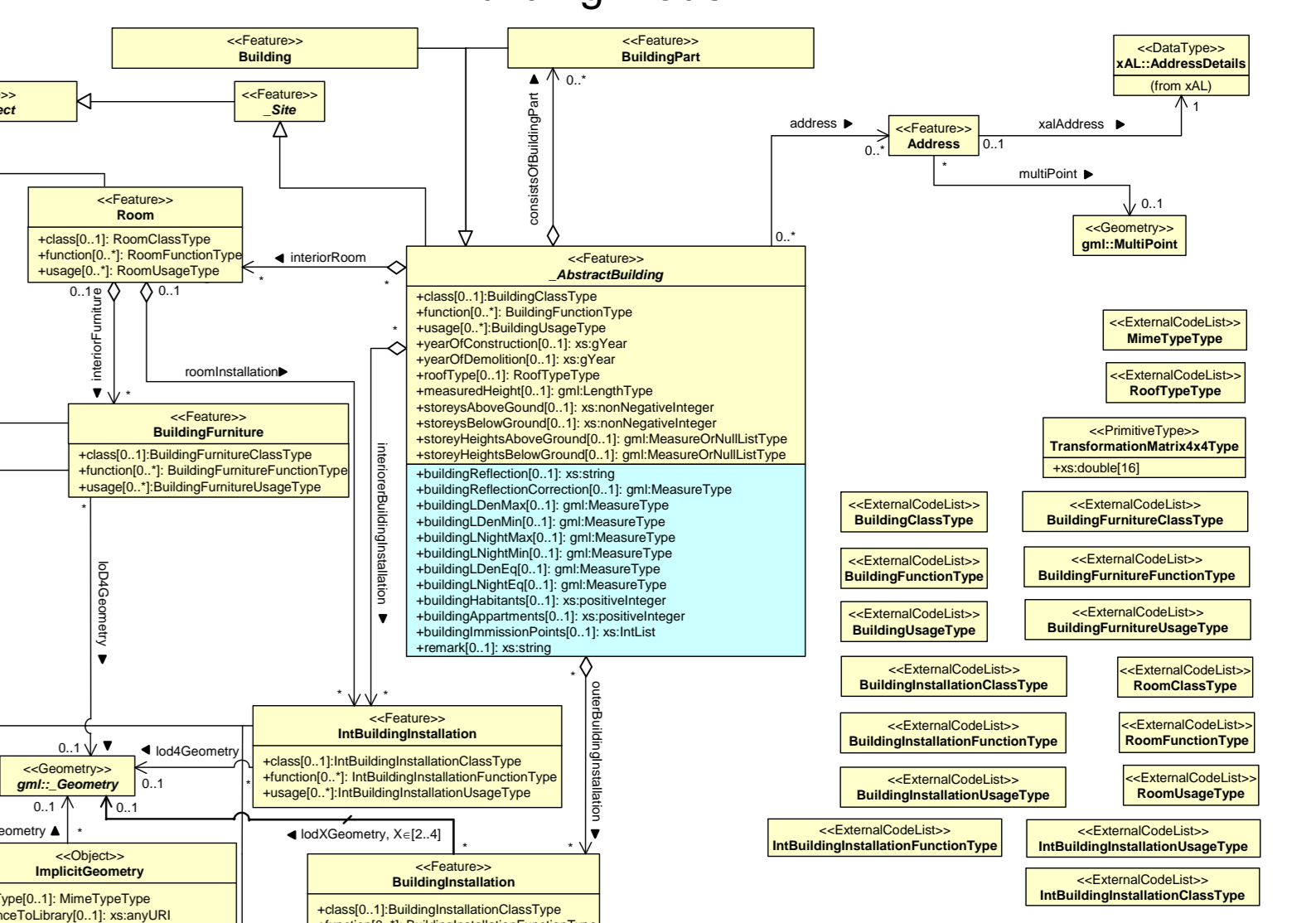
Land Use



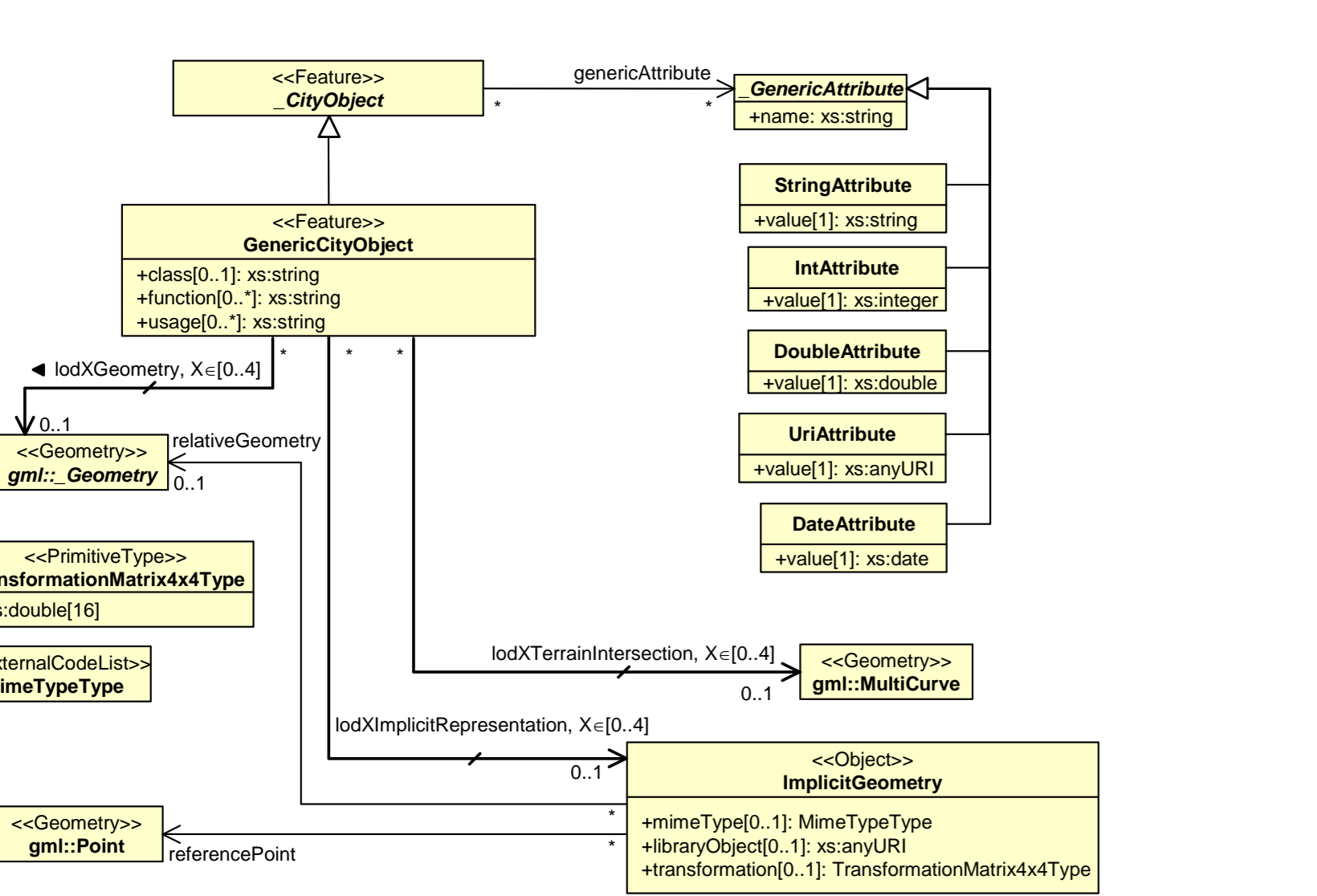
City Object Group Model



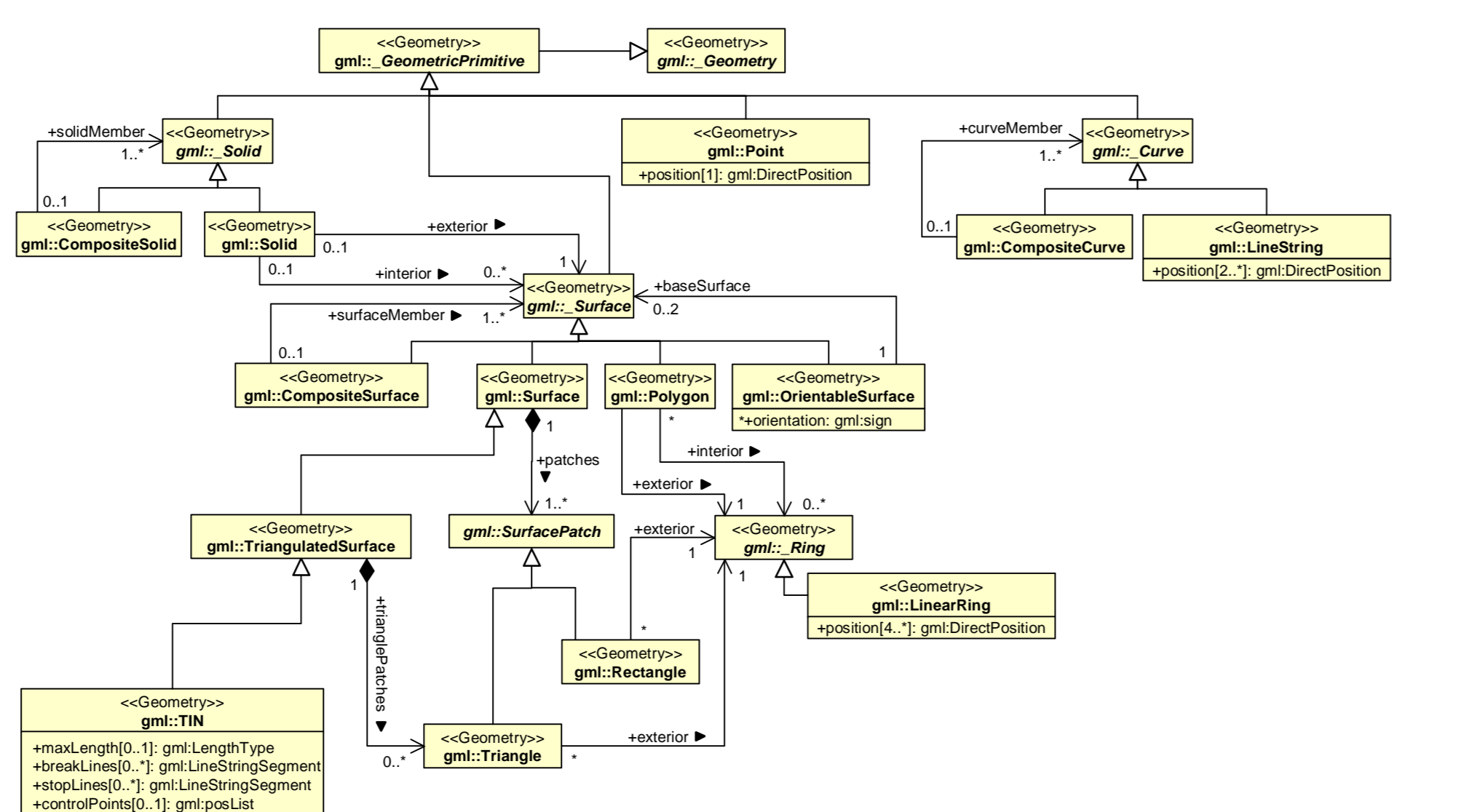
CityGML Noise ADE



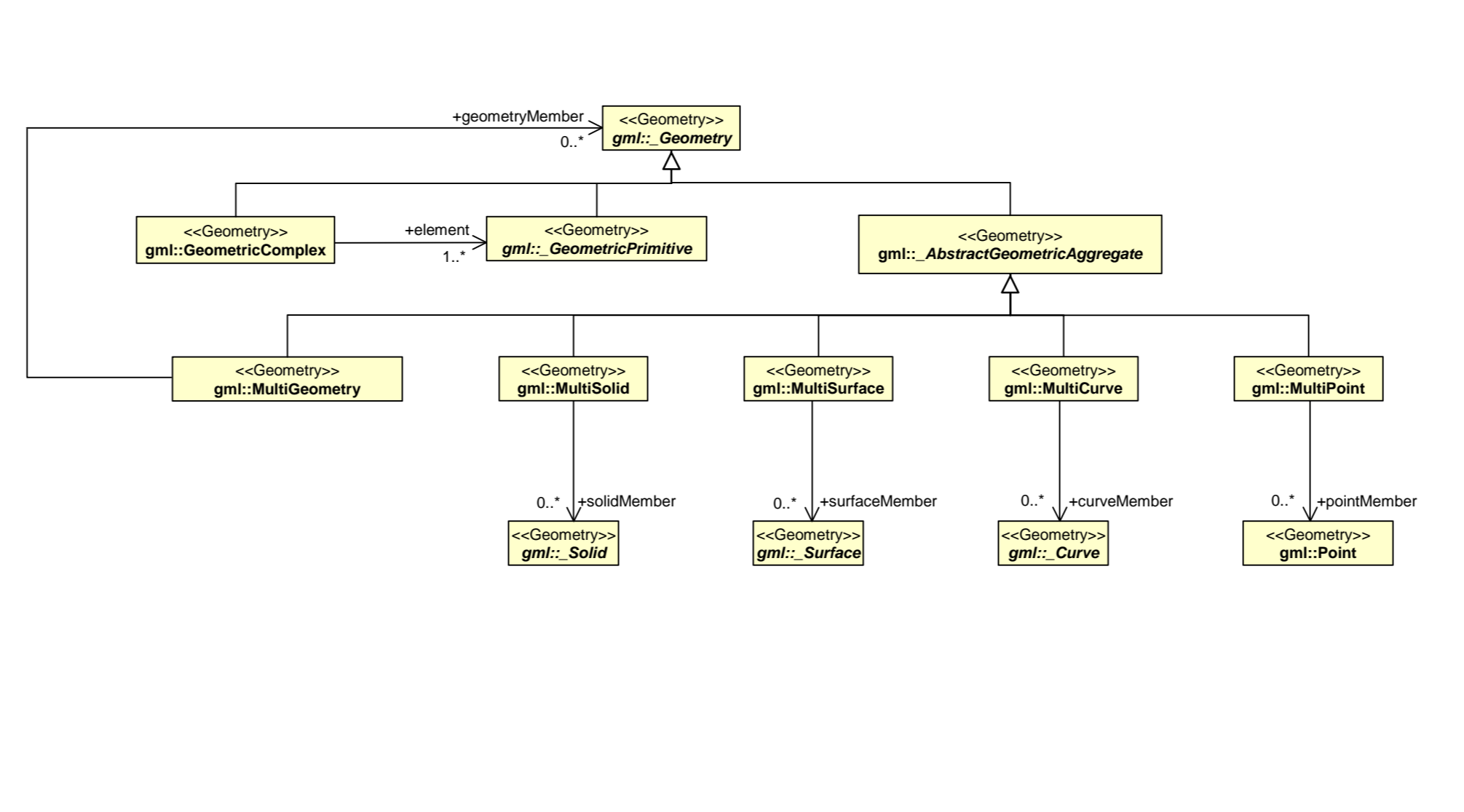
Generic City Objects and Attributes



GML3 Geometry Model – Part 1

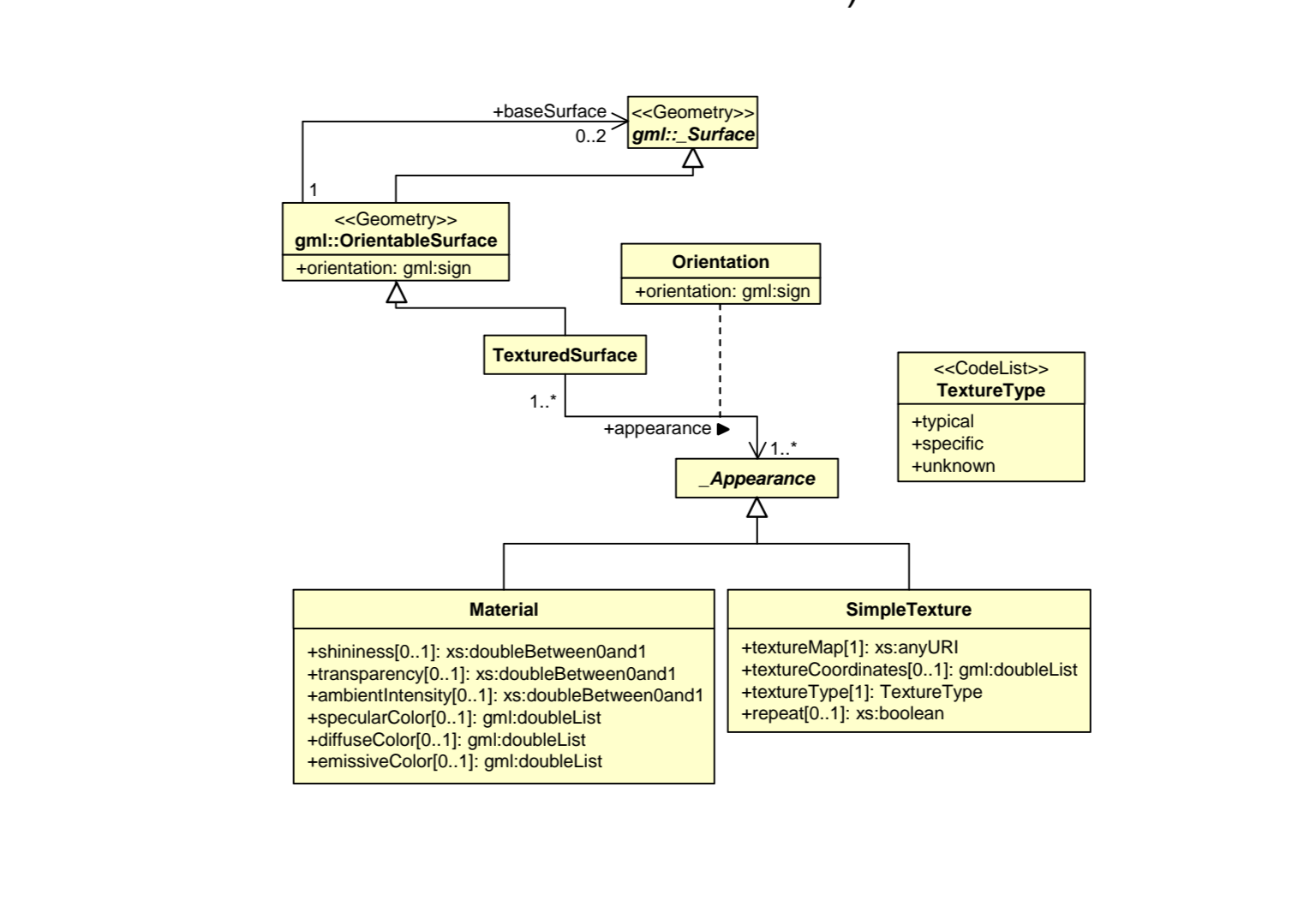


GML3 Geometry Model – Part 2



Employed GML3 Geometry Model – Part 3

(including the deprecated GML Extension for Textured / Colored Surfaces)



CityGML Noise ADE

