

Virtual 3D City Models as Computation Tools

Jürgen Döllner, Hasso-Plattner-Institut, Universität Potsdam

Virtual 3D city models have been understood, applied, and realized as presentational models throughout the last decades. In the meantime, virtual 3D city models are emerging as models with explicit semantics, topology, and thematic information. This way, they become essential computational tools for digital cities, which allow for designing and implementing 3D analysis and 3D simulation functionality operating and processing the objects that constitute the digital city. This contribution outlines the prerequisites of virtual city models as computational tools, and demonstrates examples of 3D analysis and simulation tools.