The third dimension

3D Building Model LoD1
As realistic as possible but only as abstract as necessary. In this way it is possible to describe what at first glance distinguishes an appealing and clearly understandable representation of reality. That one thereby understands 3D modelling in the area of building representation is obvious today. Now it is only a small step to go as well into the building and to get an immediate picture of the current situation on site.

For a long time we are used to the navigation systems showing us the way, and that planning scenarios are abstractly presented in map form. However, traffic situations, city models, noise analyses and planning ideas are only easy to interpret when they are visualised and conveyed as real as possible.

With the 3D building model in the „Level of Detail 1“ (LoD1) all the buildings above ground are provided to you in the form of a simple block with flat roof. They are delivered in CityGML and shape format and provide an excellent basis for the representation of real city models. The floor plan is usually derived from the official real estate map. The location accuracy corresponds to that of the building polygons.

Data contents
• (Personal-) name of the building (if listed)
• Geometrical description of the building
• Height of the building
• Object identifier
• Building function
• Quality information - Roof height data source, location data source, ground level data source, roof reference point, currentness of the data
• Official municipality key
• Coordinates in ETRS89/UTM

Kontakt
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