

# CityGML UML Diagrams

as contained in the OGC Specification Proposal Version 0.4.0, OGC Doc. 07-062

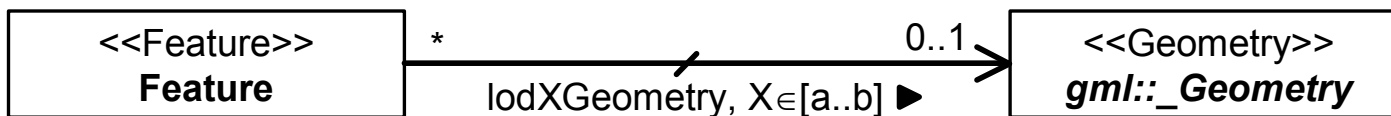
© Special Interest Group 3D

(SIG 3D of GDI NRW)

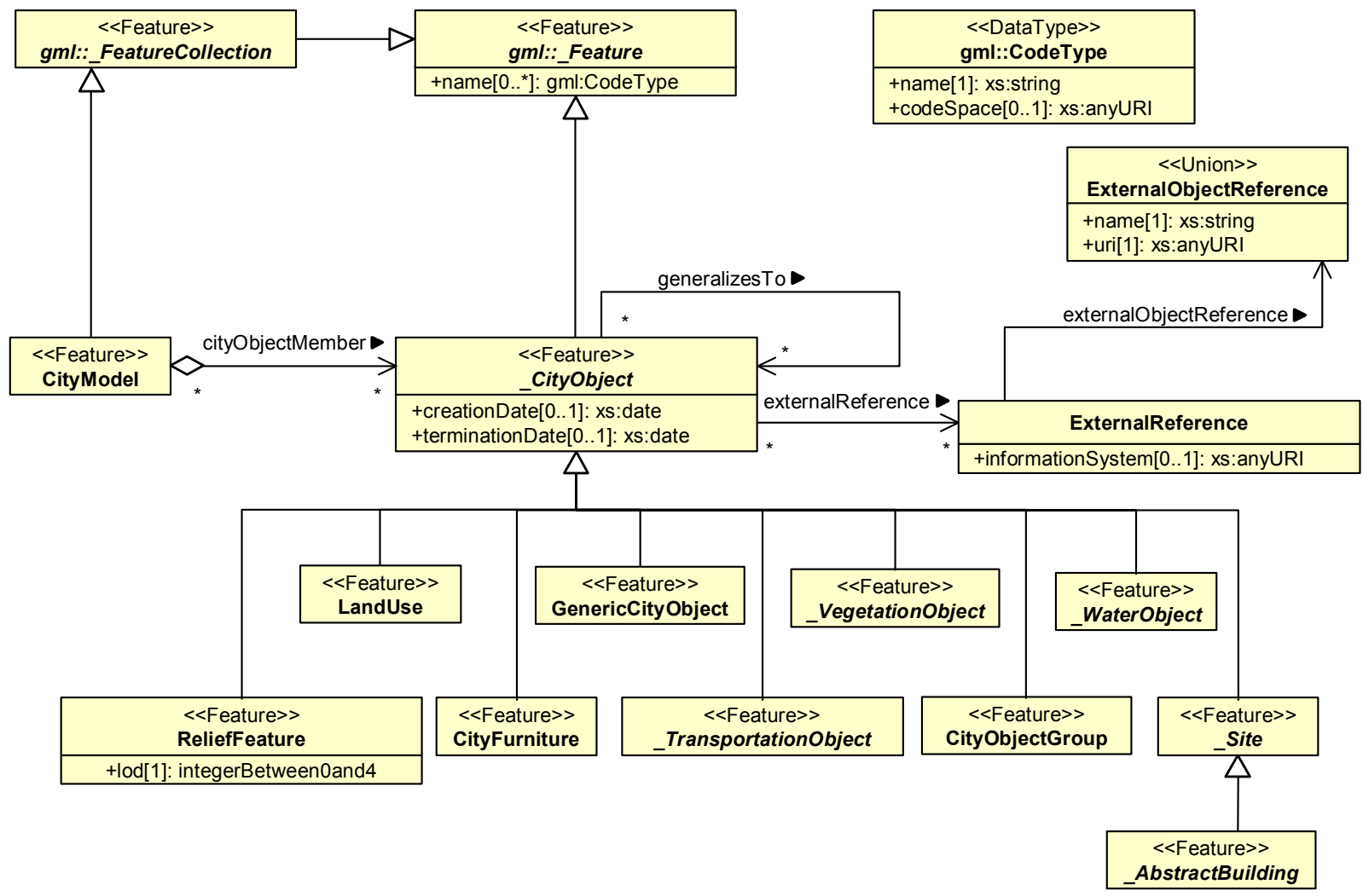
Modeling Working Group

June 12<sup>th</sup>, 2007

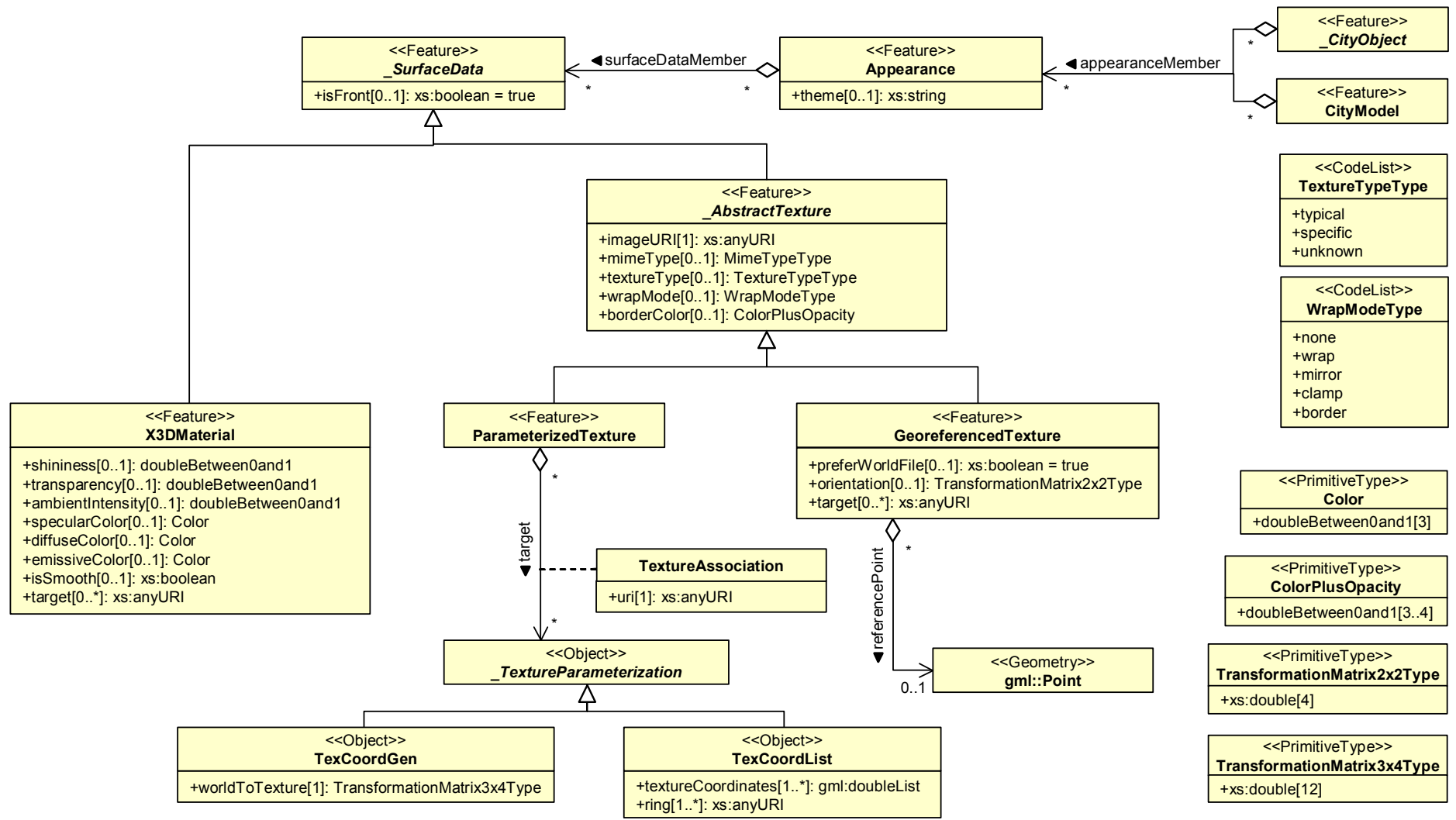
## Special level of detail association



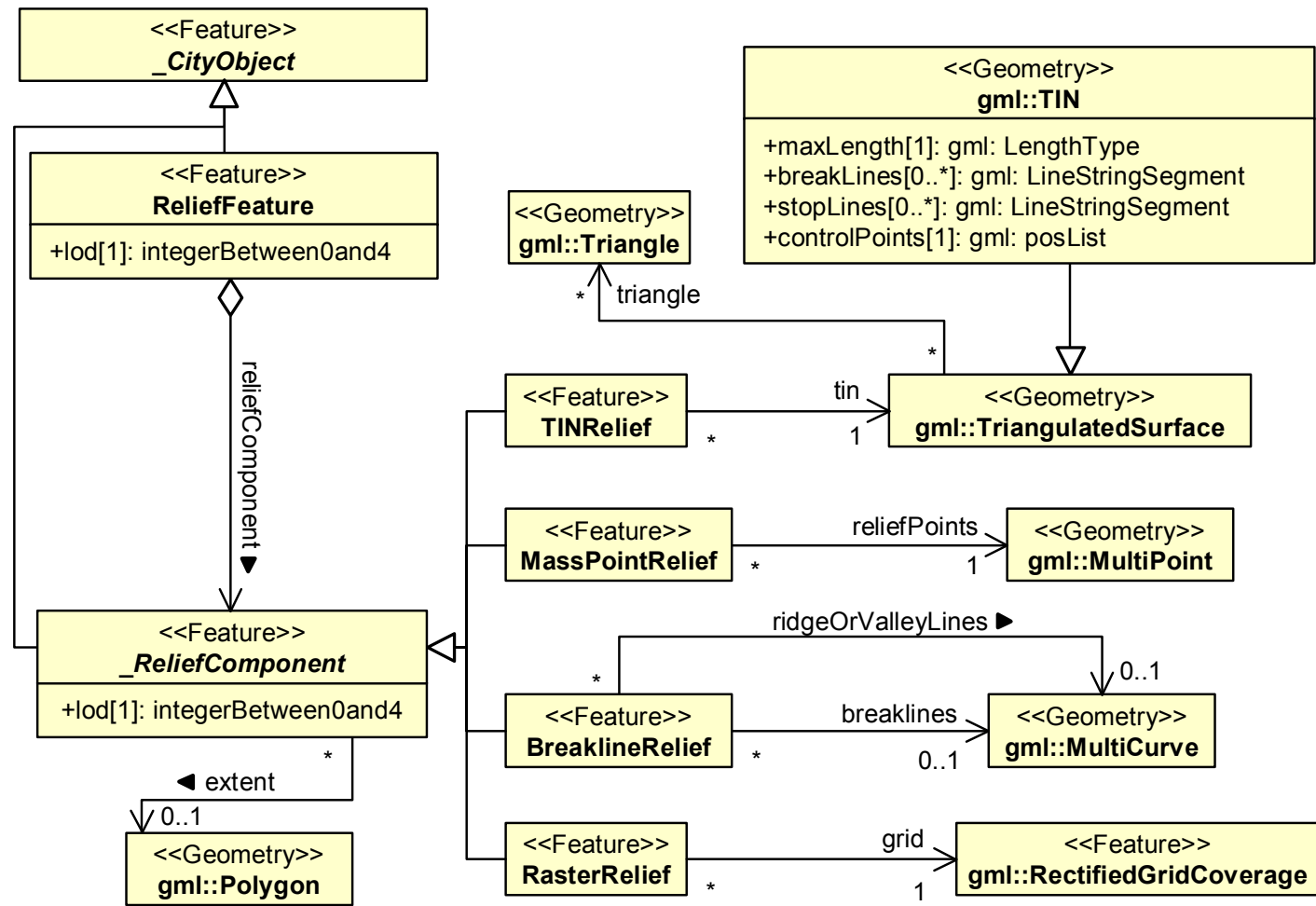
# CityGML: Themes



# Appearance model

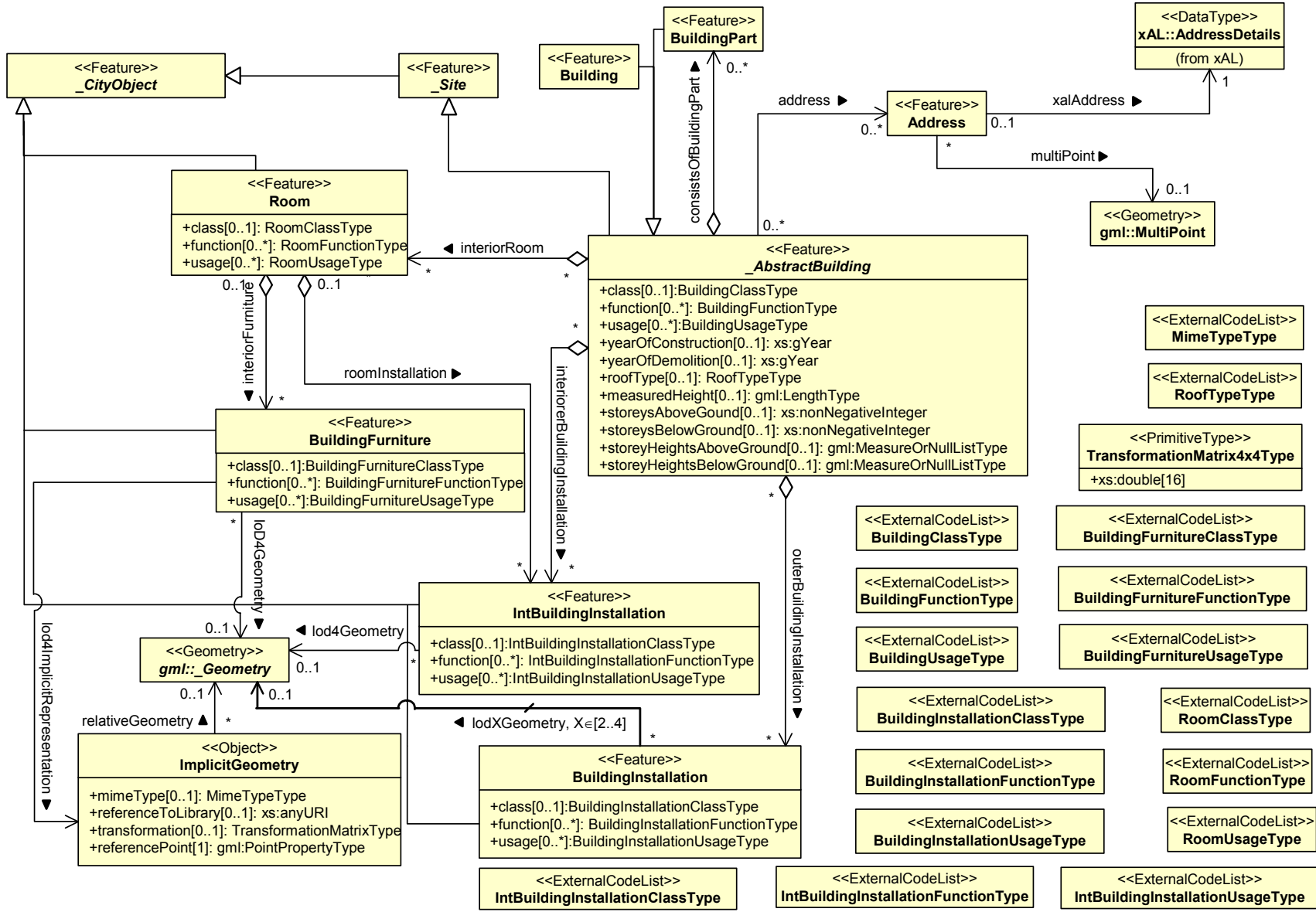


# Digital Terrain Model (Relief Model)

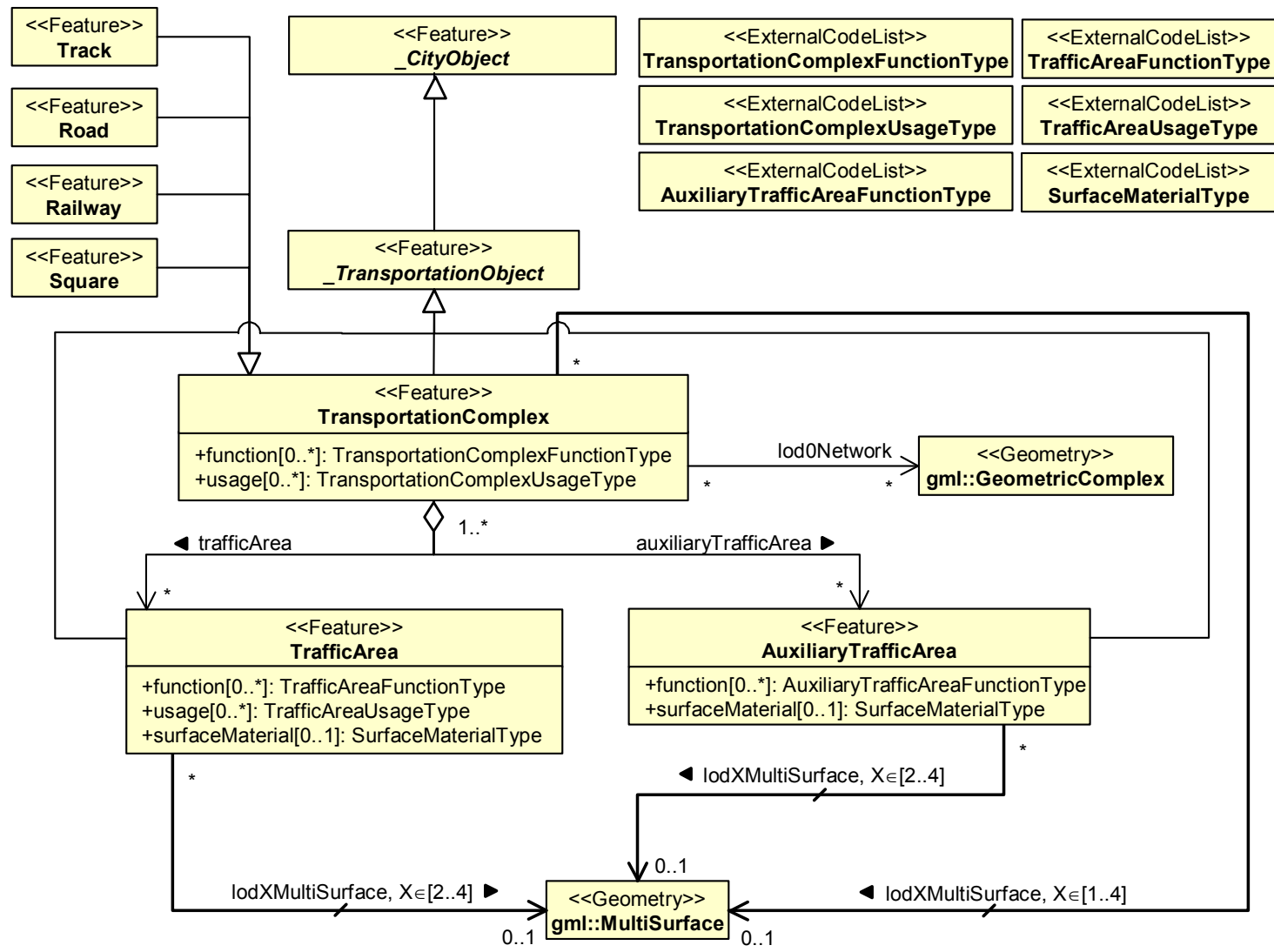




# Building Model – Part 2

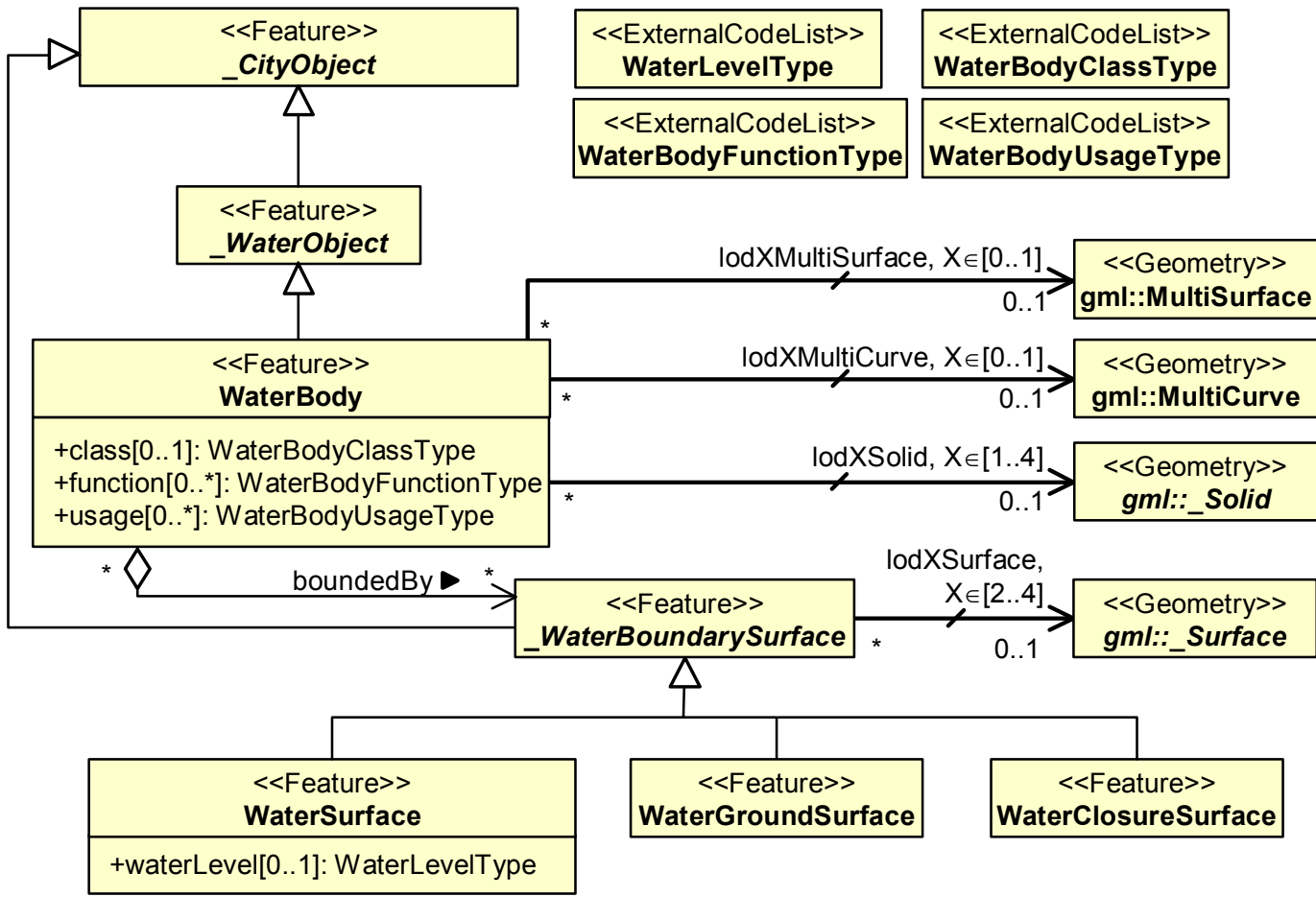


# Transportation Model

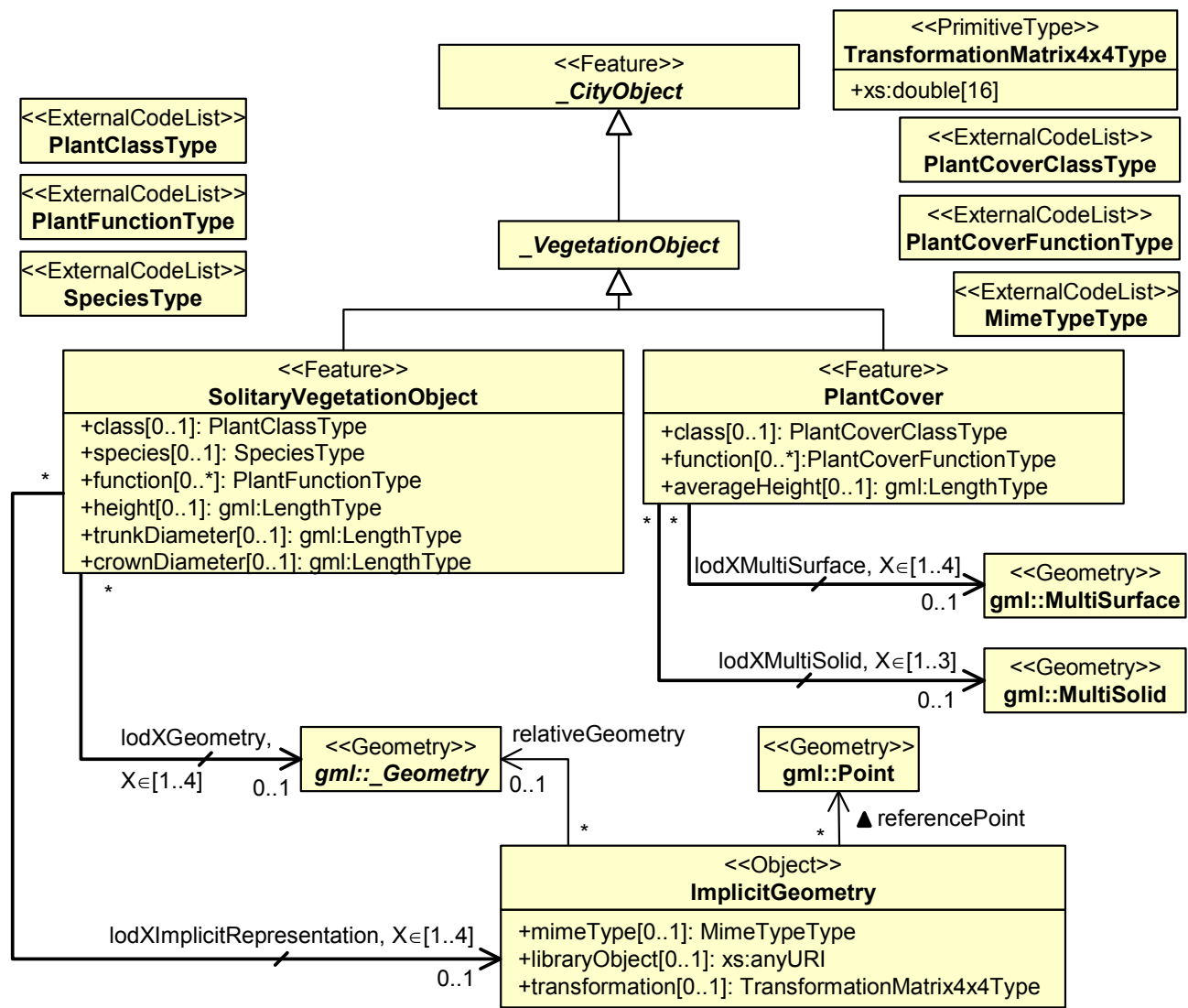




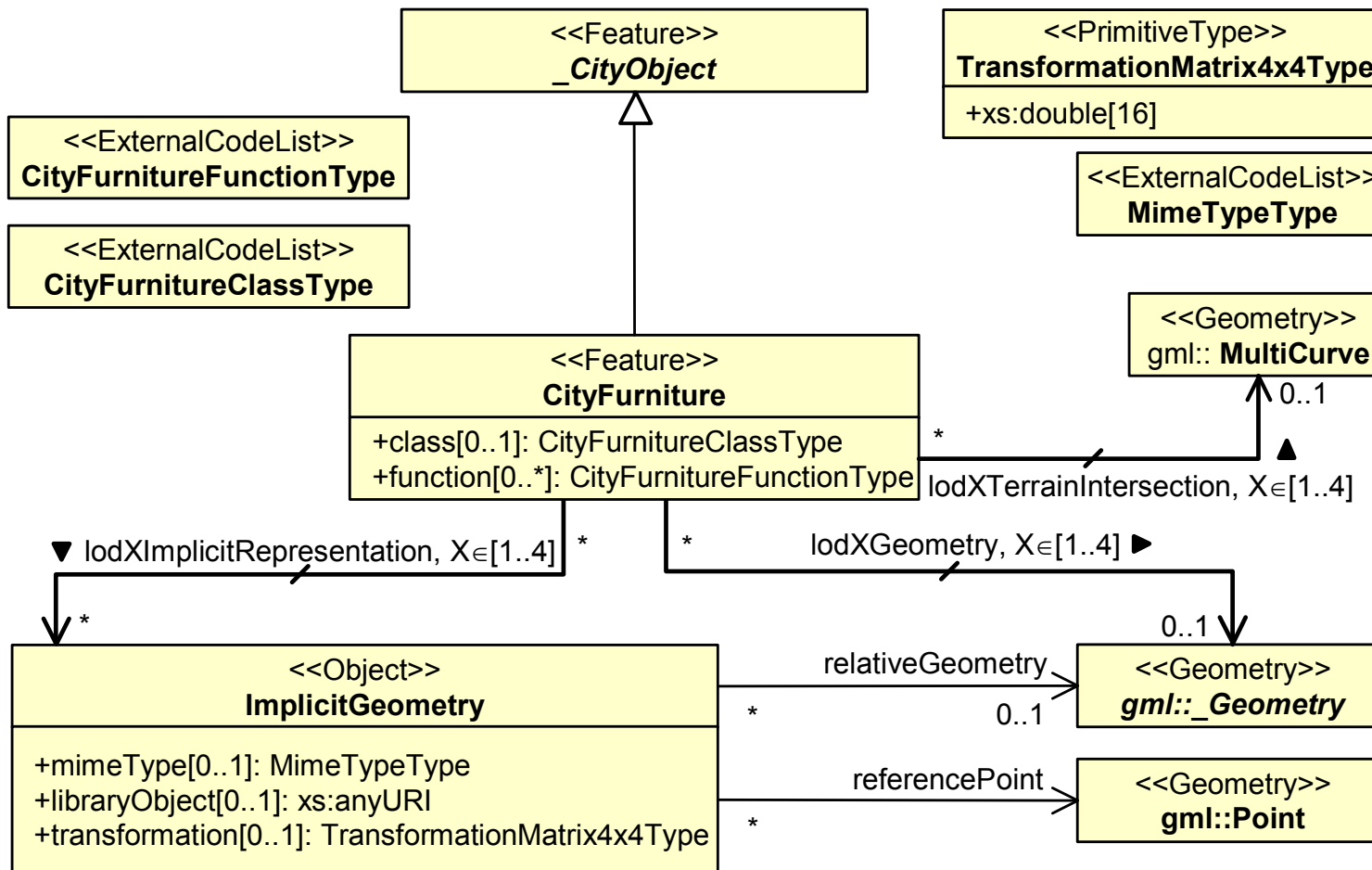
# Water Bodies Model



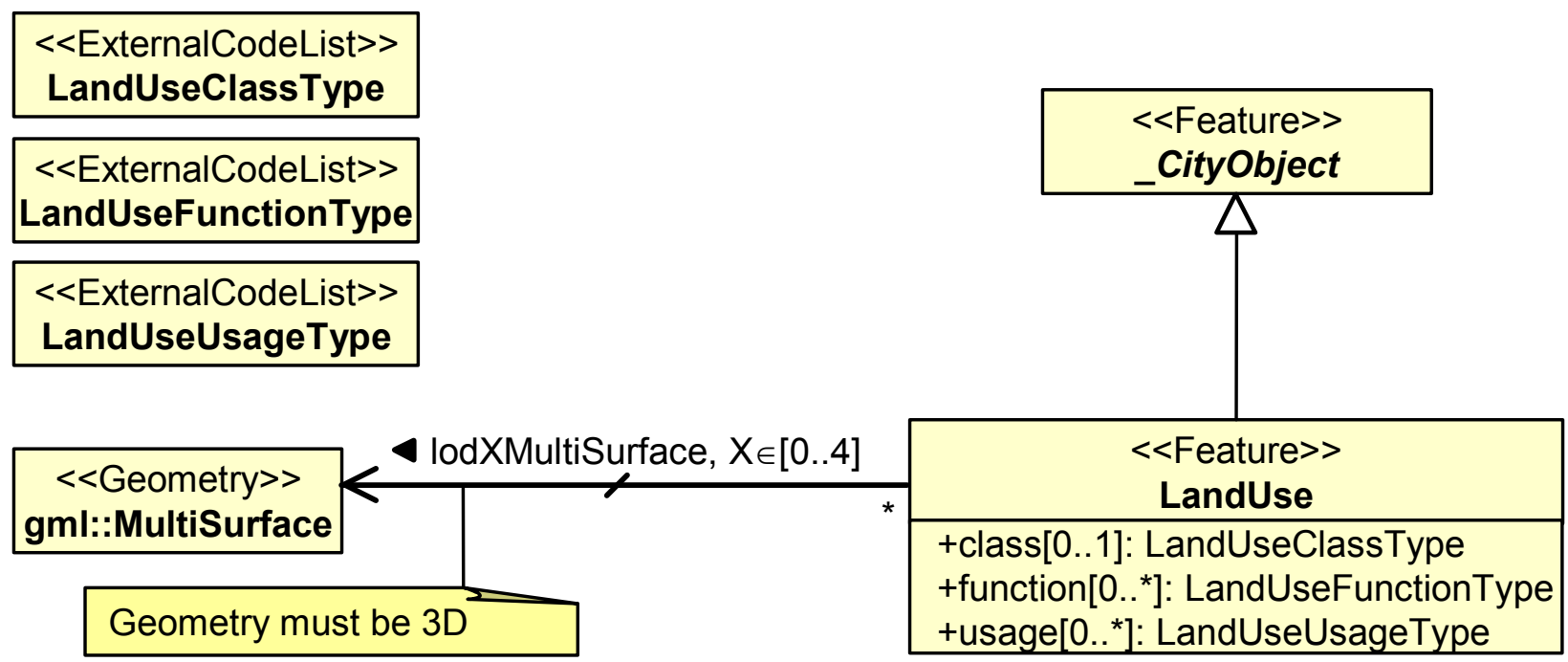
# Vegetation Model



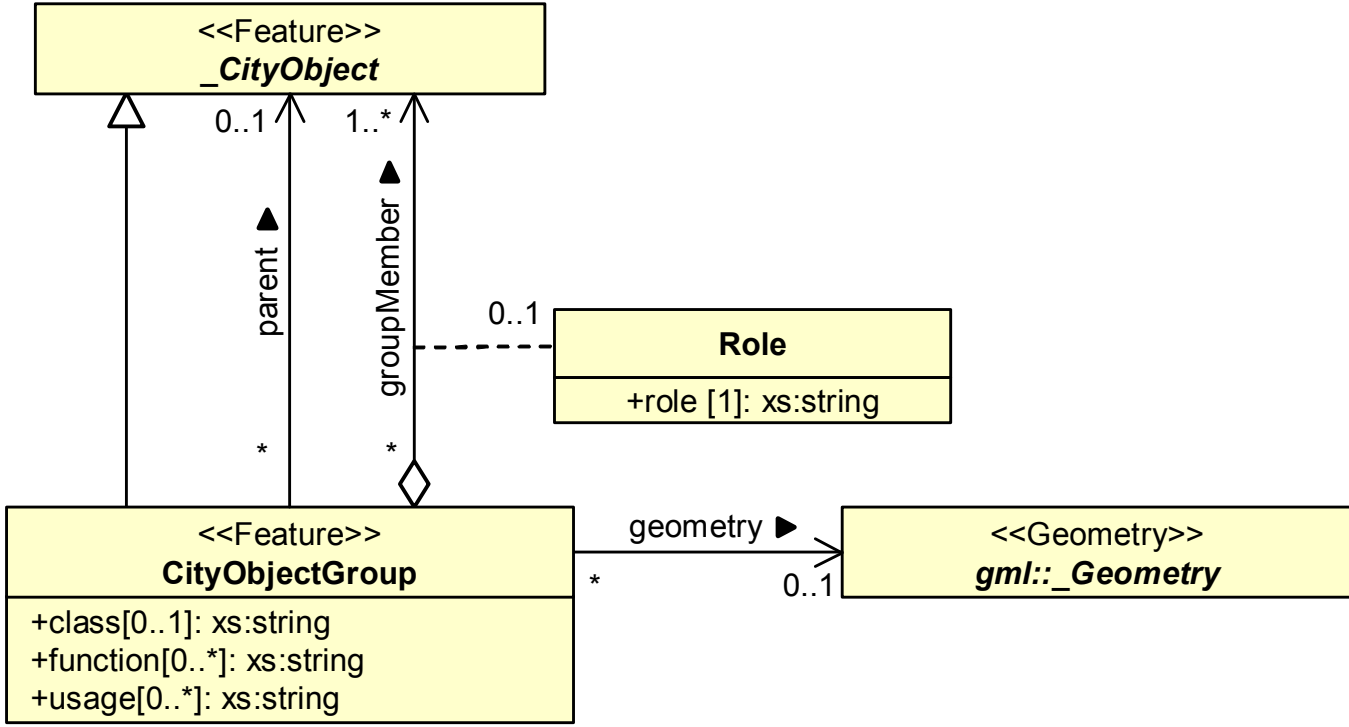
# City Furniture Model



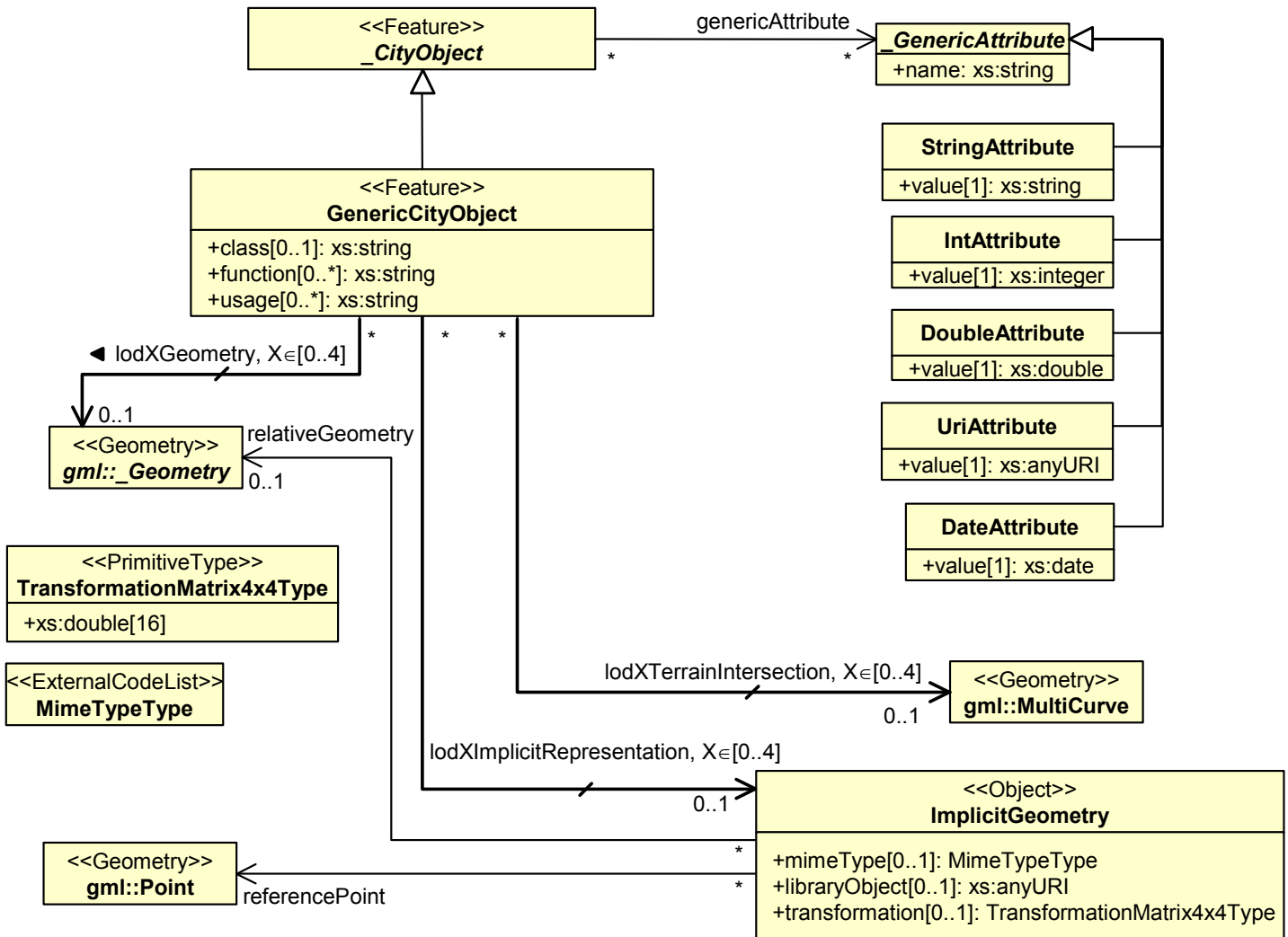
# Land Use



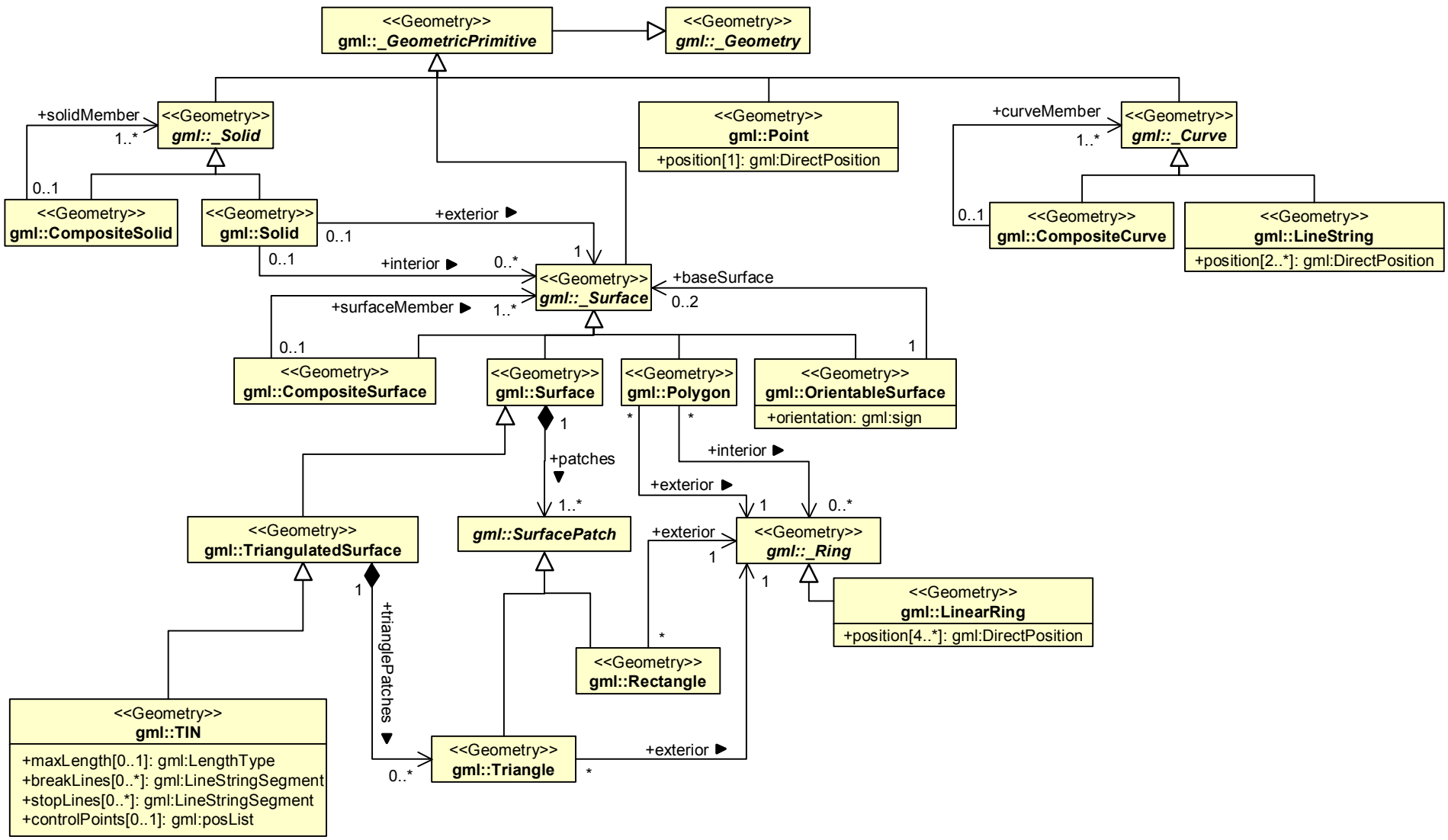
# City Object Group Model



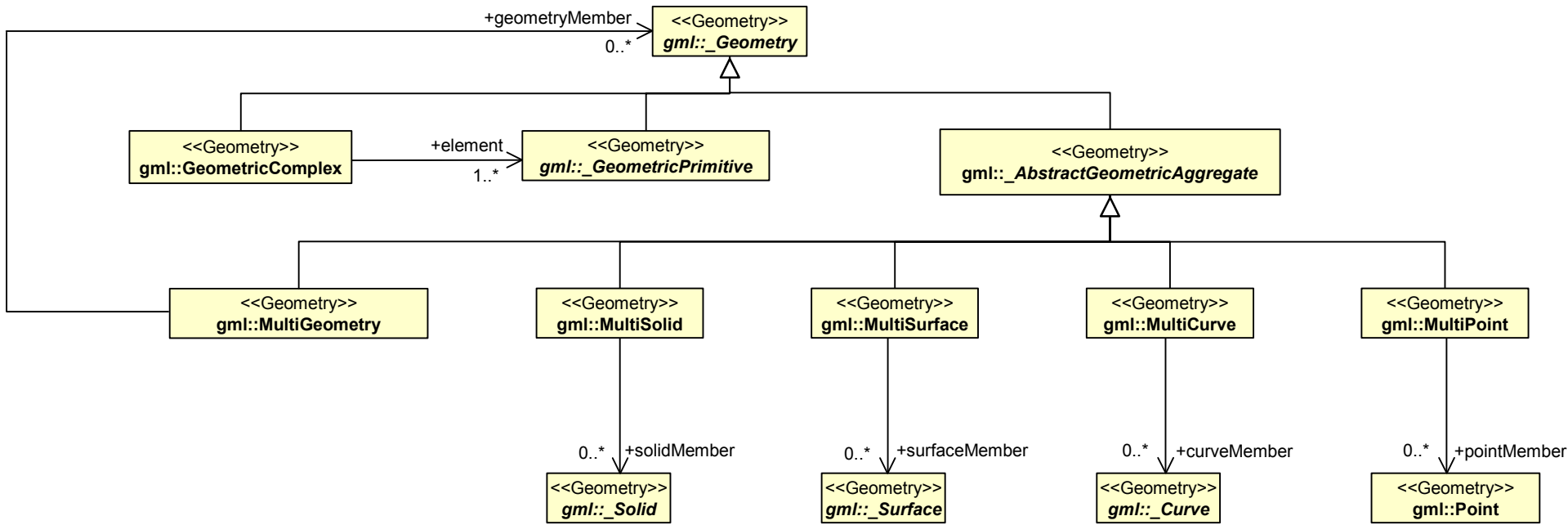
# Generic City Objects and Attributes



# GML3 Geometry Model – Part 1

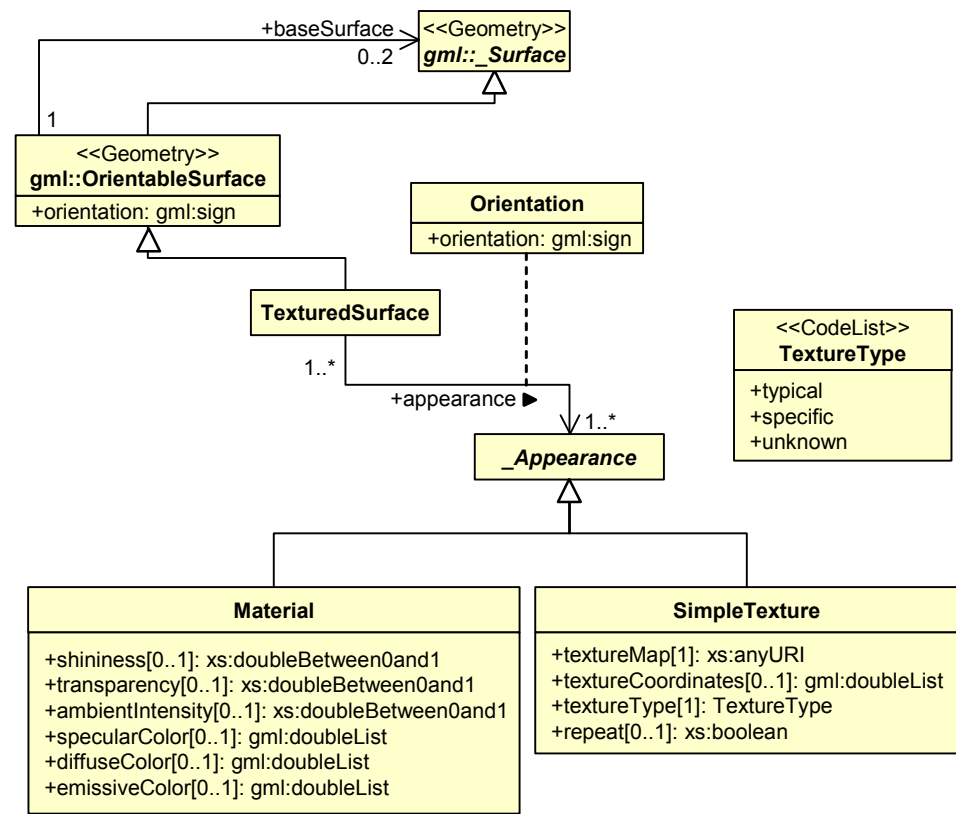


# GML3 Geometry Model – Part 2

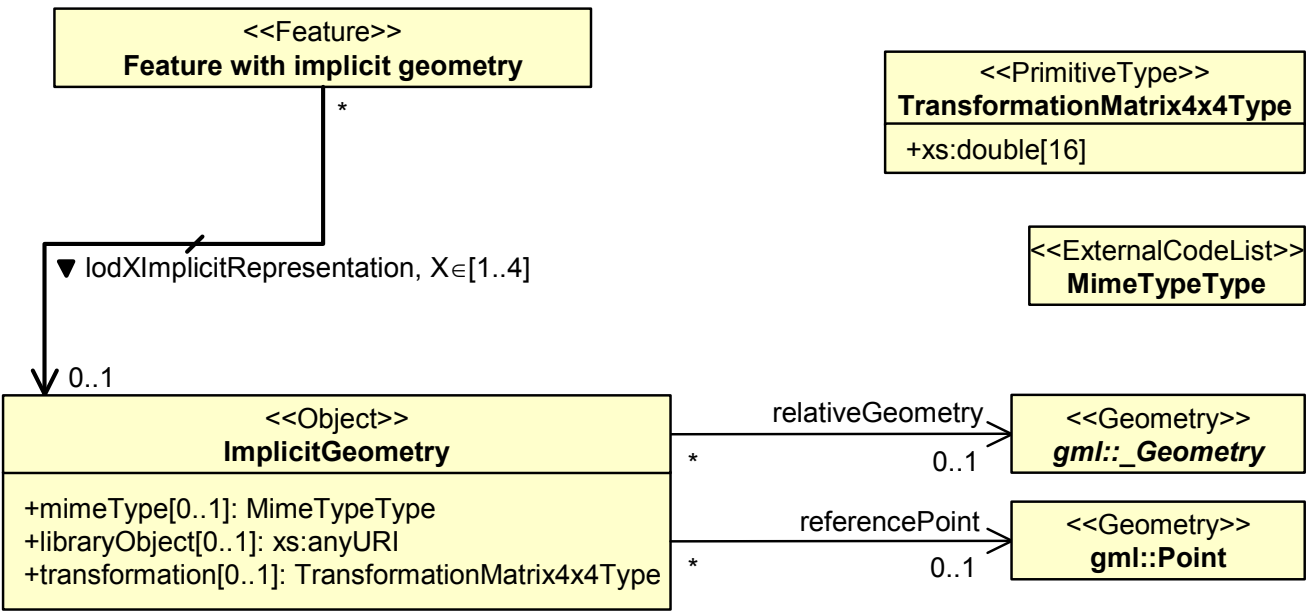




## Employed GML3 Geometry Model – Part 3 (including the deprecated GML Extension for Textured / Colored Surfaces)



# CityGML Implicit Geometry Model (Prototypic Shapes)





# CityGML Noise ADE Building model

