

# Building a Virtual World with FME



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Red Geographics



# Introduction

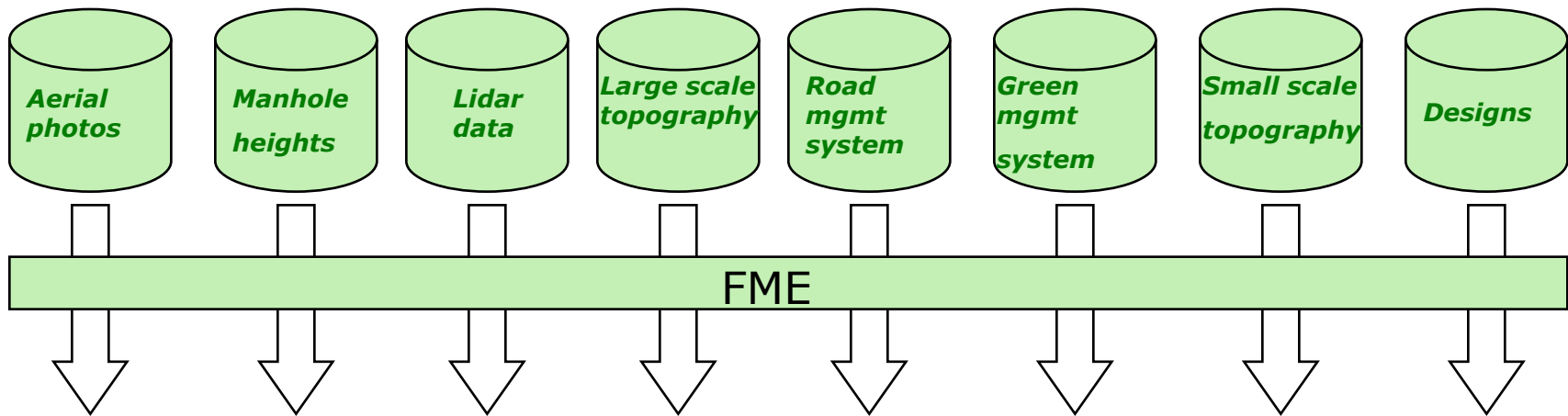
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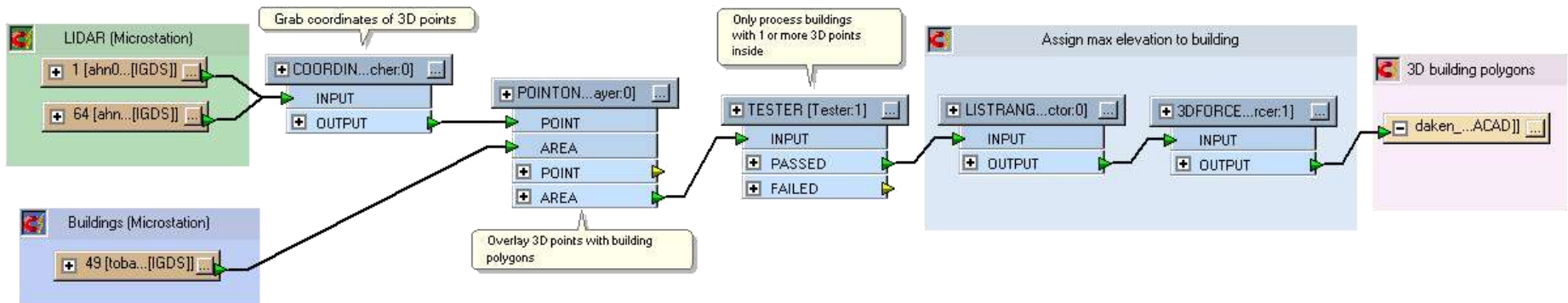
- Project started in 2004
- Development of a multi-user, online, virtual environment
- Communicate spatial changes to citizens
- Several technologies considered
- Finally settled on Virtuocity by Cebra
- Data processing through FME

# Data Processing

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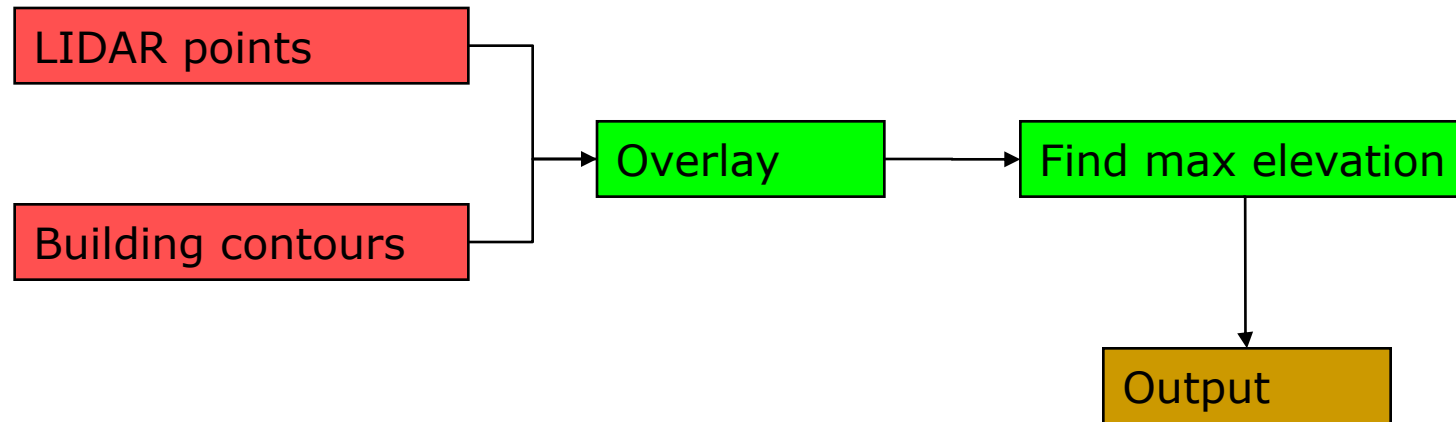


# Processing 3D Buildings



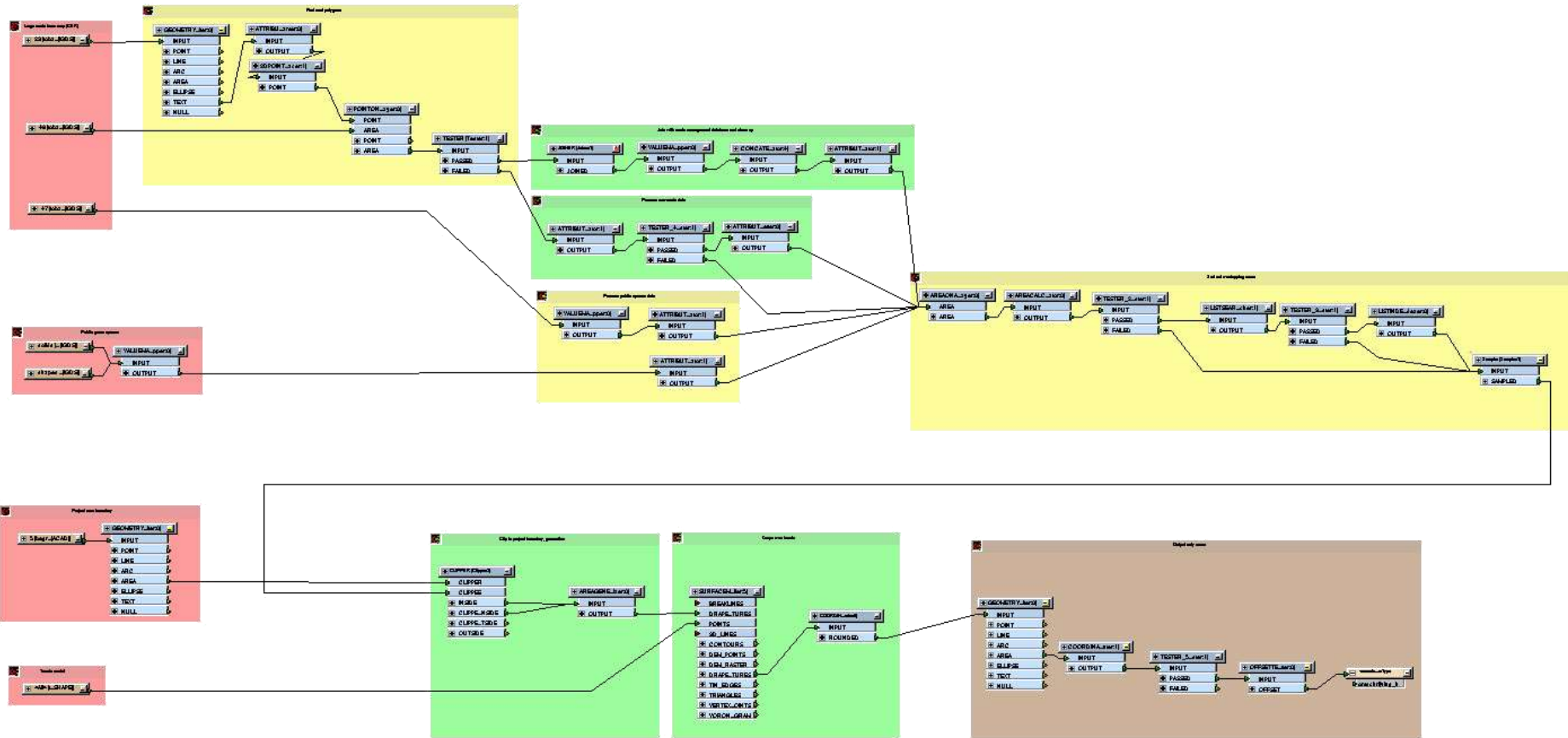
# Processing 3D Buildings

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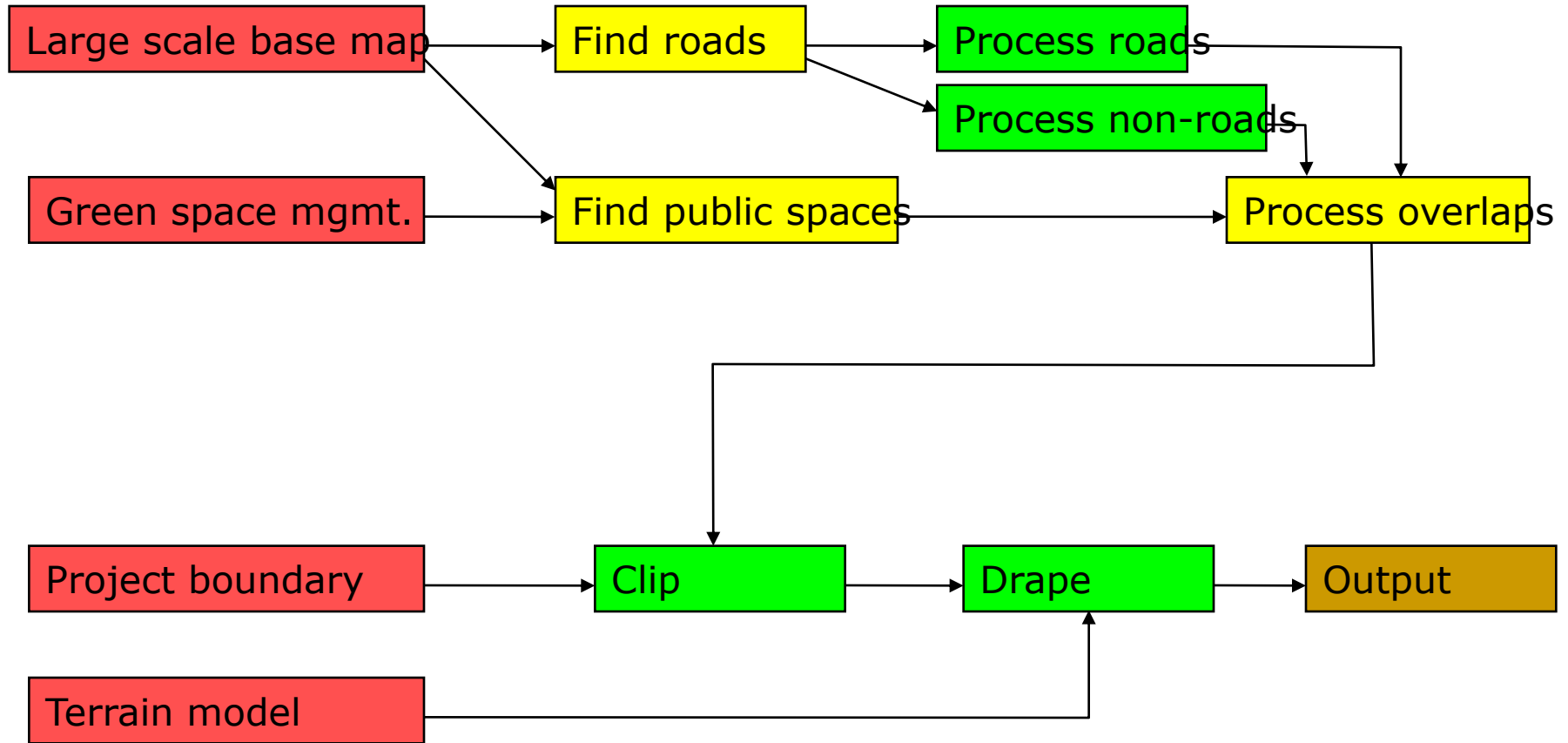


# Processing Terrain

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# Processing Terrain





# Thank You!

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- Questions?
- For more information
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[hans@redgeographics.com](mailto:hans@redgeographics.com)
  - Red Geographics: [www.redgeographics.com](http://www.redgeographics.com)
  - Other Resources: [www.virtueelapeldoorn.nl](http://www.virtueelapeldoorn.nl)