



**Giga**  
infosystems

# How Data Management and Services help to share 3d Models across Systems

Paul Gabriel



Why do you model?

How do you model?

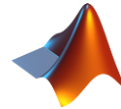


## Structural Modelling

 **GEOVIA** | Surpac



## Numerical Modelling





## Mapping



## BIM



## Visualization





# What is an SOA?

(service-oriented architecture)



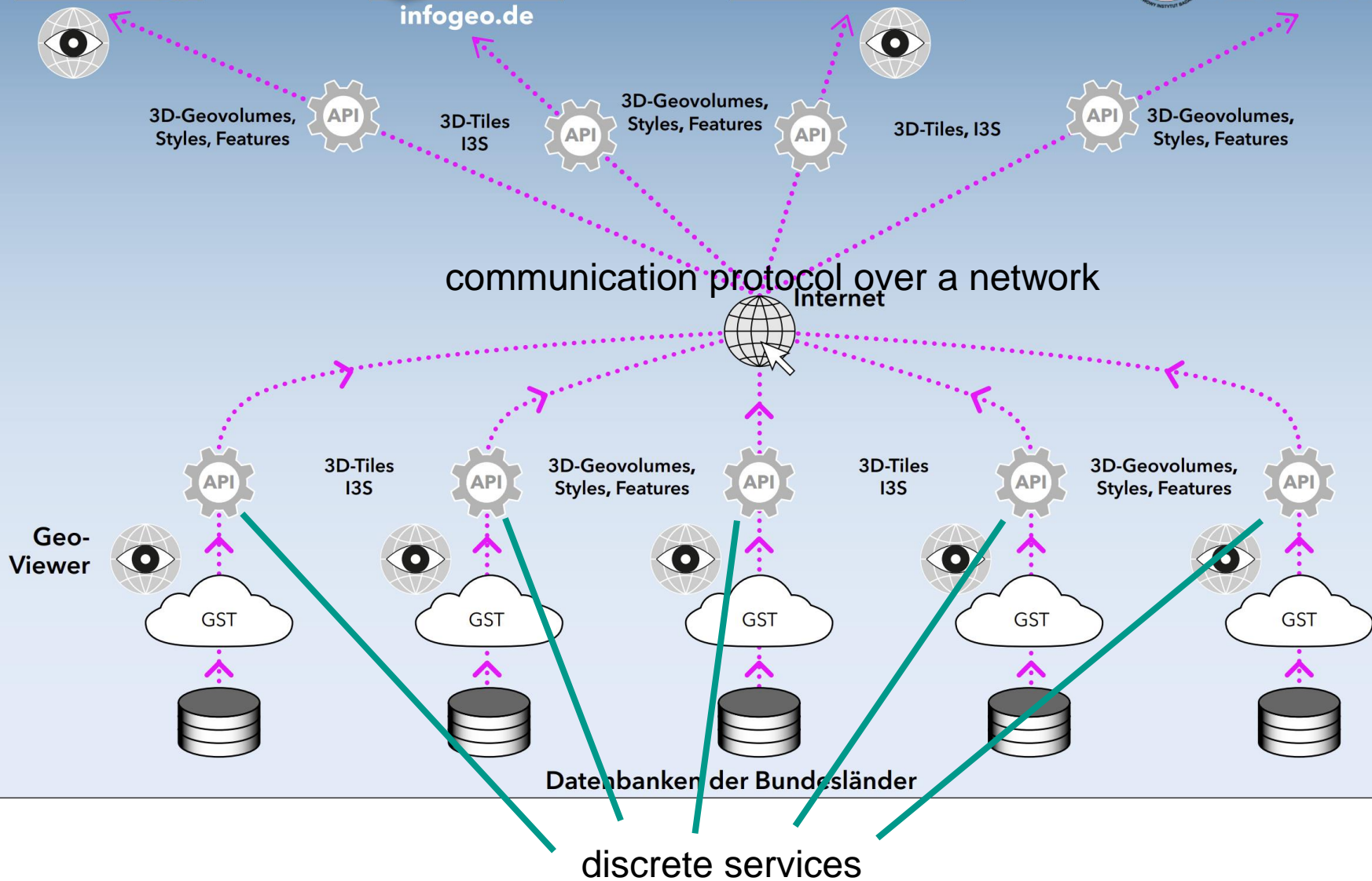
In software engineering, service-oriented architecture (SOA) is an architectural style that focuses on discrete services instead of a monolithic design. SOA is a good choice for system integration.

By consequence, it is also applied in the field of software design where services are provided to the other components by application components, through a communication protocol over a network. A service is a discrete unit of functionality that can be accessed remotely and acted upon and updated independently, such as retrieving a credit card statement online. SOA is also intended to be independent of vendors, products and technologies.

[https://en.wikipedia.org/wiki/Service-oriented\\_architecture](https://en.wikipedia.org/wiki/Service-oriented_architecture)



PGI Geolibrary  
Polish Geological Institute -  
National Research Institute



# OGC API

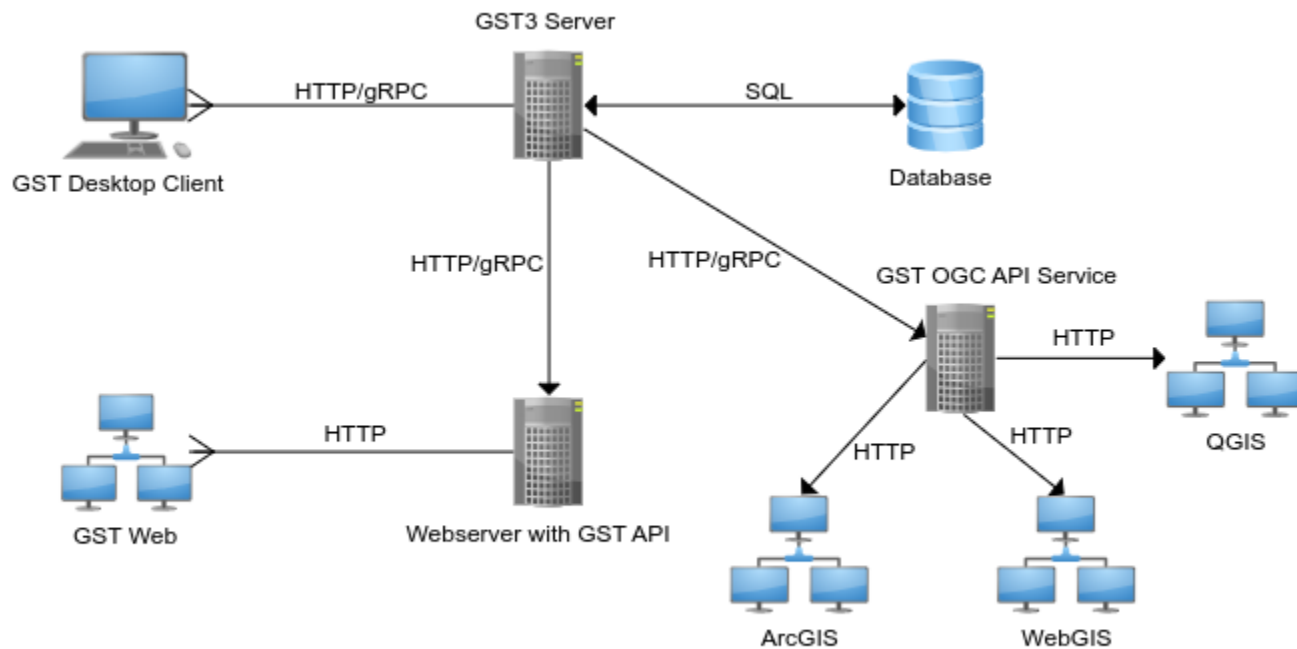


- \* Multiple Modules
  - \* Maps (former WM(T)S)
  - \* Features (former WFS)
  - \* Styles
  - \* Volumes
  - \* Processes (former WPS)

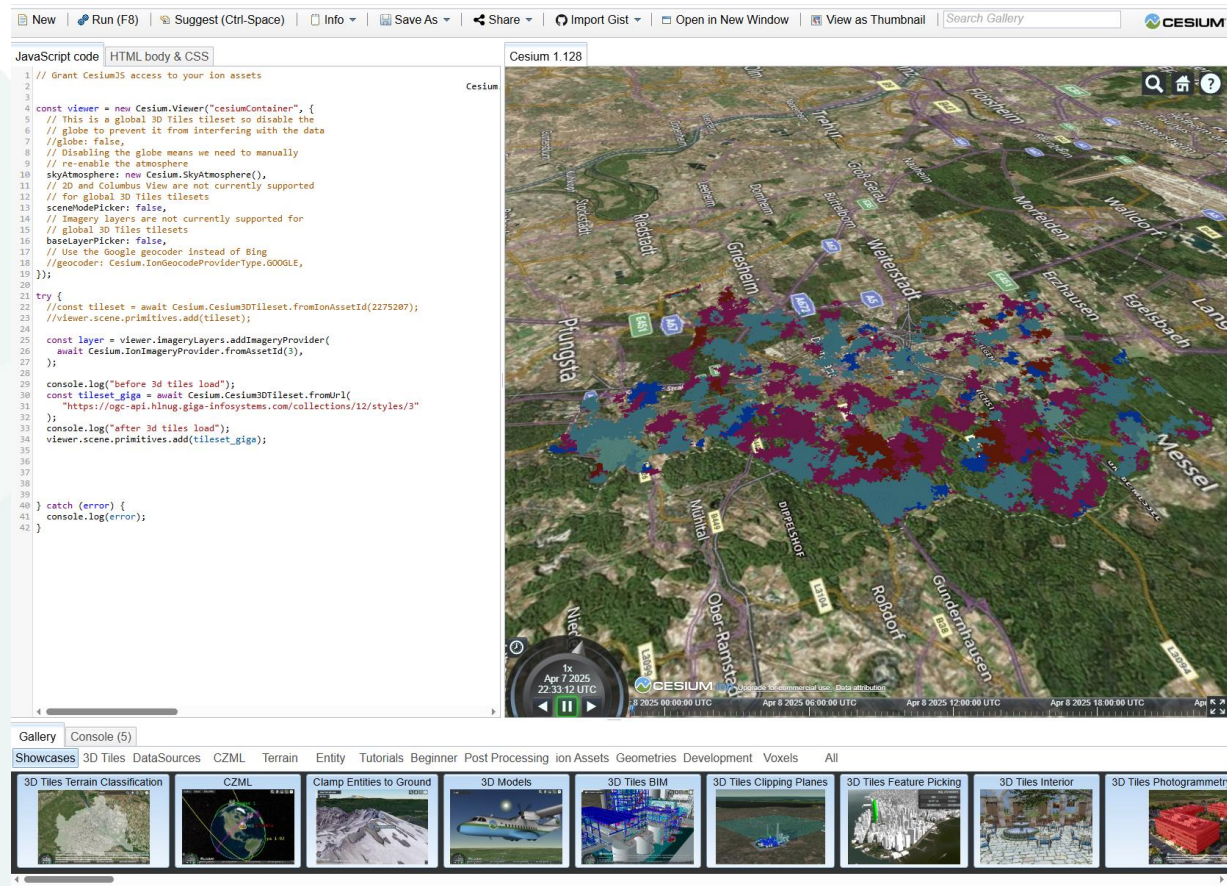




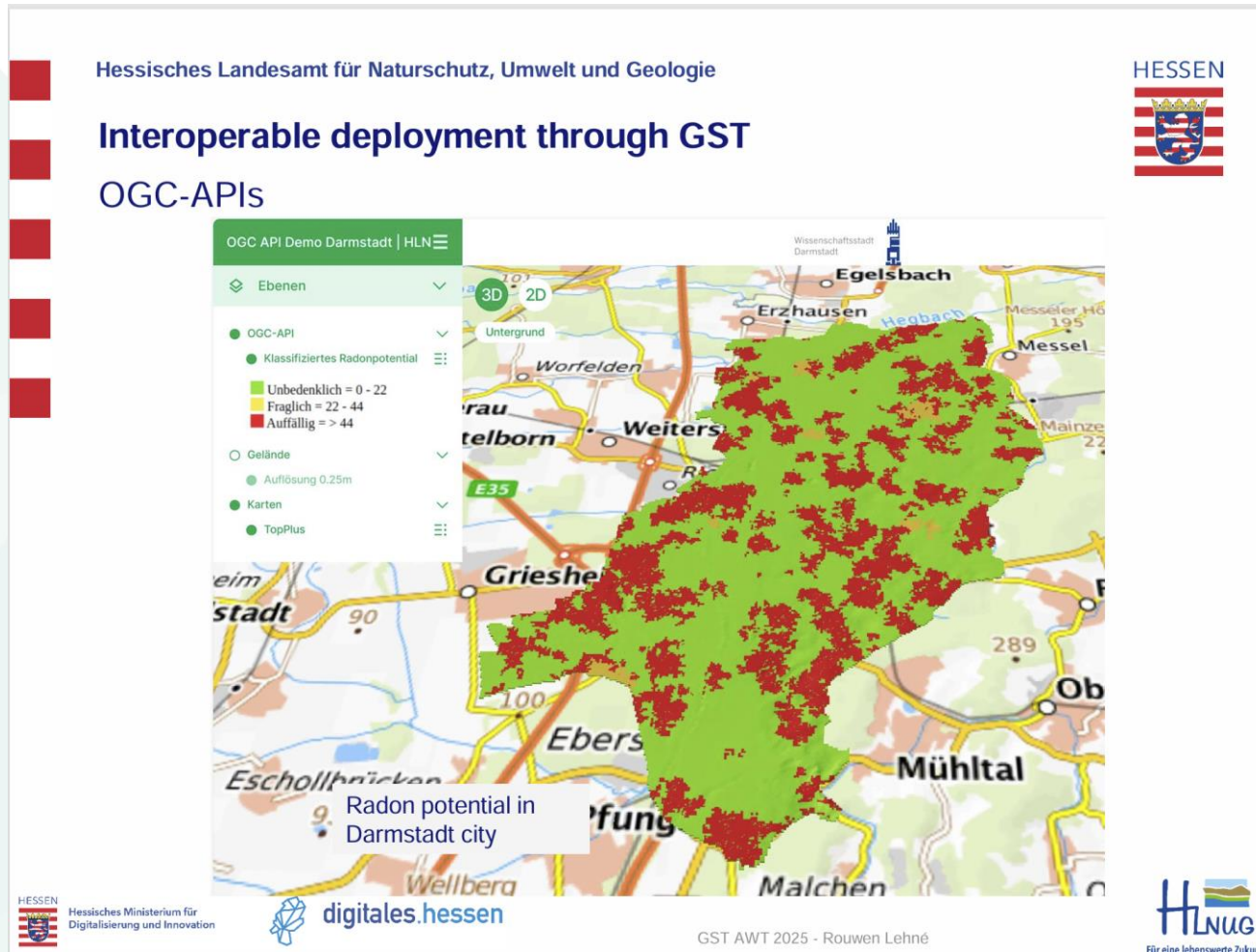
# GST OGC API Volumes



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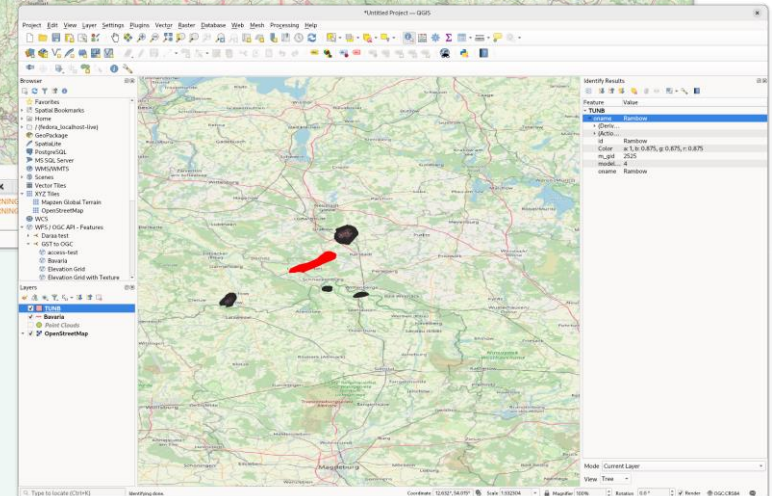
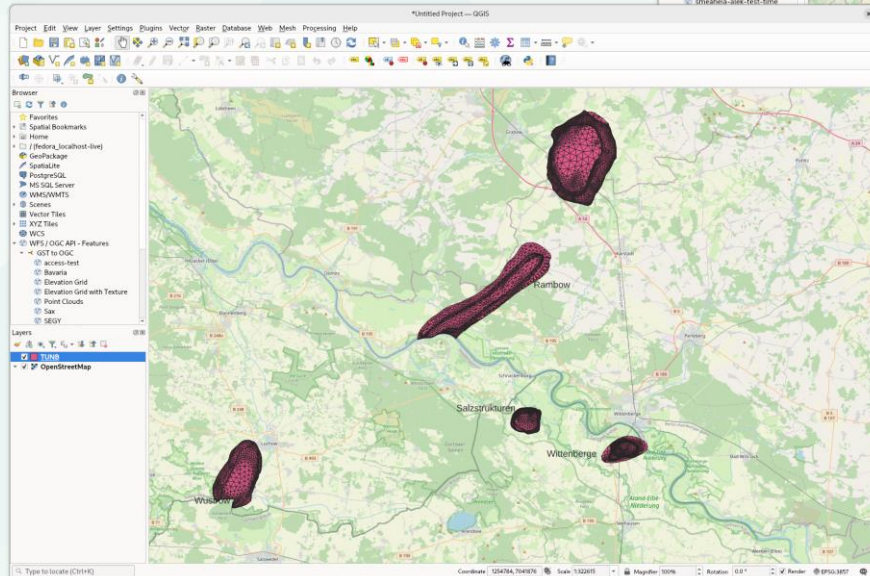
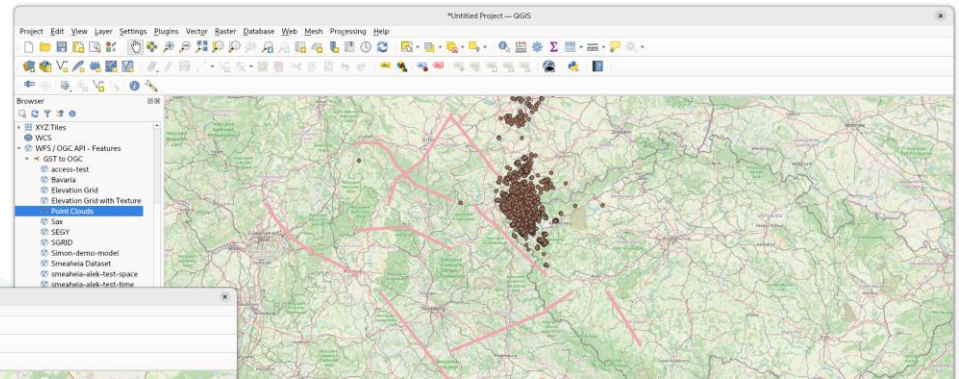






# GST OGC API Features

- WFS / OGC API - Features
  - GST to OGC
    - access-test
    - Bavaria
    - Elevation Grid
    - Elevation Grid with Texture
    - Point Clouds
    - Sax
    - SEGY
    - SGRID





## Conclusion

- \* Data in silos is not beneficial, sharing is caring!
- \* OGC API is certainly one way to go
- \* New OGC API seems more promising than old W\*S
- \* Successful demo with HLNUG, Darmstadt and Kassel

A decorative graphic in the top right corner consisting of several overlapping teal-colored triangles and polygons of varying shades, creating a modern, abstract geometric design.

# Thank you!

@ [www.giga-infosystems.com](http://www.giga-infosystems.com)

✉ [info@giga-infosystems.com](mailto:info@giga-infosystems.com)



Questions?

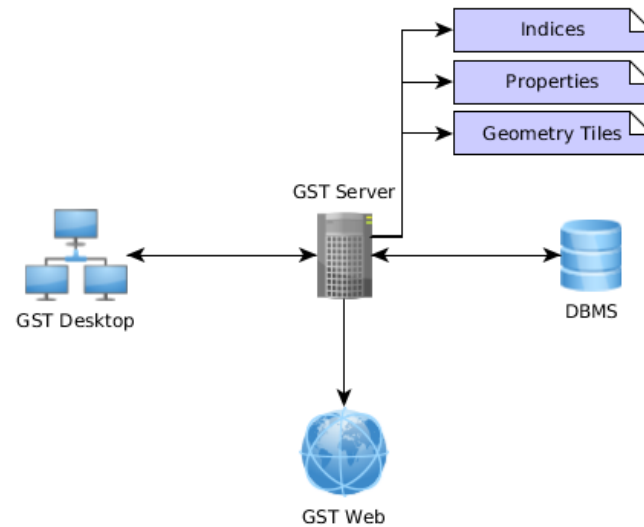
Remarks?

Wishes?



# What's GST?

- \* 3 tier architecture

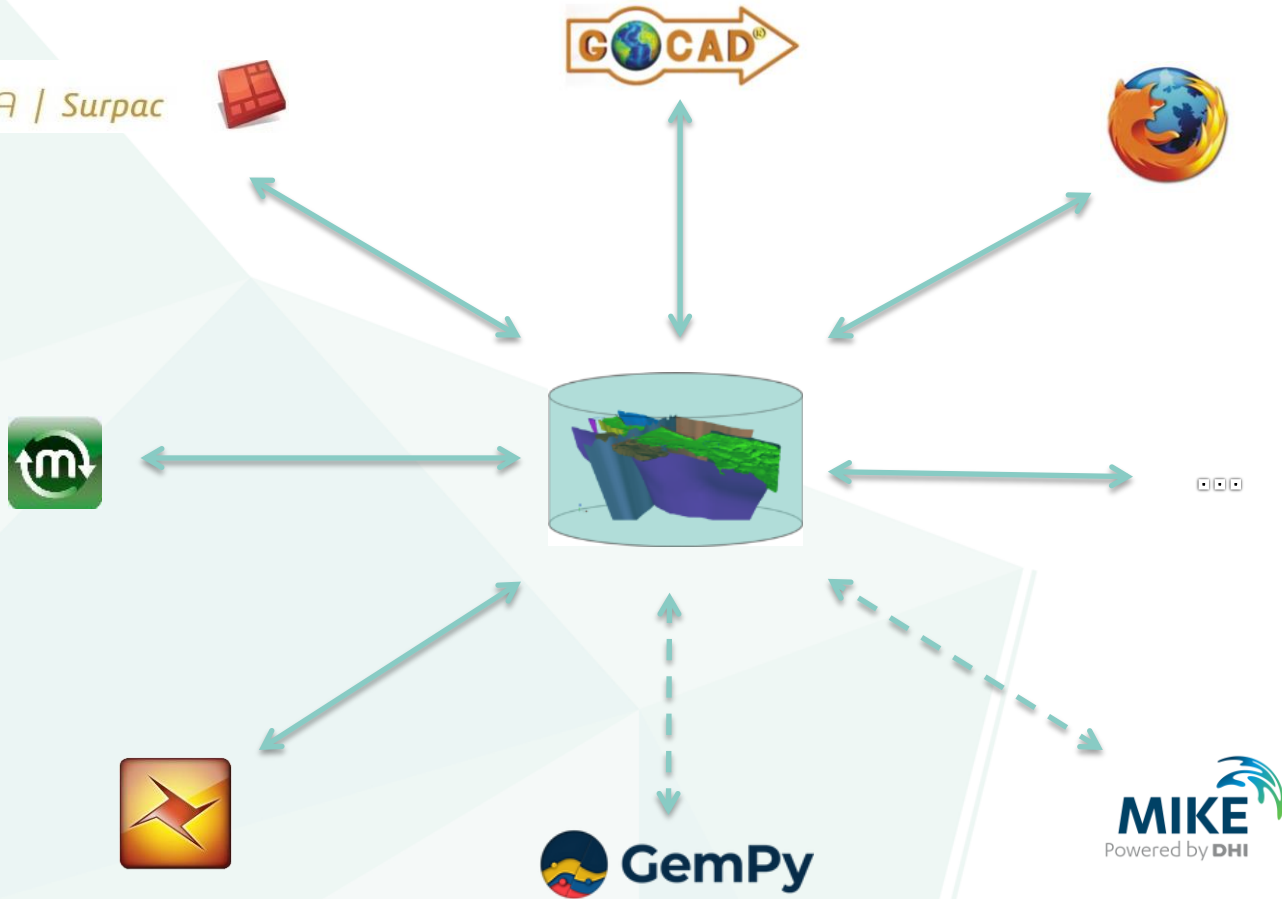


- \* GST API <-> GST Server: GRPC, Port 50051
- \* Web application
- \* Several Clients → GST Desktop, GST Py, (C++)





DS GEOVIA | Surpac



# GST OGC API Volumes



JavaScript code HTML body & CSS

Cesium 1.127

```
1
2
3
4 const viewer = new Cesium.Viewer("cesiumContainer", {
5   // This is a global 3D Tiles tileset so disable the
6   // globe to prevent it from interfering with the data
7   // globe: false,
8   // Disabling the globe means we need to manually
9   // re-enable the atmosphere
10  skyAtmosphere: new Cesium.SkyAtmosphere(),
11  // 2D and Columbus View are not currently supported
12  // for global 3D Tiles tilesets
13  sceneModePicker: false,
14  // Imagery layers are not currently supported for
15  // global 3D Tiles tilesets
16  baseLayerPicker: false,
17  // Use the Google geocoder instead of Bing
18  // geocoder: Cesium.IonGeocoderProviderType.GOOGL,
19 });
20
21 try {
22   //const tileset = await Cesium.Cesium3DTileset.fromIonAssetId(2275207);
23   //viewer.scene.primitives.add(tileset);
24
25   const layer = viewer.imageryLayers.addImageryProvider(
26     await Cesium.IonImageryProvider.fromAssetId(3),
27   );
28
29   console.log("before 3d tiles load");
30   const tileset_giga = await Cesium.Cesium3DTileset.fromUrl(
31     "https://tiles.cesium.com/collections/762/styles/11"
32   );
33   console.log("after 3d tiles load");
34   viewer.scene.primitives.add(tileset_giga);
35
36 } catch (error) {
37   console.log(error);
38 }
39
```