

SHOWCASE – vrbn solutions

# 'Zuerich4D – Years 3000 BC & 1800'

## CLIENT

City of Zuerich

## CONTEXT

In preparation of the historic timeline of 'Zuerich4D', City of Zuerich's Online Digital Twin with specific component of time, we were asked to support the client in four distinct phases:

- 1) Consult on the GIS data model and strategic / creative approach, to incorporate existing (3000BC) and newly made (1800) historic 3D data into the given infrastructure and processes.
- 2) Implement procedural rules to reconstruct and texture Zuerich in the year 1800 (used for over 99% of the historic buildings), based on digitized historical maps.
- 3) Support the client in cleanup / re-model / re-texturing of given 3D terrain and 3D landmark buildings.
- 4) Visualize still images and animations, based on the resulting OpenData.

## SERVICES PROVIDED

- Technical consulting on GIS data model
- Technical and strategic consulting on creative workflows and integrating attributed and textured models in the GIS database
- Implementing multiple procedural rules (ArcGIS CityEngine), including extensive, custom-made texture libraries
- Modeling / texturing of 3D terrain, landmark buildings and other elements, including data optimizations
- Bespoke camera placement / animations
- Realistic renderings and animations of the datasets

## LINKS

- [Zuerich: Historic City Models](#)
- [Zuerich 4D](#)
- [Historic City Models: Making of \(video\)](#)
- [www.vrbn.io/solutions](http://www.vrbn.io/solutions)

## GALLERY

(Images © City of Zuerich)





Christmas visual made separately by vrbn, based on the Open Data:

