

TerraExplorer's CityBuilder Extension

CityBuilder Extension

TerraExplorer's CityBuilder extension includes powerful mesh layer conversion tools that vastly increase TerraExplorer's compatibility with third party viewers and editors. With the CityBuilder extension, mesh layers in a range of formats can be imported and converted to Skyline's proprietary 3DML format, and 3DML's can be exported to other mesh layer formats or to individual OBJ models so you can easily extract precisely the area you need. The CityBuilder extension also enables 3DML's to be classified directly from TerraExplorer, transforming them into powerful geospatial data that fully supports spatial operations and attribute queries.

Capabilities

The following capabilities are only supported in TerraExplorer with a CityBuilder extension:

- **Export to Models** – Export polygonal areas of a 3DML, e.g., buildings, to individual OBJ models.
- **Export to Mesh** – Export 3DML to 3D Tiles – B3DM (tileset.json) or I3S/SLPK formats.
- **Export Sections of Mesh** – Export sections of a mesh layer using clip polygons on the clipboard.
- **Import and Convert OpenScene Graph (OSGB) Layers** – Import and convert OSGB layers to the stream optimized, 3DML mesh layer format. This enables them to be streamed with SkylineGlobe Server and classified.
- **Import and Convert Cesium 3D Tiles (tileset.json) Layers** – Import and convert 3D Tiles mesh layers to the stream optimized, 3DML mesh layer format. This enables them to be streamed with SkylineGlobe Server and classified.
- **Classify Mesh** – Classify areas of a mesh layer by associating different areas of the mesh model with the respective polygon features from polygon classification layers. This enables you to access attribute data and perform feature layer operations on the mesh layer, including spatial and attribute queries.