



Topic Specific

Building 3D Cities Using Esri CityEngine

Duration: 3 Days (24 Hours)

Learn how to create highly realistic virtual cities using CityEngine procedural modeling workflow and best practices to create compelling 3D cities which can be used to: visualize urban landscapes; explore impacts of proposed development; generate virtual city stimulations and support Geodesign projects. This course explores key elements of a 3D city model and guidelines for GIS data used to create one.

Goals



Align 2D features with 3D features in a CityEngine scene.



Generate visually detailed 3D models with procedural rules



Export a CityEngine scene to a 3D web scene for sharing.

Who should attend?

GIS analysts

GIS Technical Leads

Map Designers

Suggestion

Creating Smart 3D Models with Esri CityEngine.

Software

- **Esri CityEngine 2018.1**