



HEXAGON

Beta release guide
2021.1

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LuciadRIA 2021.1

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Contents

About this release	3
Benefits of the new features	4
Realistic 3D visualizations with physically based rendering.....	4
Sample code to get you started	4
Consume optimized 3D tiles for best performance	5
Support for the glTF Draco extension	6
Support for WebP texture compression within glTF	6
Additional performance optimizations	6
Enrich your application with detailed background data	6
Add Open Street Map background data.....	6
HERE Maps	8
Sample code to get you started	8
Extended OGC SE support: World-sized text.....	9
Additional OGC SE improvements.....	9
Sample code to get you started	10
Other improvements	10
Ability to access the WebGL context for external layer or object integration	10
New API to create a topocentric reference	10

About this release

The 2021.1 release of LuciadRIA focuses on helping developers deliver an optimal user experience. Samples using React.js, material support, and performance optimizations are just a few examples. In addition, we improved robustness by further completing the format/data type support.

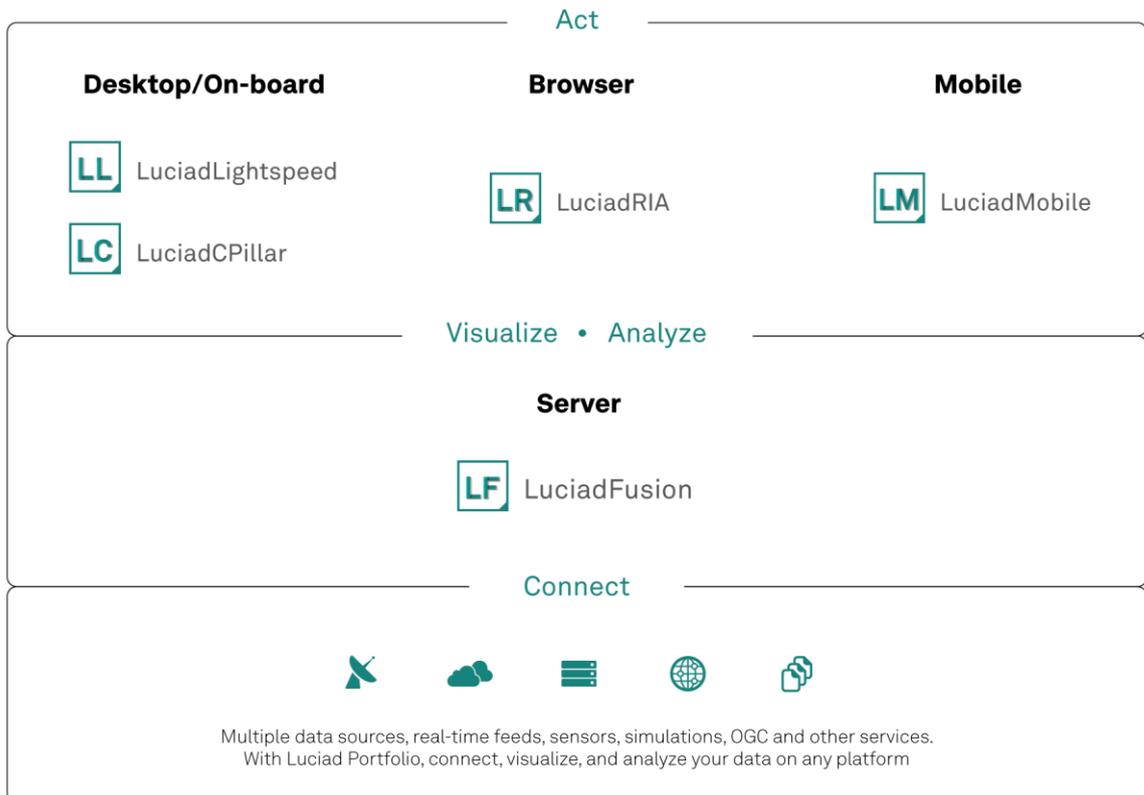


Figure 1: The Luciad Product Portfolio.

Benefits of the new features

Realistic 3D visualizations with physically based rendering

3D data sets have become more and more detailed. Textures on data help to distinguish between objects and make clear what an object represents. In the absence of textures, this is less clear.

Previous releases of LuciadRIA already added shadow effects and ambient occlusion. This greatly enhances insight into the geometric structure of objects.

There are situations, however, where objects are quite similar in geometry, but can be distinguished by material. Typical situations where that happens are factories and buildings.

Materials differ visually by how they reflect the light. A metal pipe, for example, will have a lot of reflection, while that is much less so for a sheet of paper. In this release of LuciadRIA, we enriched LuciadRIA with support for a set of materials. The computer graphics term for that is physically based rendering (PBR).

If information on the material like metallic-ness and roughness is present in the 3D objects, this will be picked up by the LuciadRIA rendering components. Environment maps are supported to create realistic reflection effects.

The PBR is supported on 3D icons in GLTF format and 3D tiles data containing material information.

Sample code to get you started

The LuciadRIA sample “Monitoring building information” has been extended to include PBR support.

Moreover, additional information on enabling PBR has been added to LuciadRIA documentation. Specifically, the how-to guides “Visualizing 3D icons,” “Styling mesh data,” and “Configuring WebGL Map effects” were extended.



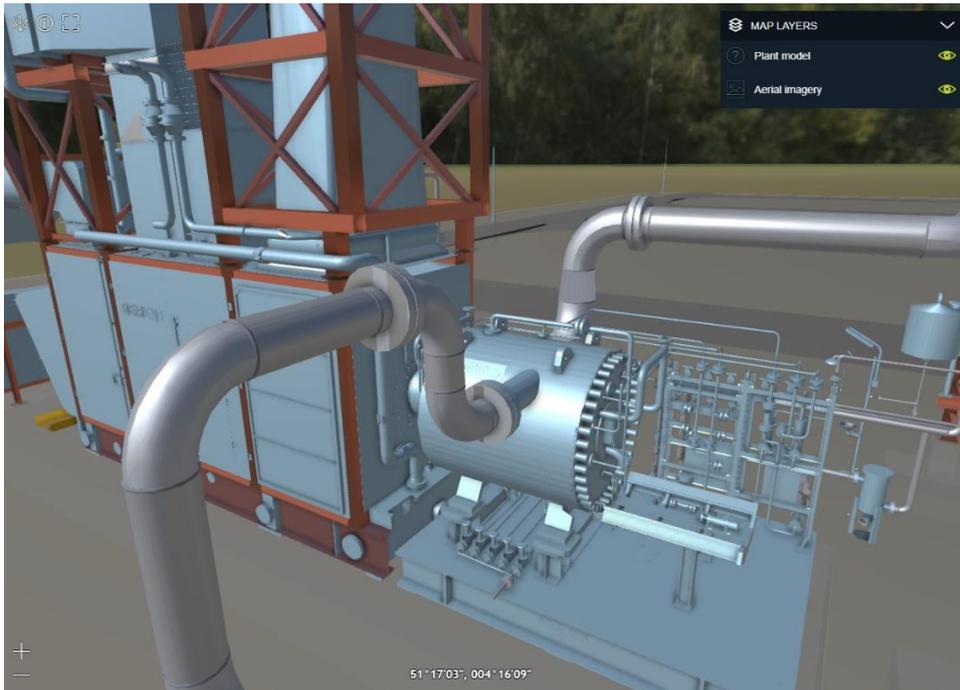


Figure 2: Some examples of the use of PBR showing material properties.

Consume optimized 3D tiles for best performance

3D tiles is an OGC community standard and popular exchange format for 3D information. A typical example of data that is very suitable to be exchanged in 3D tiles format is 3D city models. Despite the efficiency that comes from the tiled and multi-levelled nature of the data, there are still cases where the amount of data becomes a bottleneck. A solution for that is data compression. For 3D tiles, both geometry compression and texture compression can be used.

Support for the glTF Draco extension

For geometry compression, Google's Draco compression library is often used when encoding a 3D payload into the glTF format. LuciadRIA now consumes 3D tiles data sets where this compression has been applied. Note that LuciadFusion is an example of a system capable of generating Draco-compressed 3D tiles.

In addition, glTF 3D icons that were created using Draco compression are supported as well.

Support for WebP texture compression within glTF

For textures, another Google solution typically used is the WebP Image format. LuciadRIA now supports 3D tiles data sets including textures that were compressed into the WebP Image format.

If LuciadRIA has access to a 3D tiles data stream that does use Draco and WebP compression, the transmission of the data will be faster, because the data is smaller. Decoding the compressed geometries and textures is fast, so there will be a noticeable performance improvement when compared to 3D tiles that contain uncompressed geometries and less compressed textures.

The FAQ article "Which glTF version is supported and what are the limitations?" has been extended to reflect the supported glTF options and highlights.

Additional performance optimizations

In addition to the above, LuciadRIA has also been improved for 3D tile loading. The *TileLoadingStrategy* of *Tileset3DLayers* received a small but significant update. The *overview first* strategy has been optimized and is now the default setting instead of *detail first*. The benefit of this improved loading strategy is that it minimizes the amount of tiles that are pre-fetched. As a result, there will be data on the screen faster.

Enrich your application with detailed background data

Operational data is more relevant when shown in context. For that, detailed background data is essential. There are various providers of (imagery) data, and LuciadRIA already offers connectors for WMS and WMTS to connect to OGC-compliant data services. Next to that, LuciadRIA offers default connectors for dedicated services like Bing¹ or Google Maps².

With this release, we enriched our set of connectors with a Here maps³ connector and provide guidance on how to connect to Open Street Map⁴ data that is not offered via OGC services, but Open Street Map tile servers.

Add Open Street Map background data

Open Street Map (OSM) data and derived data sets like Open Sea Map can be delivered as OSM tile service. These services adhere to the tile URL pattern `http(s)://baseUrl/{z}/{x}/{y}.png`. The LuciadRIA API already offers a connector for this type of pattern via the *UrlTileSetModel*. A how-to article has been added to the LuciadRIA documentation.

Remember that you can also encounter services that offer OpenStreetMap data via the OGC WMS and WMTS protocols. If that fits your system architecture better, Open Street Map tile data can also be served as OGC WMS or WMTS via LuciadFusion.

¹ <https://www.bing.com/maps>

² <https://www.google.com/maps>

³ <https://www.here.com/platform/map-data>

⁴ <https://www.openstreetmap.org/>

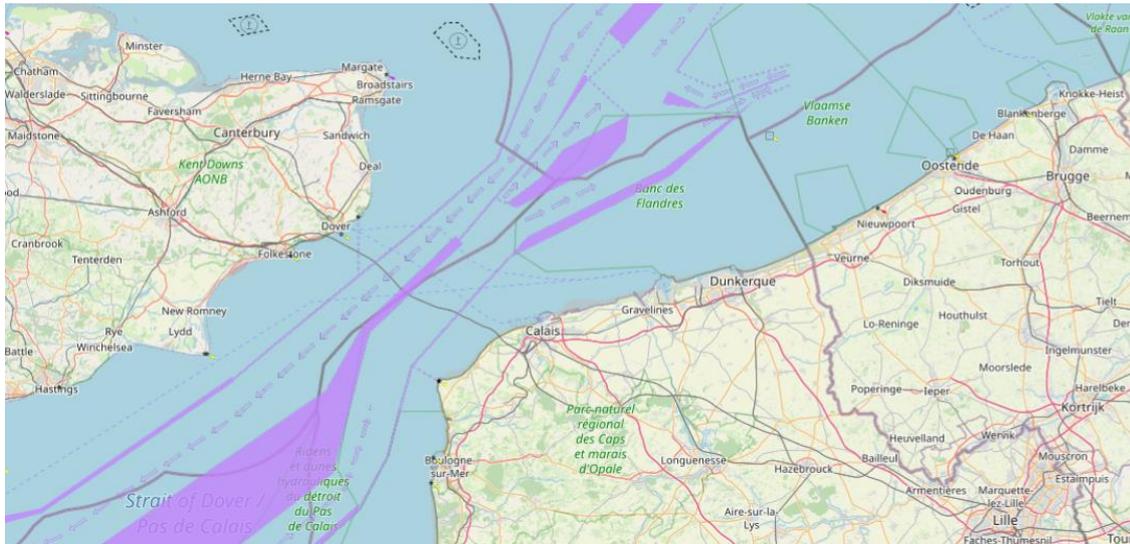
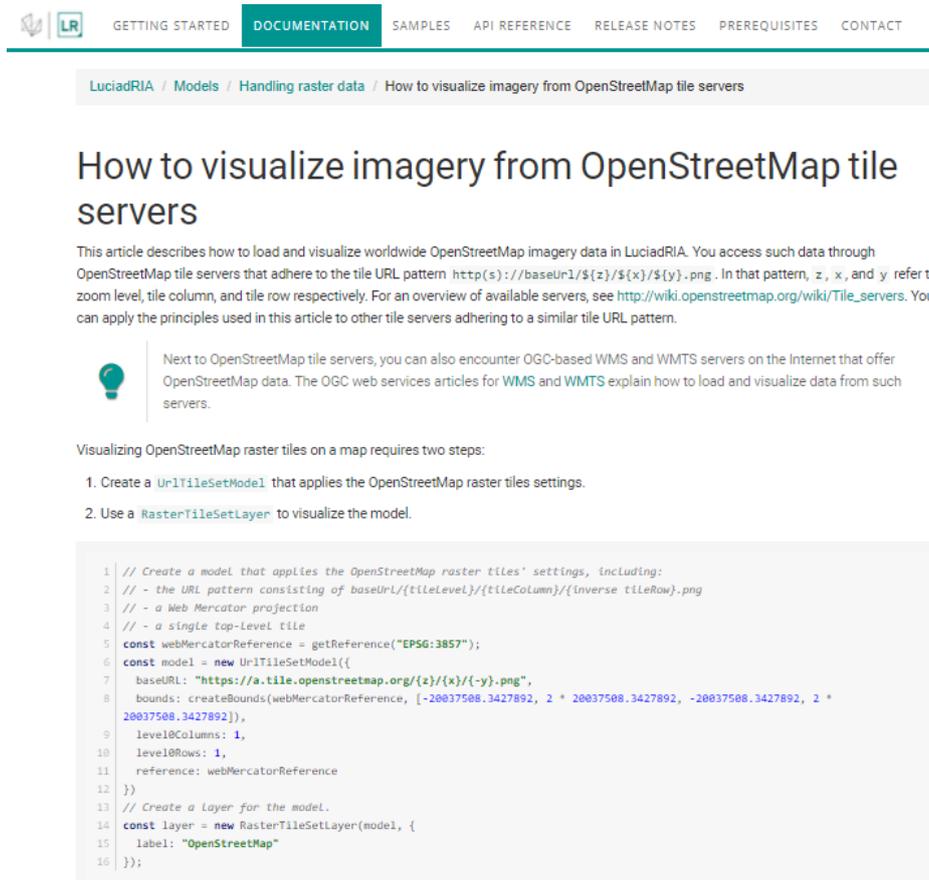


Figure 3: An illustration of OpenStreetMap data (containing roads) and OpenSeaMap data for the sea charts.

Sample code to get you started

The how-to article “How to visualize imagery from Open Street Map tile servers” explains in a few specific steps how to add Open Street Map data to your LuciadRIA map view.



The screenshot shows the LuciadRIA documentation website. The navigation bar includes links for GETTING STARTED, DOCUMENTATION (highlighted), SAMPLES, API REFERENCE, RELEASE NOTES, PREREQUISITES, and CONTACT. The breadcrumb trail reads: LuciadRIA / Models / Handling raster data / How to visualize imagery from OpenStreetMap tile servers. The article title is "How to visualize imagery from OpenStreetMap tile servers". The article text describes how to load and visualize worldwide OpenStreetMap imagery data in LuciadRIA, mentioning the tile URL pattern and the availability of other servers. A lightbulb icon indicates a tip: "Next to OpenStreetMap tile servers, you can also encounter OGC-based WMS and WMTS servers on the Internet that offer OpenStreetMap data. The OGC web services articles for WMS and WMTS explain how to load and visualize data from such servers." Below this, it states that visualizing OpenStreetMap raster tiles on a map requires two steps: 1. Create a `UrlTileSetModel` that applies the OpenStreetMap raster tiles settings. 2. Use a `RasterTileSetLayer` to visualize the model. A code block shows the implementation of these steps in JavaScript.

```

1 // Create a model that applies the OpenStreetMap raster tiles' settings, including:
2 // - the URL pattern consisting of baseUrl/{tileLevel}/{tileColumn}/{inverse tileRow}.png
3 // - a Web Mercator projection
4 // - a single top-level tile
5 const webMercatorReference = getReference("EPSG:3857");
6 const model = new UrlTileSetModel({
7   baseUrl: "https://a.tile.openstreetmap.org/{z}/{x}/{-y}.png",
8   bounds: createBounds(webMercatorReference, [-20037508.3427892, 2 * 20037508.3427892, -20037508.3427892, 2 *
9     20037508.3427892]),
10  levelColumns: 1,
11  levelRows: 1,
12  reference: webMercatorReference
13 });
14 // Create a layer for the model.
15 const layer = new RasterTileSetLayer(model, {
16   label: "OpenStreetMap"
17 });

```

Figure 4: A dedicated How-to article has been added explaining how to add OpenStreetMap data to your LuciadRIA map view.

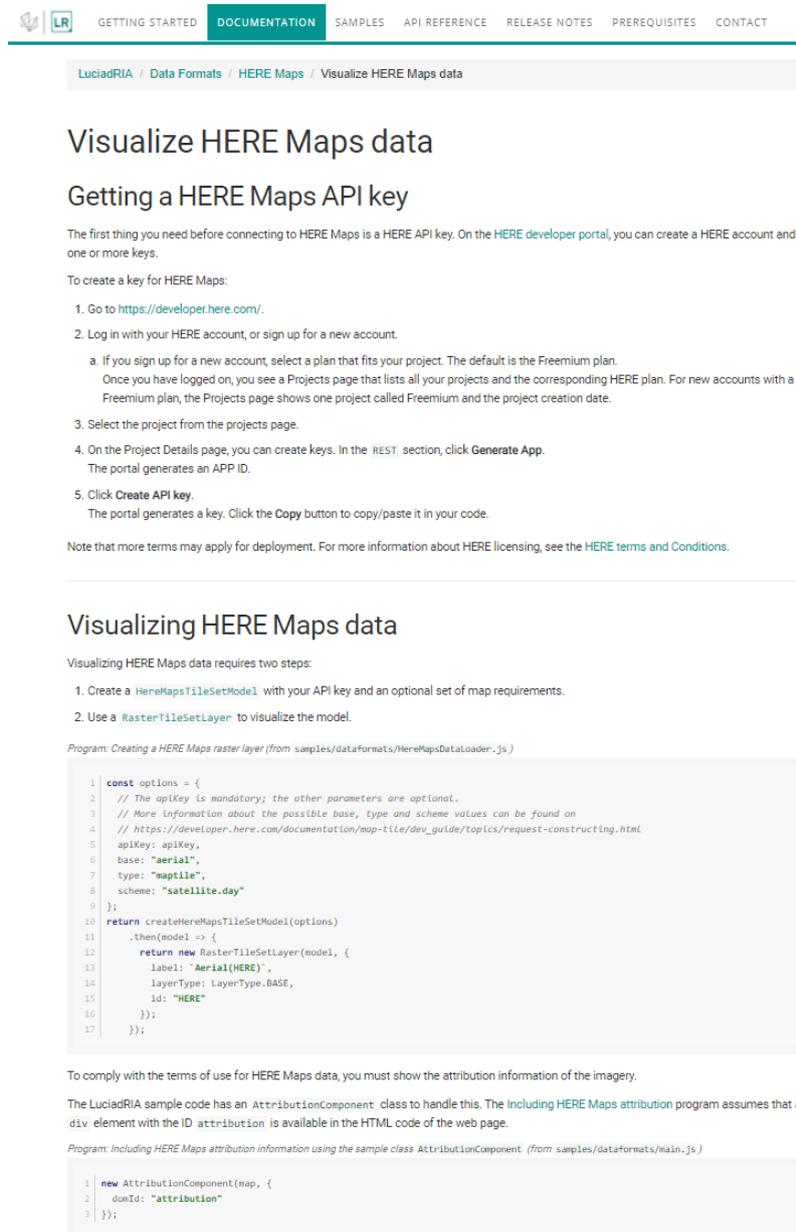
HERE Maps

HERE Technologies is a popular data provider. LuciadRIA now offers a connector to the HERE map tile API. You can access various types of data, including aerial imagery and traffic information.

LuciadRIA also takes care of the attribution, which is placed on the map.

Sample code to get you started

A tutorial, “Visualize HERE Maps data,” has been added to the LuciadRIA documentation. This tutorial guides you through all steps, starting with getting a HERE Maps key, through the selection of the right data type and visualization in a LuciadRIA map view.



The screenshot shows the LuciadRIA documentation page for "Visualize HERE Maps data". The page has a navigation bar with "DOCUMENTATION" selected. The breadcrumb trail is "LuciadRIA / Data Formats / HERE Maps / Visualize HERE Maps data". The main heading is "Visualize HERE Maps data". Below it is the sub-heading "Getting a HERE Maps API key". The text explains that a HERE API key is needed and provides a 5-step guide to obtain one from the HERE developer portal. A note mentions terms of deployment. The next section is "Visualizing HERE Maps data", which states that two steps are required: creating a `HereMapsTileSetModel` and using a `RasterTileSetLayer`. It includes a code snippet for creating the model and another for including attribution information.

LuciadRIA / Data Formats / HERE Maps / Visualize HERE Maps data

Visualize HERE Maps data

Getting a HERE Maps API key

The first thing you need before connecting to HERE Maps is a HERE API key. On the [HERE developer portal](#), you can create a HERE account and one or more keys.

To create a key for HERE Maps:

1. Go to <https://developer.here.com/>.
2. Log in with your HERE account, or sign up for a new account.
 - a. If you sign up for a new account, select a plan that fits your project. The default is the Freemium plan. Once you have logged on, you see a Projects page that lists all your projects and the corresponding HERE plan. For new accounts with a Freemium plan, the Projects page shows one project called Freemium and the project creation date.
3. Select the project from the projects page.
4. On the Project Details page, you can create keys. In the `REST` section, click **Generate App**. The portal generates an APP ID.
5. Click **Create API key**. The portal generates a key. Click the **Copy** button to copy/paste it in your code.

Note that more terms may apply for deployment. For more information about HERE licensing, see the [HERE terms and Conditions](#).

Visualizing HERE Maps data

Visualizing HERE Maps data requires two steps:

1. Create a `HereMapsTileSetModel` with your API key and an optional set of map requirements.
2. Use a `RasterTileSetLayer` to visualize the model.

Program: Creating a HERE Maps raster layer (from `samples/dataformats/HereMapsDataLoader.js`)

```
1 const options = {
2   // The apiKey is mandatory; the other parameters are optional.
3   // More information about the possible base, type and scheme values can be found on
4   // https://developer.here.com/documentation/map-tile/dev_guide/topics/request-constructing.html
5   apiKey: apiKey,
6   base: "aerial",
7   type: "maptile",
8   scheme: "satellite.day"
9 };
10 return createHereMapsTileSetModel(options)
11   .then(model => {
12     return new RasterTileSetLayer(model, {
13       label: "Aerial(HERE)",
14       layerType: LayerType.BASE,
15       id: "HERE"
16     });
17   });
```

To comply with the terms of use for HERE Maps data, you must show the attribution information of the imagery.

The LuciadRIA sample code has an `AttributionComponent` class to handle this. The `Including HERE Maps attribution` program assumes that a `div` element with the ID `attribution` is available in the HTML code of the web page.

Program: Including HERE Maps attribution information using the sample class `AttributionComponent` (from `samples/dataformats/main.js`)

```
1 new AttributionComponent(map, {
2   domId: "attribution"
3 });
```

Figure 5: A tutorial has been added to get you started with adding HERE maps data to your LuciadRIA map view.

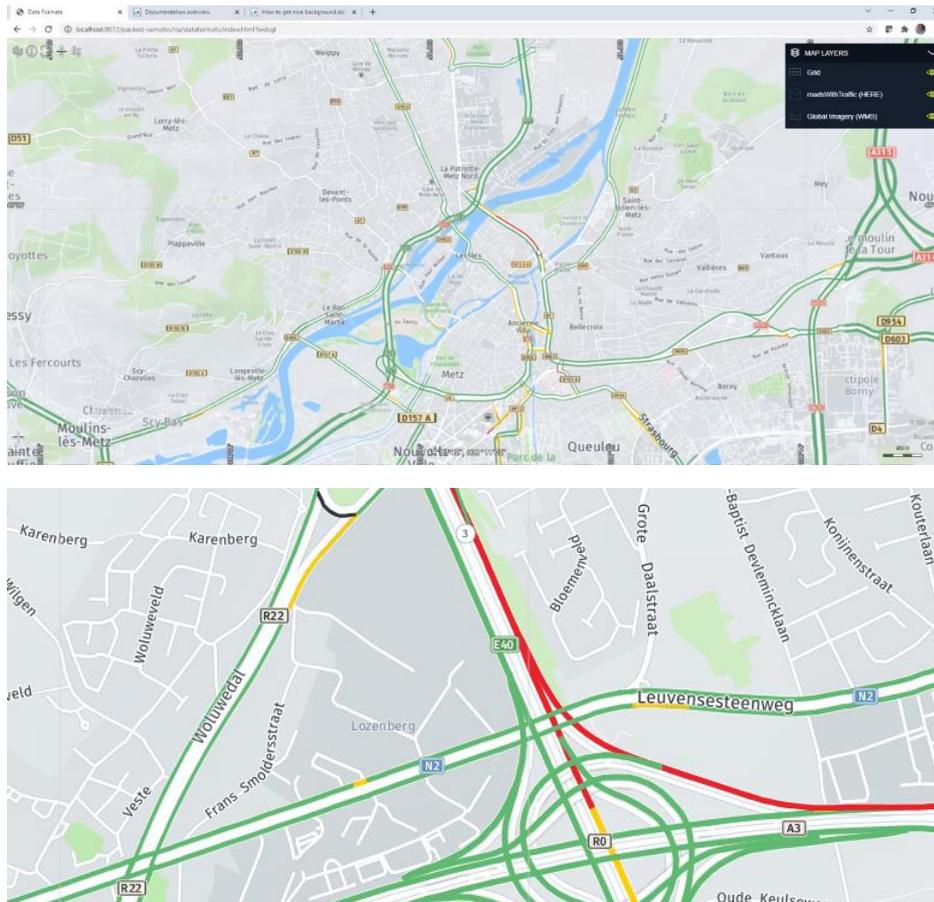


Figure 6: Illustrations of the visualization of HERE maps data in LuciadRIA, showing roads (top image) and traffic information (bottom image).

Extended OGC SE support: World-sized text

In most cases, text is used as annotation or “label” for data. Points of interest are accompanied by a meaningful name, street names are printed along a street, etc.

Sometimes, however, text must be considered as a georeferenced object. A good example are runway markings. These need to be displayed exactly on the runway, and at the correct size, expressed in a real-world unit of measure, like meters. LuciadRIA now supports world-sized text as feature within an OGC SE style specification.

Additional OGC SE improvements

- Strict text symbolizer placement via the OGC SE vendor option “conflictResolution”: When this option is set to false, LuciadRIA will not enable the automatic label deconfliction algorithm. All labels will be shown, and they will be positioned exactly as specified in the OGC SE description. Typical use cases for this option are cadastral maps and aeronautical charts.
- Rotation for point-placed labels: Through an OGC SE text style, you can now specify a rotation for point-placed labels.
- Customized external icon loading: You can now plug in an IconProvider that maps external graphics defined in an OGC SE to custom images or URLs.

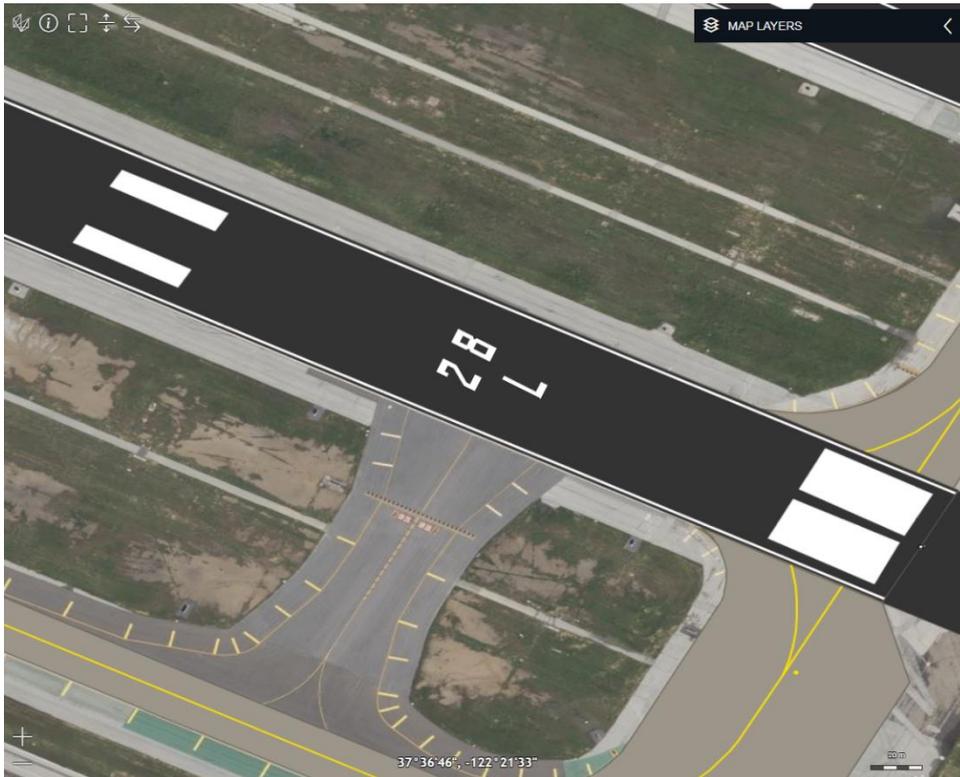


Figure 7: An illustration of world sized text, which is needed to correctly display runway markings.

Sample code to get you started

The LuciadRIA sample “Symbology encoding” has been extended with a world-sized text example. The SE style of the “Places” layer renders large cities with a world-sized text label when zooming in. This can be observed when zooming on Los Angeles or San Diego.

Other improvements

Ability to access the WebGL context for external layer or object integration

The advanced LuciadRIA user and WebGL expert may want to enrich the WebGL view with effects or special content. Examples of such content are animated 3D icons and view-wide weather effects. To this end, the LuciadRIA WebGL view has been extended with a PostRender event. This offers a hook for advanced integrations.

An example of such integration is explained in the tutorial “How to add external content to the map: An example with three.js”. Detailed information is available as well in the API documentation of the WebGLMap class.

New API to create a topocentric reference

Topocentric references were already supported and handled correctly in LuciadRIA. In this release, the API has been extended to define custom topocentric references. More information can be found in the dedicated tutorial “Topocentric references.”



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