Ol3-Cesium: 3D for OpenLayers
An exciting library for bringing 3D to your maps

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Ol3-Cesium library

- Easy setup
  - Stacked: new olcs.OLCesium({map: map})
  - Side-by-side: new olcs.OLCesium({map: map, target: id})

- Synchronizers
  - All automatic by default
  - May be overridden by application
Synchronizations

ol3-cesium/examples/vectors.html

- OL3 → Cesium: unidirectional for layers
- OL3 ↔ Cesium: bidirectional for extent, resolution, rotation
Unified 2D/3D interactions

- Shared 2D and 3D views, controls, POI edition
- Interactions spanning between 2D and 3D
Community

- Started by three companies, 408 commits, 8 contributors
- Monthly releases, check `CHANGES.md`
- Young project where you can have a big impact
  - Feedback
  - Issues
  - Contributions
Future

- Continue improving policies and code
- Add more functionalities (features on terrain, night mode, . . .)
- Keep up with OL3 and Cesium pace
- Allow even more customizations
- . . .