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

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FOSDEM Geospatial 2015, February 1st
Ol3-Cesium library

- Easy setup
  - Stacked: `new olcs.OLCesium({map: map})`
  - Side-by-side: `new olcs.OLCesium({map: map, target: id})`
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- Synchronizers
  - All automatic by default
  - May be overridden by application
Synchronizations

- OL3 → Cesium: unidirectional for layers

ol3-cesium/examples/vectors.html
Synchronizations

- OL3 → Cesium: unidirectional for layers
- OL3 ↔ Cesium: bidirectional for extent, resolution, rotation

ol3-cesium/examples/vectors.html
Unified 2D/3D interactions

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

video
Community

- Started by three companies, 408 commits, 8 contributors
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- Monthly releases, check `CHANGES.md`
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- 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
- ...