OL3-Cesium: 3D for OpenLayers

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Goal

JS library to synchronize an OL3 map and a Cesium 3D globe
OL3 - 2D map, pixel perfect, Swiss projection
Cesium - 3D globe, WEBGL, latlong

Schweizmobil 3D
Getting started

- `ol3d = new olcs.OLCesium({map: map})`
  `ol3d.setEnabled(true)`
  - A Cesium globe is created
  - Existing layers and view are synchronized
  - Some listeners are registered
- Demo
Manipulate OL3, get the work done

- Adding a new layer: `myOl3Map.addLayer(...)`
- Adding a feature: `myOl3Source.addFeature(...)`
- Removing a feature: `myOl3Source.RemoveFeature(...)`
- Changing a feature style: `myOl3Feature.setStyle(...)`
Keep in mind

- Reprojection (mind rasters!, olcs.AbstractSynchronizer)
- Features in 3D (mind polylines! clampToGround)
- Clustering (ol3-cluster-tool, GPU decimation)
- Fog (30% bandwidth saving + less latency)
- Eager/lazy loading (pay when you use)
- Pausing renderloop (don’t drain battery! CPU: 100% → 5%)
Future

- Keep up with OL3 and Cesium pace
- Client side reprojection?
- Have ideas? Want to participate?