

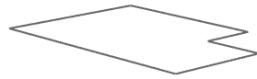
VirtualCity.bâti3D : niveaux de détail et types d'objets

LOD0

Emprises cadastrales 3D

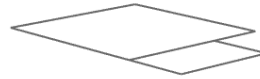
lod0.bat

Empreintes 3D des bâtiments



lod0.pt_bat

Parties d'empreinte 3D

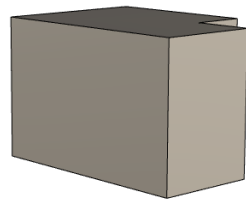


LOD1

Boîtes à chaussures

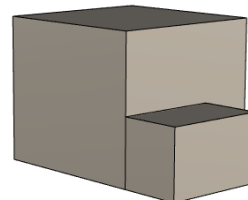
lod1.bat

*Bâtiments extrudés
(ici selon h_max)*



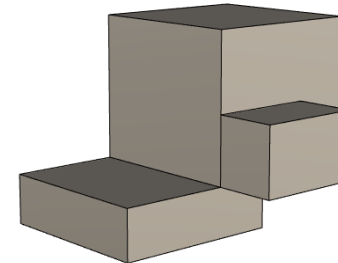
lod1.pt_bat

*Parties de bâtiments extrudées
(ici selon h_max)*



lod1.sout

*Bâtiments souterrains extrudés
(ici selon h_max)*

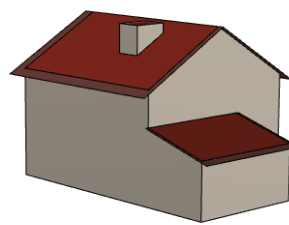
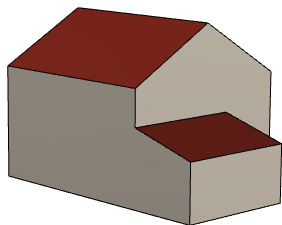


LOD2

Bâtiments détaillés

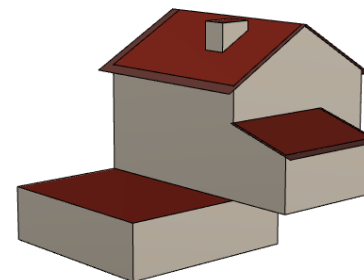
lod2.bat

*Bâtiments détaillés
(avant-toits et superstructures en option)*



lod2.sout

*Bâtiments souterrains
(avec avant-toits, sans superstructures)*



lod2.couv

*Couverts
(toits flottants sans façades)*

