

OL3-Cesium: 3D for OpenLayers

An exciting library for bringing 3D to your maps

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OL3-Cesium library

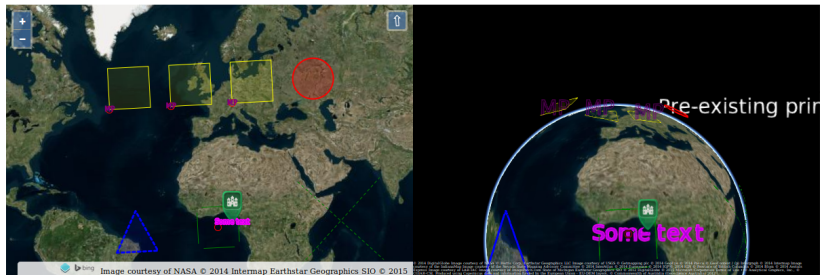


- ▶ Easy setup
 - ▶ Stacked: `new olcs.OLCesium({map: map})`
 - ▶ Side-by-side: `new olcs.OLCesium({map: map, target: id})`



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 - ▶ Stacked: `new olcs.OLCesium({map: map})`
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- ▶ Synchronizers
 - ▶ All automatic by default
 - ▶ May be overridden by application

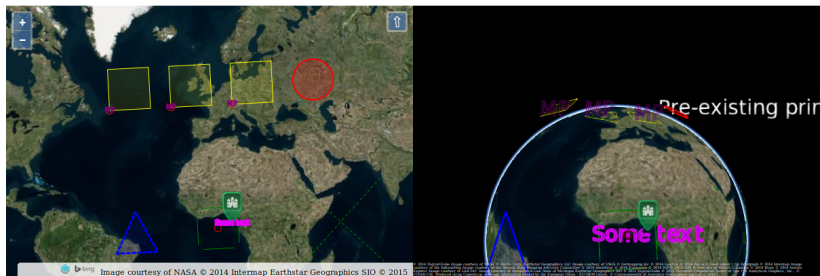
Synchronizations



ol3-cesium/examples/vectors.html

- OL3 → Cesium: unidirectional for layers

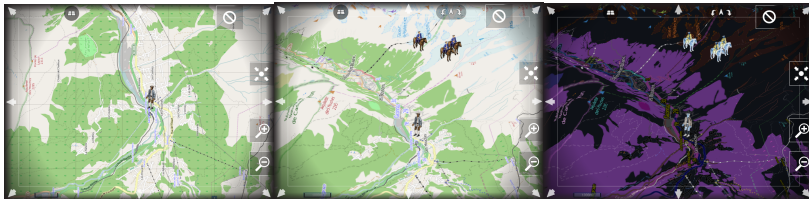
Synchronizations



ol3-cesium/examples/vectors.html

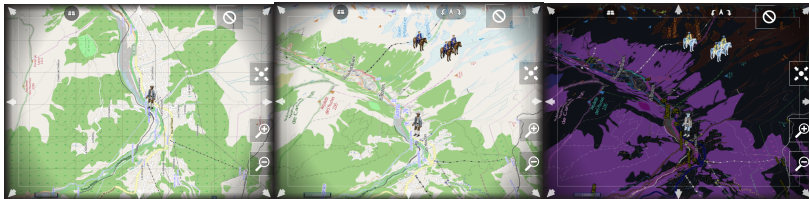
- ▶ OL3 → Cesium: unidirectional for layers
- ▶ OL3 ↔ Cesium: bidirectional for extent, resolution, rotation

Unified 2D/3D interactions



video

Unified 2D/3D interactions



video

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

Community

The screenshot shows the GitHub repository page for `openlayers / ol3-cesium`. At the top, it displays repository statistics: 408 commits, 3 branches, 2 releases, and 8 contributors. Below this is a yellow progress bar. The main section shows a merge pull request #162 from `gberaud/handle_features_without_geometry`. A table lists recent commits:

Commit	Description	Time
<code>build</code>	Add header to <code>ol3cesium.js</code> and <code>ol3cesium-debug.js</code>	9 days ago
<code>cesium @ 1f7cf7b</code>	Update dependencies to Ol3 3.1.1 and Cesium 1.5.	10 days ago
<code>examples</code>	Handle features without geometry	9 days ago

On the right side, there are links for Code, Issues (28), Pull Requests (1), Wiki, Pulse, and Graphs.

- Started by three companies, 408 commits, 8 contributors

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- ▶ Monthly releases, check [CHANGES.md](#)

Community

The screenshot shows the GitHub repository for OpenLayers / ol3-cesium. At the top, it displays the repository name and icons for Unwatch (21), Star (34), and Fork (9). Below this, the repository description is "OpenLayers - Cesium integration" with a link to the repository and an "Edit" button. The repository statistics show 408 commits, 3 branches, 2 releases, and 8 contributors. A yellow progress bar indicates the repository's activity. The main content area shows a merge pull request #162 from gberaud/handle_features_without_geometry. The pull request details include the author's name, the latest commit hash, and a list of files changed: build, cesium, and examples. The right sidebar contains links to Code, Issues (28), Pull Requests (1), Wiki, Pulse, and Graphs.

- ▶ 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 OI3 and Cesium pace
- ▶ Allow even more customizations
- ▶ ...