

# **5 MANAGING AND MODELLING OF 3D SPATIAL OBJECTS FOR URBAN ENVIROMENT**

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## **ABSTRACT**

Currently, variety of software are already capable of handling a wide range of spatial problems, beginning with approaches for describing spatial objects to some degrees of complex analysis and 3D visualisation. However, increasing number of applications need more advanced tools for representing and analyzing the 3D world. Among all types of systems dealing with spatial information, GIS has proven to be the most sophisticated system that operates with the largest scope of objects (spatial and semantic), relationships and provide means to analyze them. However, how about 3D GIS? It is the aim of this paper to find the answer by analyzing the available

software. A 3D case study performed by using Oracle Spatial and MicroStation Bentley Map provides some knowledge on the 3D functionality offered by commercial systems. At the end, the paper addresses some of the issues and problems involved in developing such a system and recommends directions for further research.

## **1.0 INTRODUCTION**

Nowadays, GIS users are getting more complex datasets and needs to manipulate and generate information as we perceived in the real world, i.e. in 3D environment. This environment provides better understanding of geospatial pattern and phenomena either in small or large areas. Relevant questions such as: How we model the real world object, i.e. 2D and 3D spatial objects in DBMS and visualizing the objects in GIS/CAD front-end? Answering this question provides on interesting experiment toward realizing 3D geospatial database. In general, many organisations realize the needs for a central DBMS: a system that spatial and attribute data are maintained in one integrated environment. Many DBMSs are capable of maintaining spatial data in 2D, since spatial data types and data structure in 2D have been implemented in DBMSs. However, aspect of 3D data still needs a lot of efforts to be addressed. Over the last few years we have seen an increasing amount of work in the field of modeling and managing 3D spatial objects. A number of projects were

focusing on the modeling and management of complex 3D objects – in a primarily relational DBMS environment, e.g. (Pfund, 2001 and Wang, 2000). Some ongoing projects employ object-relational concepts to address the issues of topology (Oosterom et al., 2002) and integrated 3D geodata management within a 3D GIS framework, e.g. (Nebiker, 2002a, and Zlatanova et al., 2002). Therefore, in this paper we highlighted all the experiment to manage and modelling 3D spatial objects using Oracle Spatial and Bentley Map. Section 2 elaborates the method on how to represent the 2D and 3D spatial objects in the DBMS. In section 3, the experiment on managing the 3D spatial objects are highlighted. Finally, section 4 concludes all the current work.

## **2.0 MODELLING THE REAL WORLD OBJECTS**

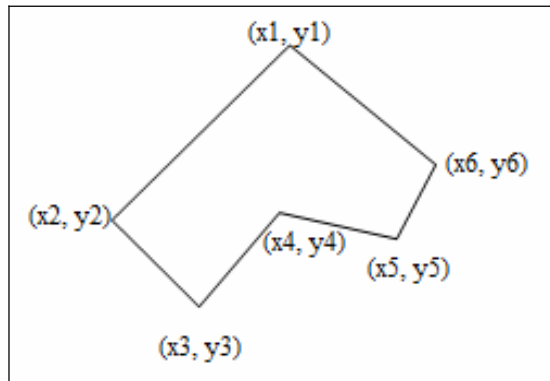
The real world objects can be described into two components, i.e. 2D objects such as lot parcels and 3D objects (e.g. buildings). Real world objects are characterized based on certain representation and storage within the DBMS. The representation depends on the purpose of the application of the database, identification and data capture process.

## 2.1 2D Objects

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In general, 2D objects could be represented by a series of polygon geometry, and their nodes as list of points i.e. connected one-by-one by straight line segments and the last point connected to the first.

For example, 2D lot parcels in 2D DBMS are mostly represented by closed polygons, as this will simplify objects identification in GIS. Most lot parcels are identified and captured as a closed polygon as shown at figure 1.



**Figure 1:** 2D object by closed polygon

### 2.2.1 3D Objects

The representation of real world objects is far more complicated when we move to 3D application. In 3D, opposed to 2.5D, it is not possible to assume that objects can be flattened and defined as polygon footprint on the surface. Instead, a proper 3D model representation of the object is needed, meaning more than one Z-value is attached to a 2D polygon and more information is needed than one Z-value attached to the vertices of the 2D polygon (Zlatanova, 2000).

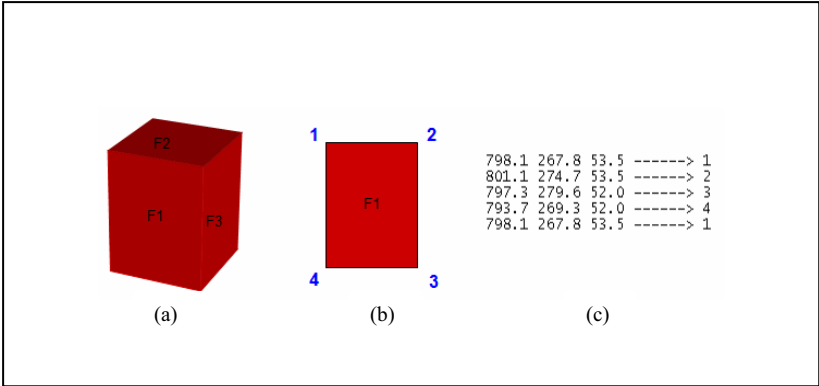
In 3D, the definition of the geometrical and topological description and validation of the correctness is far more complicated than in 2D. The polyhedral approach, as described in among others (Stoter, 2004) defines the polygons, where each polygon should be ‘flat’ and valid according to the Simple Feature Specification (SFS) of the Open Geospatial Consortium (OGC), i.e. non-self intersecting. The set of faces should enclose a single volume.

For example, in this research Oracle Spatial 10g are used to manage 3D points, lines and polygons. Using 3D polygons, 3D spatial objects can be represented as polyhedron in two methods:

- face-by-face polygons.
- multipolygon collection.

In the first method, 3D objects are defined as face-by-face polygons. This model is partly a topological model; since the body is defined by references to the faces (faces share two bodies). To develop 3D objects, series of coordinates that contain x, y, z are extracted from one face of object to another face of object. The 3D object was stored as a list of 3D polygon and it defined by reference to the faces and the

faces can be shared by neighbour-bodies as shown at Figure 2. The generated tables for stored 3D object face-by-face look as shown in Table 1.



**Figure 2:** The extracted coordinates (face by face) of the 3D object, (a) Build\_ID: 1, (b) Face\_ID: 1, (c) list of coordinate for face 1.

**Table 1:** Coordinates list face by face

Build_ID	Face_ID	Shape(mdsys.sdo_geometry)
1	1	x1,y1,z1 x3,y3,z3 x4,y4,z4 x2,y2,z2 x1,y1,z1
	2	x7,y7,z7 x1,y1,z1 x2,y2,z2 x5,y5,z5 x7,y7,z7
	3	x2,y2,z2 x4,y4,z4 x6,y6,z6 x5,y5,z5 x2,y2,z2
	4	x7,y7,z7 x8,y8,z8 x6,y6,z6 z5,y5,z5 x7,y7,z7

	5	x1,y1,z1 x3,y3,z3 x8,y8,z8 z7,y7,z7 x1,y1,z1
	6	x8,y8,z8 x3,y3,z3 x4,y4,z4 z6,y6,z6 x8,y8,z8

An advantage of face by face polygons is that it is recognized as one object by front-end applications (GIS/CAD) that can access, visualize, and edit these data and post the changes back to the database so we can easily store the information about the object i.e. face 1 represent the wall and face 2 represent the roof.

In second method defining 3D object using multipolygon collection method, a 3D object is stored as one record instead of a set of records. The multipolygon, which is also supported in Oracle Spatial, is used for this representation. This has also been implemented and the example to store 3D objects using multipolygon method as shown in Figure 3.

```
mdsys.sdo_geometry(3007, NULL, NULL,  
mdsys.sdo_elem_info_array(  
1, 1003, 1,  
16, 1003, 1,  
31, 1003, 1,  
46, 1003, 1,  
61, 1003, 1,  
76, 1003, 1  
),  
SDO_ORDINATE_ARRAY(  
x4,y4,z4, ,x3,y3,z3, x2,y2,z2, x1,y1,z1, x4,y4,z4,  
x3,y3,z3, ,x4,y4,z4, x8,y8,z8, x7,y7,z7, x3,y3,z3,  
x4,y4,z4, ,x1,y1,z1, x5,y5,z5, x8,y8,z8, x4,y4,z4,  
x1,y1,z1, ,x2,y2,z2, x6,y6,z6, z5,y5,z5, x1,y1,z1,  
x3,y3,z3, ,x2,y2,z2, x6,y6,z6, z7,y7,z7, x3,y3,z3,  
x5,y5,z5, ,x6,y6,z6, x7,y7,z7, z8,y8,z8, x5,y5,z5  
)))
```

**Figure 3:** Representation of 3D object using multipolygon method.

An advantage of 3D multipolygons (compare to face by face polygons) is that it is recognized as one object by front-end applications (GIS/CAD) that can access, visualize, and edit these data and post the changes back to the database. Another advantage of the 3D multipolygon approach is the one-to-one correspondence between a record and an object.



### **3.0 MANAGING 3D SPATIAL OBJECTS**

Over the last few years we have seen an increasing amount of work in the field of modeling and managing geospatial 3D objects. A number of projects were focusing on the modeling and management of 3D objects.

#### *3.1 Study Area*

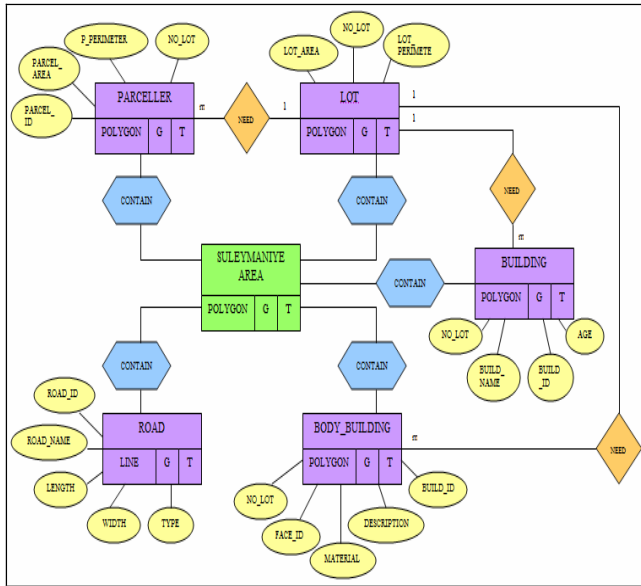
The study area in this research is Suleymaniye, Istanbul, Turkey. In this area, we assume the following scenario: the user has 3D data organized only in a database (a quite common case for real world data), i.e. no file with graphical information (e.g. DGN) exists. We have experimented with a set of buildings from the Suleymaniye area. Planar rectangular faces constitute each building. The data are build in CAD and further converted to the geometry representation of Oracle Spatial 10g. The conversion is completed with a topology-geometry of the 2D and 3D spatial object. Since the Oracle Spatial 10g geometry does not maintain a true 3D object, we represented every building as a set of faces (walls, flat roofs and foundations). The faces are stored as polygons with 3D coordinates. In this experiment table LOT stored 2D object, table BUILDING represent 3D object stored face by face and table BODY\_BUILDING stored the whole 3D object as a one object. Figure 4 shows the Suleymaniye area.



**Figure 4:** Satellite image of the Suleymaniye (Source: Google Earth, 2008)

### 3.2 *The conceptual data model*

In general, the conceptual data model is the basic contents for organize spatial and attributes data. The conceptual model is a core of spatial data model design, which is used to define some rules for representing attributes of spatial model. The main entities in managing the 3D spatial objects for Suleymaniye area consist of LOT, ROAD, PARCELLER, BODY\_BUILDING and BUILDING. Figure 5 shows ER-Diagram for modelling Suleymaniye Area.



**Figure 5:** ER Diagram of Suleymaniye Area

In this model, the 3D objects were represented by BODY\_BUILDING and BUILDING tables. All of these tables contain geometry and attributes of the objects.

The attribute components for the 3D objects

- No\_Lot: number of lot parcel
- Build\_Name: name of the building
- Build\_ID: Id of the building
- Age: age of the building
- Face\_ID: Id of the faces
- Material: Material of the faces e.g. brick, concrete
- Description: Description of the faces e.g. wall, roof

The geometry components for the 3D objects

- Polygon: include the geometry of the object

The components of 2D objects consist of LOT, PARCELLER and ROAD. The attributes and geometry for 2D objects components are as follows:

The attributes for 2D objects

- No\_Lot: number of lot parcel
- Lot\_Perimeter: perimeter of the lot
- Lot\_Area: area of lot
- P\_Perimeter: perimeter of the parcel
- Parcel\_Area: area of the parcel
- Parcel\_ID: ID of the parcel
- Road\_ID: ID of the Road
- Road\_Name: name of the road
- Length: length of the road
- Width: width of the road

- Type: type of the road e.g. highway

The geometry component for 2D objects

- Polygon: include the geometry of the object

### *3.3 The logical model*

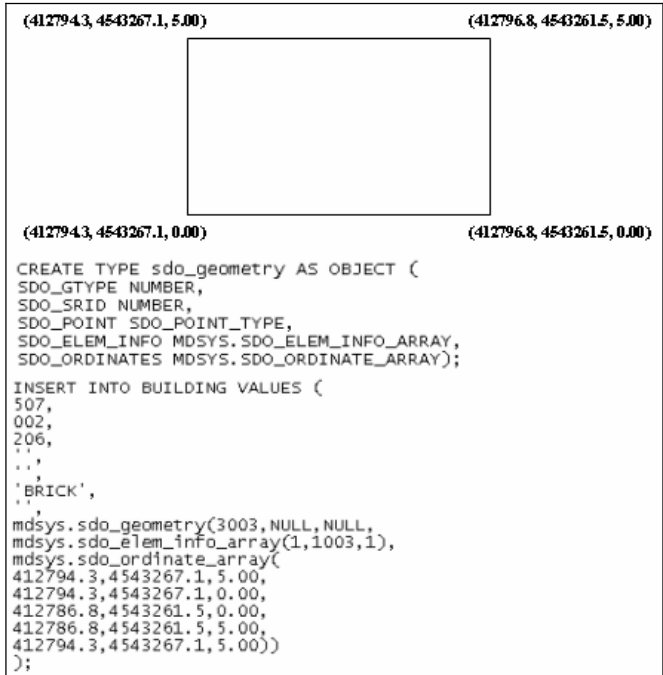
In this experiment two tables that represent 3D objects are developed as shown in Table 2. In the table, 'BODY\_BUILDING' the 3D spatial object is defined by a set of records. This table was constructed by using multipolygon method. In the table 'BUILDING', the actual geometries of faces are stored as face-by-face method.

**Table 2:** Description of BODY\_BUILDING and BUILDING table.

Entity Name	Geometry Type	Field Name	Description
Body_Building	Polygon	Build_Id	Id of the building
		Build_Name	Name of the building
		Age	Age of the building
		No_Lot	Number of the lot
		Build_Shape	Column of Geometry
Building	Polygon	Face_Id	Id of the face
		Material	Material of the wall or face
		Description	Description of the wall or face
		Build_Id	Id of the building
		Face_Shape	Column Geometry
		Build_Area	Area of the building floor
		B_Perimeter	Perimeter of the building

### 3.4 Storing of 3D object using face-by-face method

The 3D objects in table ‘BUILDING’ are stored using face-by-face method and the example to store the 3D object in Oracle as shown at Figure 6.



**Figure 6:** The 3D Face store by faces



### 3.5 Storing of 3D object using multipolygon method

In the table 'BODY\_BUILDING', the 3D objects are stored by multipolygon method and the example to store the 3D objects in Oracle as shown in figure 7.

```

INSERT INTO BODY_BUILDING VALUES (
507,
001,
'KATIP SEMSETINE MOSQUE',
,
,
'BRICK',
,
,
mdsys.sdo_geometry(3007,NULL,NULL,
mdsys.sdo_elem_info_array(
1,1003,1,
16, 1003, 1,
31, 1003, 1,
46, 1003, 1,
61, 1003, 1,
76, 1003, 1),
mdsys.sdo_ordinate_array(
412802.9,4543265.6,0.00,412794.6,4543269.4,0.00,412798.2,4543278.8,0.00,
412810.9,4543277.7,0.00,412811.6,4543272.3,0.00,412804.9,4543271.9,0.00,
412802.9,4543265.6,0.00,412802.9,4543265.6,11.0,412804.9,4543271.9,11.0,
412811.6,4543272.3,11.0,412810.9,4543277.7,11.0,412798.2,4543278.8,11.0,
412794.6,4543269.4,11.0,412802.9,4543265.6,11.0,412798.1,4543267.8,12.5,
412801.1,4543274.7,12.5,412797.3,4543279.6,11.0,412793.7,4543269.3,11.0,
412798.1,4543267.8,12.5,412801.1,4543274.7,12.5,412811.0,4543274.8,12.5,
412811.1,4543278.6,11.0,412797.3,4543279.6,11.0,412801.1,4543274.7,12.5,
412801.1,4543274.7,12.5,412798.1,4543267.8,12.5,412803.3,4543264.9,11.0,
412805.9,4543270.9,11.0,412801.1,4543274.7,12.5,412811.0,4543274.8,12.5,
412801.1,4543274.8,12.5,412798.1,4543267.8,12.5,412793.7,4543269.3,11.0,
412803.3,4543264.9,11.0,412798.1,4543267.8,12.5,412811.0,4543274.8,12.5,
412811.9,4543271.9,11.0,412811.1,4543278.6,11.0,412811.0,4543274.8,12.5,
412802.9,4543265.6,0.00,412804.9,4543271.9,0.00,412804.9,4543271.9,11.0,
412802.9,4543265.6,11.0,412802.9,4543265.6,0.00,412804.9,4543271.9,0.00,
412811.6,4543272.3,0.00,412811.6,4543272.3,11.0,412804.9,4543271.9,11.0,
412804.9,4543271.9,0.00,412811.6,4543272.3,0.00,412810.9,4543272.3,0.00,
412810.9,4543277.7,11.0,412811.6,4543272.3,11.0,412811.6,4543272.3,0.00,
412810.9,4543277.7,0.00,412798.2,4543278.8,0.00,412798.2,4543278.8,11.0,
412810.9,4543277.7,11.0,412810.9,4543277.7,0.00,412798.2,4543278.8,0.00,
412794.6,4543269.4,0.00,412794.6,4543269.4,11.0,412798.2,4543278.8,11.0,
412798.2,4543278.8,0.00,412794.6,4543269.4,0.00,412802.9,4543265.6,0.00,
412802.9,4543265.6,11.0,412794.6,4543269.4,11.0,412794.6,4543269.4,0.00,
412803.3,4543264.9,11.0,412805.5,4543270.9,11.0,412811.9,4543271.9,11.0,
412811.1,4543278.6,11.0,412797.3,4543279.6,11.0,412793.7,4543269.3,11.0,
412803.3,4543264.9,11.0));

```

**Figure 7:** Store 3D object by multipolygon method

### 3.6 *Managing 2D and 3D spatial object in DBMS*

In managing 2D and 3D spatial object, Oracle Spatial supports storage for 3D points, lines and polygons. In this experiment, we divide into four steps to store spatial object in DBMS. The first step is creating 2D and 3D tables. In this case, we choose the table ‘LOT’ to represent 2D objects and the table ‘BUILDING’ to represent 3D objects. The steps to create table for spatial objects as shown in Figure 8.

```
--2D OBJECT--  
CREATE TABLE Lot (  
NO_LOT NUMBER(5) PRIMARY KEY,  
Lot_Area NUMBER(12,3),  
Lot_Pmeter NUMBER(12,3),  
GEOMETRY MDSYS.SDO_GEOMETRY);  
  
--3D OBJECT--  
CREATE TABLE BUILDING (  
NO_LOT NUMBER(5),  
BUILD_ID NUMBER(5),  
FACE_ID NUMBER(4),  
BUILD_NAME VARCHAR2(100),  
AGE VARCHAR2(10),  
MATERIAL VARCHAR2(50),  
DESCRIPTION VARCHAR2(50),  
GEOMETRY MDSYS.SDO_GEOMETRY);
```

**Figure 8:** Step 1- creating table in Oracle Spatial

The next steps are inserting the dataset. In Figure 9 represent the SQL- how to insert the 2D and 3D datasets.

```

--2D OBJECT--

INSERT INTO Lot VALUES (
507,
944.820,
130.896,
mdsys.sdo_geometry(2003,NULL,NULL,
mdsys.sdo_elem_info_array(1,1003,1),
mdsys.sdo_ordinate_array(
412797.3000,4543233.6101,412785.9798,4543240.4599,
412786.1302,4543241.0602,412782.7798,4543244.2998,
412781.9001,4543243.7498,412776.5199,4543249.3201,
412775.1699,4543253.9799,412778.7001,4543255.3802,
412781.6599,4543257.2601,412785.8499,4543261.4398,
412793.7298,4543267.9698,412794.6299,4543269.3500,
412795.3899,4543273.0599,412795.6502,4543278.4402,
412810.4601,4543278.8002,412811.3802,4543272.6902,
412813.2699,4543261.6098,412811.2601,4543257.6498,
412810.9299,4543257.0500,412803.1799,4543243.5002,
412800.4600,4543238.9200,#12797.3000,4543233.6101)
);

--3D OBJECT--

INSERT INTO BUILDING VALUES (
507,
002,
206,
',',
',',
'BRICK',
',',
mdsys.sdo_geometry(3003,NULL,NULL,
mdsys.sdo_elem_info_array(1,1003,1),
mdsys.sdo_ordinate_array(
412794.3,4543267.1,5.00,
412794.3,4543267.1,0.00,
412786.8,4543261.5,0.00,
412786.8,4543261.5,5.00,
412794.3,4543267.1,5.00)
);

```

**Figure 9:** Step 2 - Insert 2D and 3D data.

The third step is inserting the metadata. Besides the tables that represent the geometries of the objects, metadata is maintained in Oracle by describing the dimension, lower and upper bounds and tolerance in each dimension. In the following figure (Figure 10), the information on the tables (LOT and BUILDING) is inserted in the metadata table. The final step, a spatial index (r-tree in 2D and in 3D) is created in the tables (to speed up spatial queries) as shown in Figure 11.

```
--2D OBJECT--  
  
INSERT INTO USER_SDO_GEOM_METADATA  
(TABLE_NAME,  
COLUMN_NAME,  
DIMINFO,  
SRID)  
VALUES (  
'LOT',  
'GEOMETRY',  
MDSYS.SDO_DIM_ARRAY(  
MDSYS.SDO_DIM_ELEMENT('X', 410000, 420000, 0.005),  
MDSYS.SDO_DIM_ELEMENT('Y', 410000, 4600000, 0.005)  
),  
NULL  
);  
  
--3D OBJECT--  
  
INSERT INTO USER_SDO_GEOM_METADATA  
(TABLE_NAME,  
COLUMN_NAME,  
DIMINFO,  
SRID)  
VALUES (  
'BUILDING',  
'GEOMETRY',  
MDSYS.SDO_DIM_ARRAY(  
MDSYS.SDO_DIM_ELEMENT('X', 410000, 420000, 0.005),  
MDSYS.SDO_DIM_ELEMENT('Y', 410000, 4600000, 0.005),  
MDSYS.SDO_DIM_ELEMENT('Z', 0, 60, 0.005)  
),  
NULL  
);
```

**Figure 10:** Step 3 - Insert the metadata

```
--2D OBJECT--  
  
CREATE INDEX LOT_IDX  
ON LOT(GEOMETRY)  
INDEXTYPE IS MDSYS.SPATIAL_INDEX;  
  
--3D OBJECT--  
  
CREATE INDEX BUILDING_IDX  
ON BUILDING(GEOMETRY)  
INDEXTYPE IS MDSYS.SPATIAL_INDEX  
PARAMETERS (' SDO_IDX_DIMS=3 LAYER_GTYPE="POLYGON"');
```

**Figure 11:** Step 4 - Creating Index.

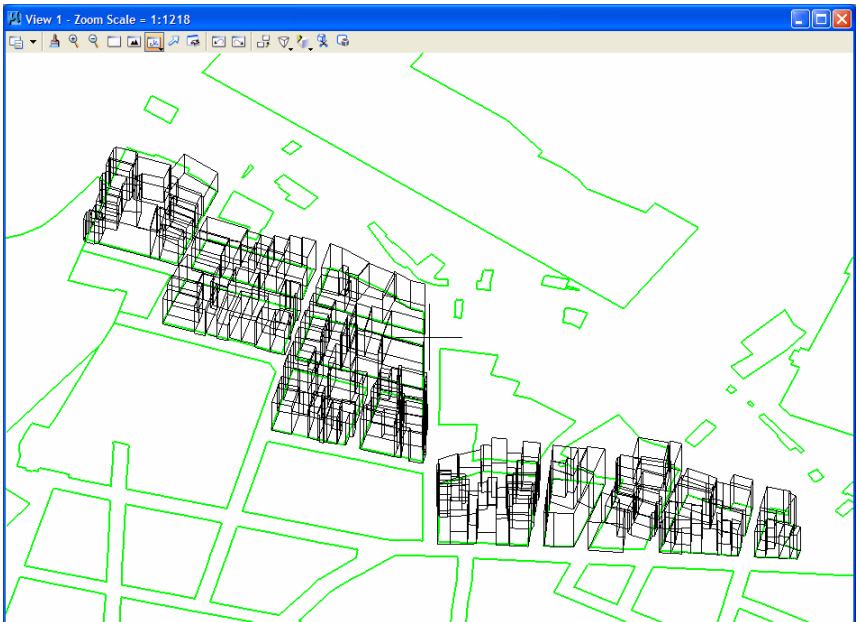
### 3.7 *The Linkage between Oracle Spatial and Bentley Map*

Bentley Map is directly integrated with MicroStation and takes advantage of its features i.e. capture, editing, display, and output capabilities. It supported geospatial modelling and interoperability. It also capable to import n export to ESRI SHP files, MapInfo TAB files, Oracle Spatial features and others.

In Bentley Map, topological relationships are stored in the DGN file according to the same model employed by Oracle Spatial. This allows complex analysis operations to occur quickly and maintains compatibility with Oracle Spatial for organizations that choose to use Bentley Map as an editing application for Oracle Spatial.

The object that we store in Oracle will be appearing when we connect the Bentley Map with Oracle Spatial. Figure 12

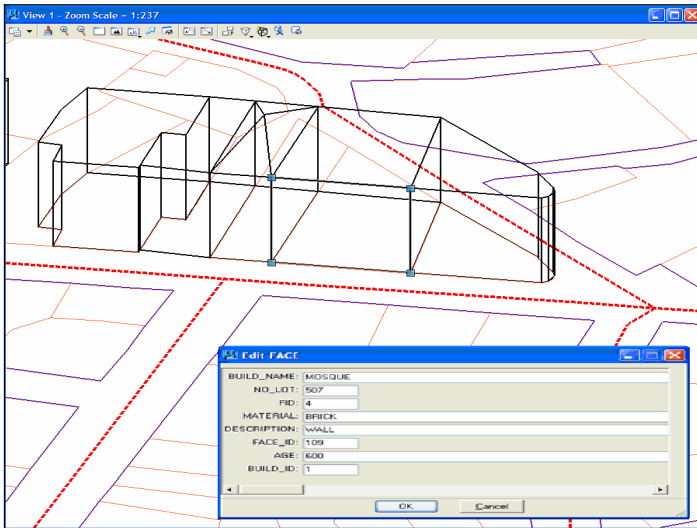
and shows the 2D objects and 3D objects were upload into the Bentley Map.



**Figure 12:** 2D and 3D model was uploaded to Bentley Map

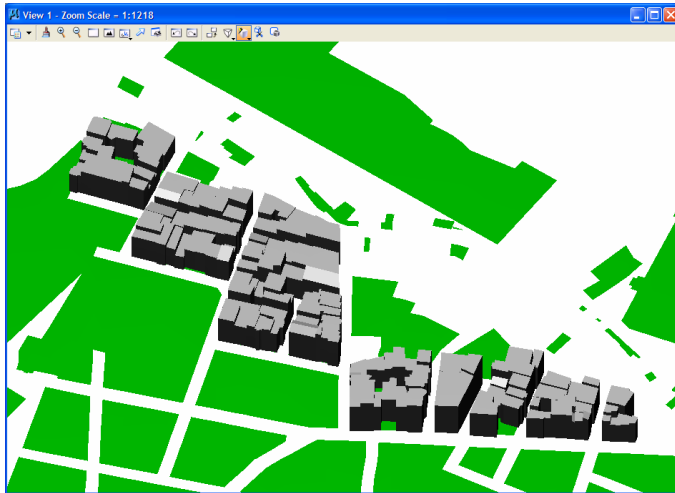
### 3.8 *Editing 3D objects in Bentley Map*

In Bentley Map, we also can edit the spatial objects using the EDIT function. After editing, we can post the new object directly to Oracle database as shown in the figure 13.



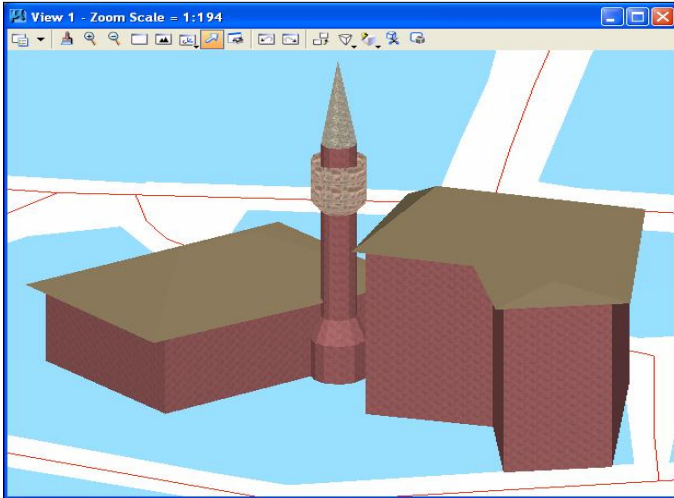
**Figure 13:** Edited 3D object

Beside that, we also can change texture of the object. Figure 14 show how the 3D wire frame objects we transform into the solid texture, Figure 15 texture the object using the generated texture and Figure 16 show the 3D objects with the real texture.

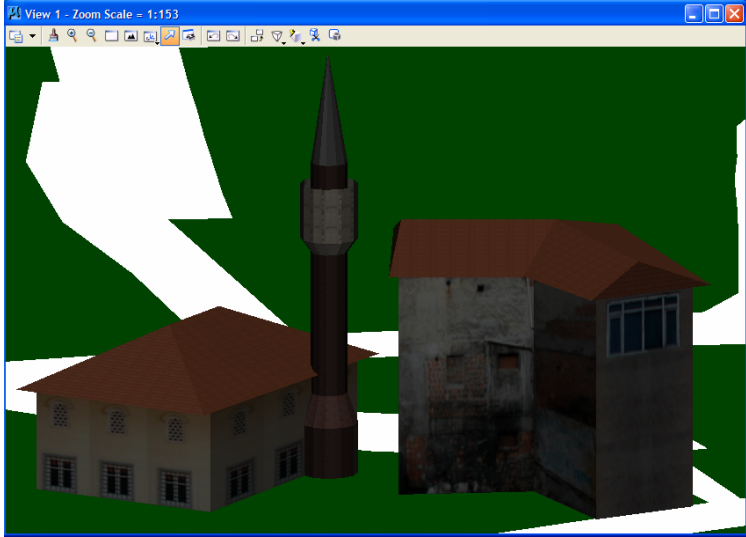


**Figure 14:** 3D objects with solid texture





**Figure 15:** 3D objects with generated texture

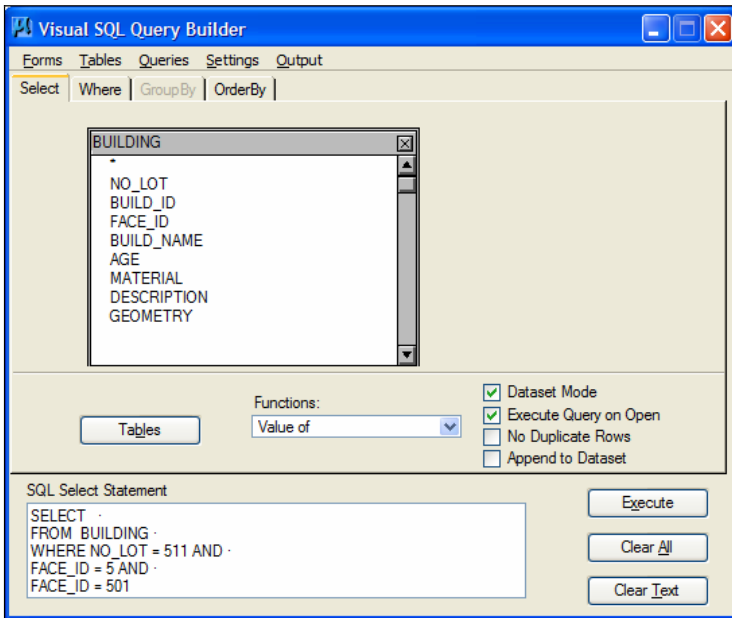


**Figure 16:** 3D objects with real texture

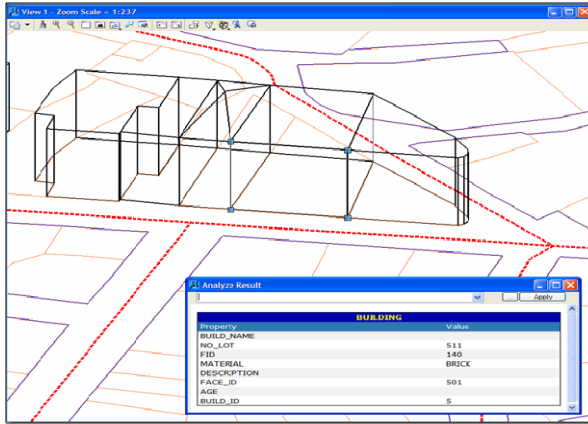
### *3.9 Query of objects in Bentley Map*

There is a possibility to query spatial objects stored in Oracle database via Bentley Map. The linkage between the two systems i.e. Oracle Spatial and Bentley Map needs to be setup first to perform spatial queries. In the experiment, the registrations of spatial objects are conducted using two methods, i.e. registration by faces and using multi polygons. Therefore, the query from each method will be highlighted.

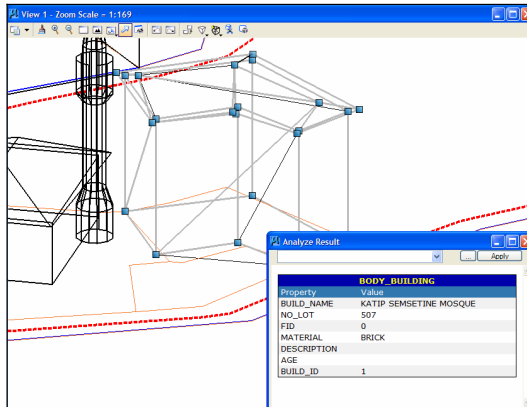
In Bentley Map, the query is conducted via the visual SQL Query Builder features. Figure 17 shows the list of spatial attributes based on the selected table. The query for faces registration is conducted by selecting the faces attributes. The output of the experiment can be seen in figure 18. The same method is also applied for querying multi polygon registration. Figure 19 shows the result of the query.



**Figure 17:** Visual SQL Query Builder (with list of spatial attributes)



**Figure 18:** The result of the spatial query based on face-by-face method



**Figure 19:** The result of the spatial query based on multi polygon method

#### **4.0 CONCLUDING REMARKS**

In this paper, we have discussed how to manage 3D spatial objects on Oracle Spatial 10g and visualize in Bentley Map and exhibited valuable information related to 3D functionality (query based on 3D objects selection, editing 3D spatial objects and attributes) currently offered. In addition visualising 3D objects stored in a DBMS is not always straightforward. With Bentley Map it is possible to visualise 3D objects rather easily, however the posting of data to the DBMS is not straight forward. The user is expected to have excellent skills in both systems, i.e. understanding the conceptual representation in Bentley Map and being aware of the implementation in storing geometrical and topological data in Oracle Spatial 10g. In the future, we would like to extend the work by addressing the automated spatial data updating and maintenance.

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