

Using Expressive Rendering for Remote Visualization of Large City Models

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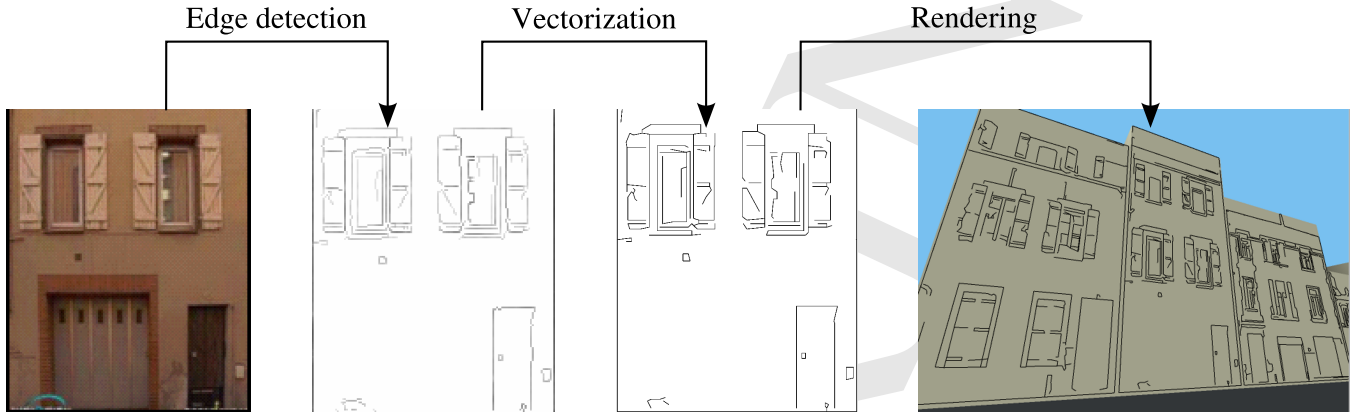


Figure 1: Production pipeline of stroke-based buildings. The edges of facade images are extracted and vectorized. This vector data is used instead of textures to represent the facade in the final 3D model.

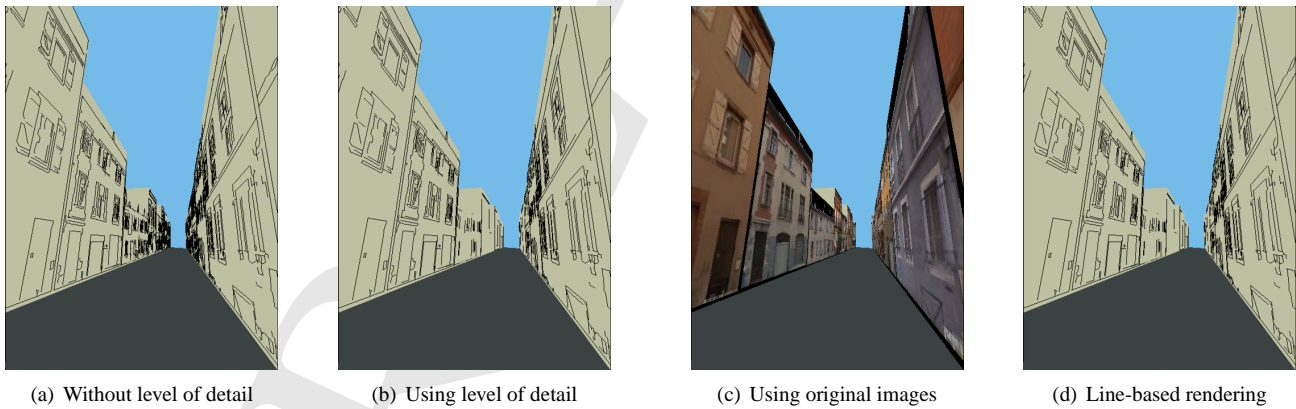


Figure 6: A street rendered on a Pocket PC. (a) The display is quickly saturated with lines. (b) Using level of detail permits us to reduce the line density.

Figure 9: Same view of a street. (a) Using the original images as textures. (b) Using line-based rendering.

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