

## 3D Model preparing patterns for interactive urban visualization

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Deskripsi Lengkap: <https://lib.ui.ac.id/detail?id=20503304&lokasi=lokal>

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### Abstrak

While working on architectural visualizations, the software developer often has to work with graphic designers who create models in a different environment what can cause many complications. For this reason, it is very important to have some guidelines which can protect both the developer and the designer from commixing mistakes. The paper presents a list of such guidelines based on the authors experience. The reader can treat the paper as a first step in the development of a service based on cloud computing that verifies the correctness of graphical data in urban visualizations.