Building 3D Streets, Parks and Open Spaces with CityEngine

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What is procedural modeling?
Procedural Modeling Provides a Flexible 3D Design Environment Supporting a Rapid and Repeatable Process

Steps
- Author Rules (or use Library)
- Generate Multiple Design Scenarios
- Evaluate Alternatives

Particularly When Projects Require Many Iterations
Procedural Modeling is Intelligent Rule Based Database

- Interactive
- Multiple Views
  - Realistic Display
  - 3D Thematic Rendering
- Performance Reporting
  - Driven by Attributes
  - Visualized Dynamically

Streetscapes
Esri CityEngine

- Create 3D Cities
- Design new developments
- Share 3D to the web
Improved ease of use

- less buttons e.g. move type visibility to 2nd level access
- modern icons lets not look like windows xp anymore
- DPI sensitive + more spacing

better toolbar toolbar in viewport as in scene viewer

simpler 3D navigation no more 'press-first-frame' to tumble

feedback Use status bar

revised startup UX First impression

simpler tools e.g. better UI for get map data
What's coming

Improvements
- Feature Layer Synchronization
- Visibility Analysis
  - Viewshed
  - View Dome
  - View Corridor
- Unreal Engine Export

Near-term
- Support for TPKs and mobile 3D
- Zoning focused CGA functions
- Editing and Drawing Tools
- Expanded Rule Library

Mid-term
- Feature layer sync auto-rules
- New interactive 3D Tools
- 360 VR support for 360 photos
- Web 360 VR
- Named User Ver.

Subject to change