

citySchema.org

Cultivating a Cross-Disciplinary, Cross Temporal Collaboration on a Living 4D Model of the City -- In Real Life!

With special attention on application of concepts from the
Reference Model for Open Archival Information Systems
(OAIS)

*A DH Project that began at the Harvard Design
School and burst into the exciting world of day-to-
day municipal administration and Open Data*

MIT Symposium on Digital Humanities
April 28, 2023

Paul Cote
pbc Geographic Information Services
paulbcote@gmail.com

**Slides available now at
cityschema.org/whatsnew**

Hacking Spatially and Temporally Extensive Design Data at the GSD*

*Harvard Graduate School of Design

In 1993, As a recent MIT Course 11 graduate steeped in GIS and relational databases, I took a position as GIS Specialist at the Harvard Graduate School of Design (GSD).

Students are always looking for contextual data for their architecture and landscape planning projects.

CAD and GIS interoperability became a rewarding set of challenges for me.

Difficulties of CAD and GIS interoperability persist to this day!

Computer Aided Design Tools (Detailed 3D Model Authoring)

- Data structure is nested hierarchal, object oriented.
- Extent of datasets are limited in terms of extent and megabytes.
- Coordinate Systems:
 - local origin, limited extent (compared with GIS)
 - No support for geographic referencing.
- Working formats are typically proprietary

Geographic Information Systems (Data development, management, and analysis)

- Data structure is relational, table oriented.
- Coordinate Systems:
- Projections and Latitude Longitude supported. On-the-fly transformation
- Virtually unlimited in terms of extent and file-size
- Plenty of tools for data management
- Working formats are proprietary.

Annual Course: Site Representation and Research

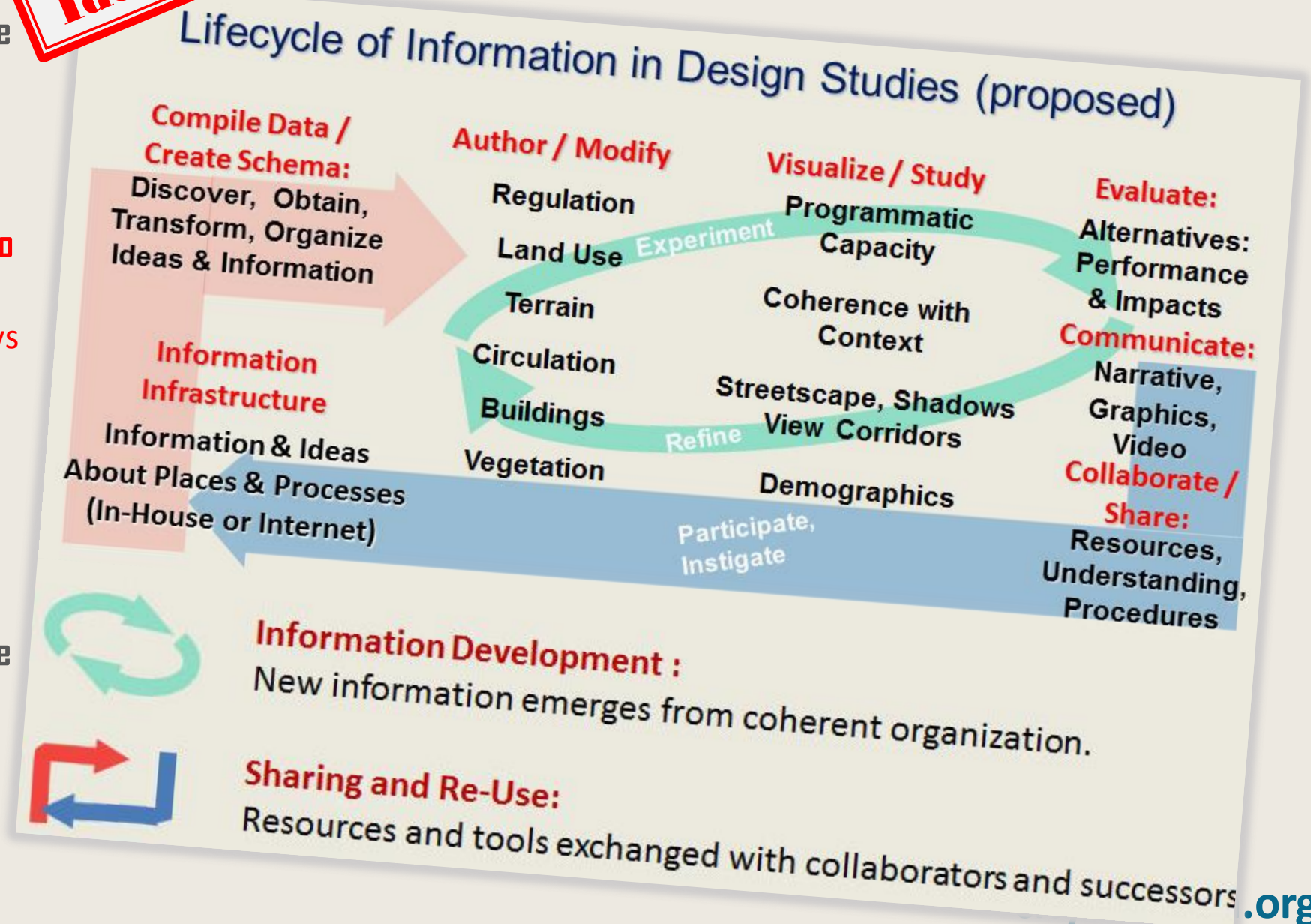
For several semesters I had the pleasure of running a seminar on Site Representation and Research.

Ideal

The recurring theme of the seminar was: **How to organize diverse data so that**

- it sticks together in useful ways
- So that the collection will be re-useable and extendable by others.

The diagram on the left illustrates the **ideal** lifecycle of information in an intelligent design enterprise.



Intelligent Organizations Re-Use Their Knowledge!

Information Lifecycle in Design (Business as Usual)

Actual

Unfortunately most of the teaching and learning that design students are exposed to reinforces the pattern:

Collect, Rinse Repeat!

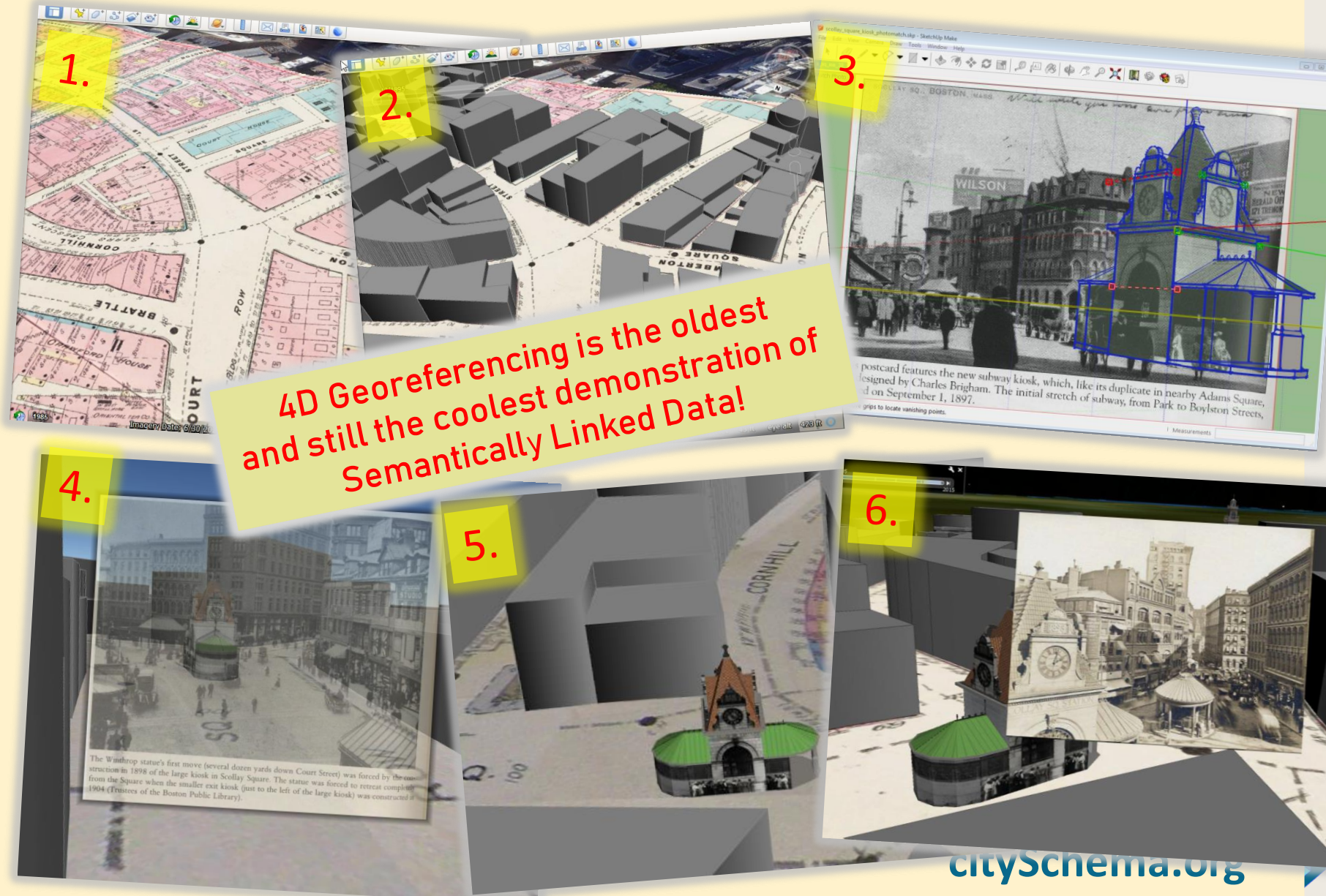


City Models demonstrate the power of 4D Referencing as a value-multiplier for Digital Historical Imagery

One term we focused on developing a 4D model of the historic Scollay square which was demolished in the early 1960s to clear the area now known as Government Center.

1. Georeference old fire insurance maps, trace buildings to polygons in GIS.
2. Extrude 2.5-D building models. Add attributes for appear and disappear dates. Export to KMZ
3. Use photos to create detailed 3d model of old landmark Buildings using Sketchup.
4. In Google Earth use rough 3d model as reference for 3D georeferencing of perspective photos.
5. Use more georeferenced photos to locate building geographically,
6. Use Building location to contextualize more photographs.

This experience proved to be a huge Aha! moment pointing out the magic of 4D georeferencing systems as an **EXPLOSIVE** resource multiplier for historic maps, 3D Models and perspective imagery.



Collaborative city modeling is impractical. Why?

Some challenges and opportunities of the Scollay Square seminar proved to be formidable:

1. Lack of a ready-made editable 3D model of current terrain, groundplan and buildings to start with. Assembling this sort of base data is time-consuming and requires a lot of skill.
2. Designing a data organization and schema for 4-D georeferencing and archival metadata is a huge task.
3. A sharing framework for 3d standards based city models would multiply the value of individual projects.

Task: Develop tools and conventions to remove barriers of entry for 4-Dimensional city modeling!



Fast forward 10 years!

A company named CyberCity 3D had made a lot of very nice 3d Models from the Cambridge and Boston and gave the to Cambridge and Boston GIS for free.

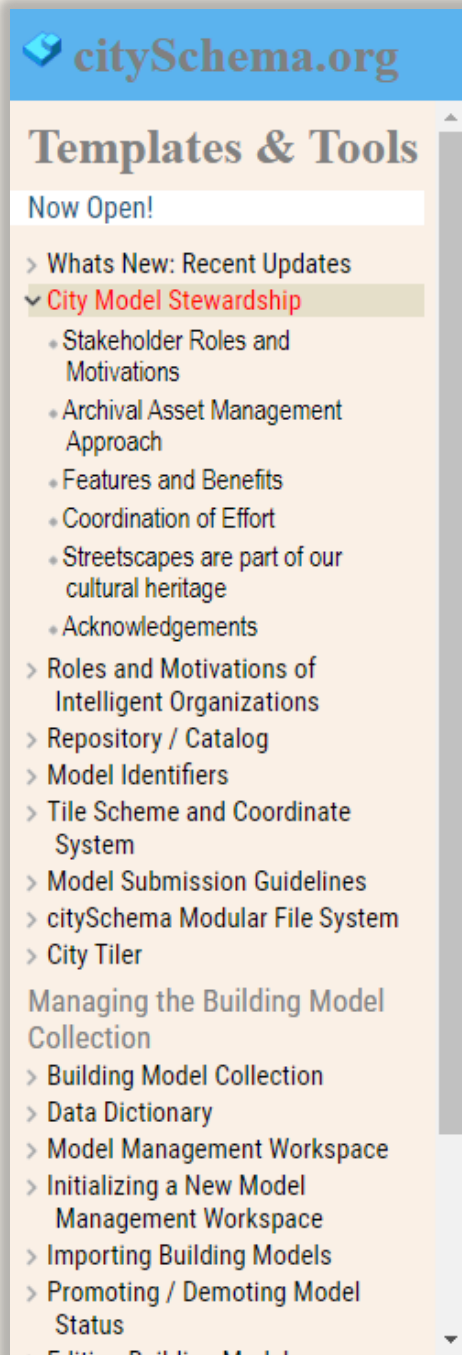
I was asked to help organize these and to make sites for sharing 3d data with designers.

ESRI created very efficient web-scene viewers for city models.

My first data download sites for Cambridge and Boston relied on the Sketchup-KMZ georeferencing.

Boston hired me to create administrative workflows for continuing routine development of their city model.

I started citySchema.org as a means of sharing documentation, tools and resources (MIT License.)



The screenshot shows the citySchema.org website navigation menu. At the top left is the logo 'citySchema.org' with a blue cube icon. Below it is the main navigation header 'Templates & Tools'. Under this header, there is a 'Now Open!' section followed by a list of menu items: 'Whats New: Recent Updates', 'City Model Stewardship' (highlighted), 'Stakeholder Roles and Motivations', 'Archival Asset Management Approach', 'Features and Benefits', 'Coordination of Effort', 'Streetscapes are part of our cultural heritage', 'Acknowledgements', 'Roles and Motivations of Intelligent Organizations', 'Repository / Catalog', 'Model Identifiers', 'Tile Scheme and Coordinate System', 'Model Submission Guidelines', 'citySchema Modular File System', 'City Tiler', 'Managing the Building Model Collection', 'Building Model Collection', 'Data Dictionary', 'Model Management Workspace', 'Initializing a New Model Management Workspace', 'Importing Building Models', and 'Promoting / Demoting Model Status'. At the bottom of the menu, there are partially visible items: 'Editing Building Model' and 'Building Model'.



for Cross-Disciplinary Collaboration on City Models

The goal of this project is to assist in bringing about a culture where people interested in representing buildings, street-scapes and neighborhoods as they are, as they were, as they might be or might-have-been, can easily share and re-use their work with each-other and with historians of the future.

This problem has not already been solved because there are a lot of contributors and diverse tools involved in creating a city model. There are difficulties exchanging data between detailed 3D design tools and scalable geographical information systems. The solutions to these problems are beyond the scope of the day-to-day work of municipalities, campus administrations and architecture firms. Several years of working with municipalities and designers and archival systems have led us to simple solutions that fulfil the principles of the ISO Reference Model for Open Archival Systems.

We hope that organizations interested in platform-independent digital asset management will find it expedient to adopt these free templates and tools. As a side effect, we may enjoy easier sharing of city model assets between agencies and applications. Fragmentary city modeling activities may begin to merge together. In this more fertile ecosystem of resources will support re-use of knowledge in city-modeling applications that has not been practical before -- including historical research and mobile augmented reality apps.

Intelligent City Models

Before digging into the technical details of **How** to manage a city-wide collection of 3D models, it will be useful to have a picture of the sorts of people for whom this scheme has been designed, and the personal and institutional **motivations** that make this effort worthwhile.



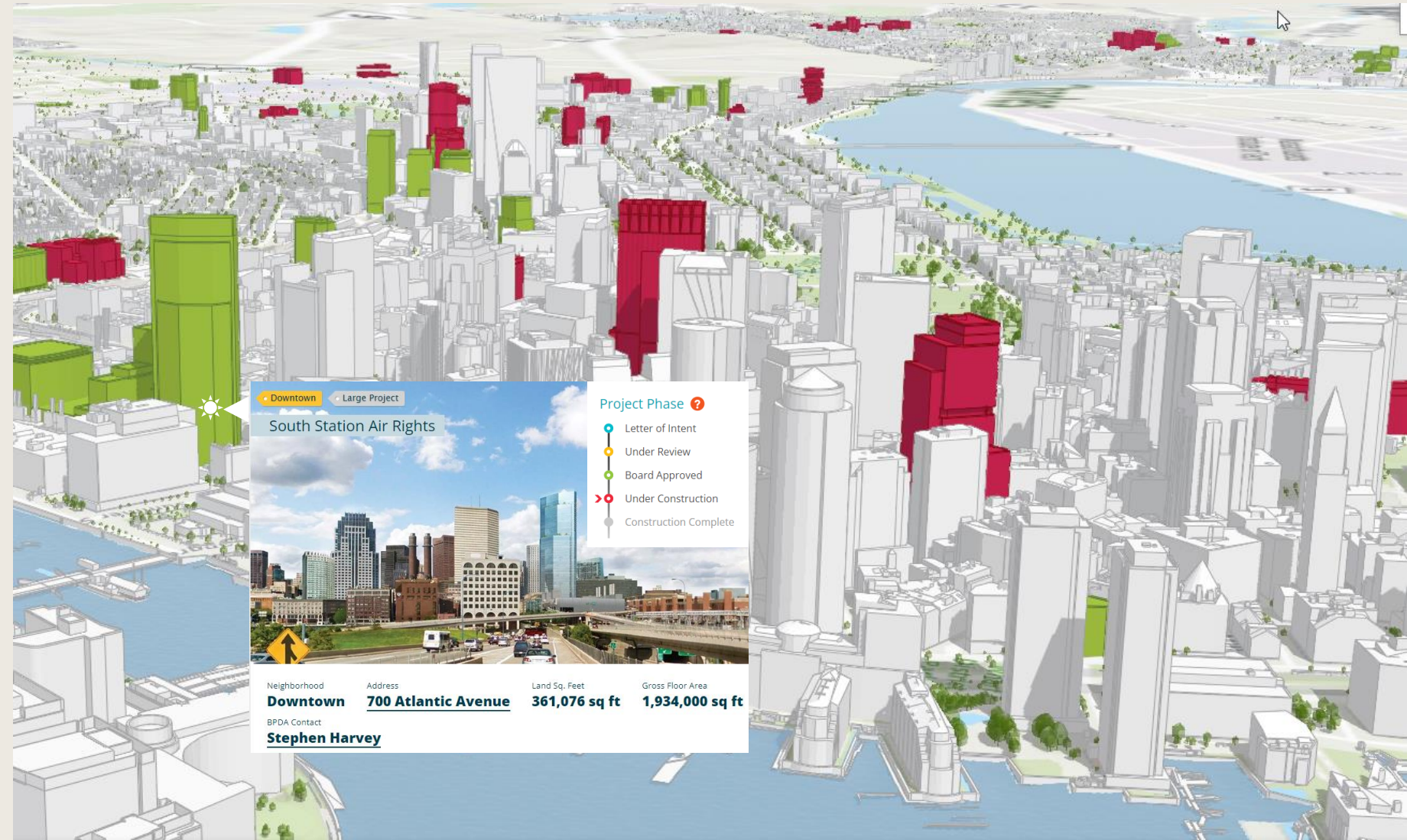
Fly-Through Tour of the Boston 3d Model

The easiest way to explore the Boston and Cambridge 3d models is through [their on-line browser-based model](#).

Sources:

- Existing Buildings, Terrain and Walls generated from stereo photogrammetry.
- Classic photogrammetry yields extruded polygons, which can make rough building and wall models.
- The same imagery can be used to generate detailed roof anatomy in a semi-automated process.
- Models of proposed buildings and bridges are created by the BPDA's in-house modelers.

Think of this project as curating a collection of hundreds of thousands of individual documents that are 3d models.



Existing Use-Cases for Municipal City Models

Conceptual Motivation

- The role of the municipal GIS agency is to manage the city's representation of itself.
- To understand the needs for information in the city's essential functions
- To plan and contract for regular photogrammetry.
- To digest and make geographic information products available for users.

Existing Applications

- 3D city model information is useful as a 3d base map for understanding the context of other data.
- As a context for visualizing design proposals for during project design (private) and review (public).
- Analytical studies including line of sight and shadow impacts.
- Many architecture firms have downloaded the model and are maintaining parallel versions.

Anticipating Use-Cases for Municipal 3D models

Anticipate potential use-cases that are not currently seen as necessities

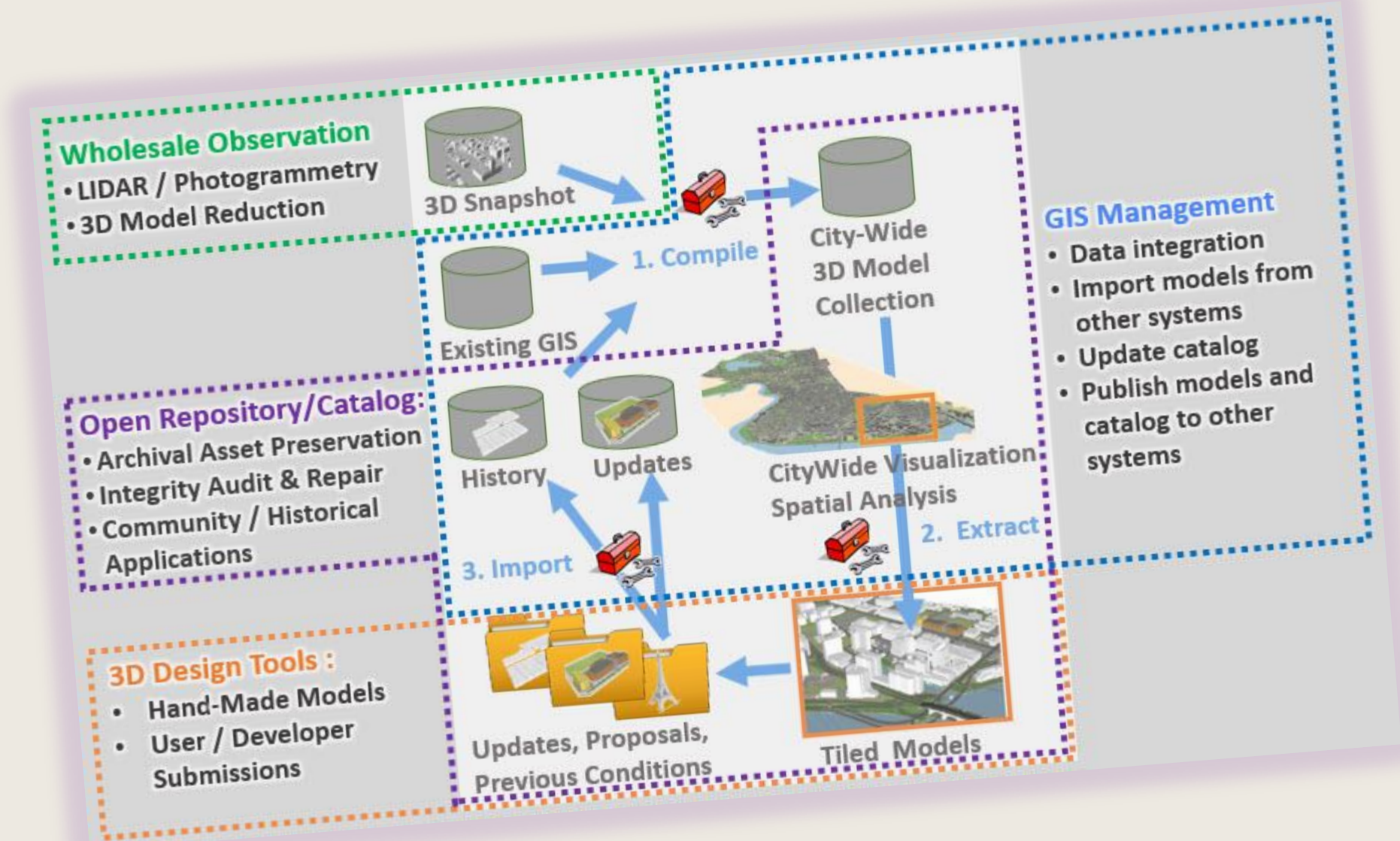
- Integrate city models across municipal boundaries and with campus in-holdings. Context Matters!
- Provide updates as particular models that collaborators can use to update their independent model collections.
- Large Project Review should require proponents to submit a 3D model in our preferred exchange format.
- The agency or other city archive should **preserve share historical measured models and models of proposed projects.**

An Ecosystem of Data Exchanges and Specialized Transformations`

All of these tools and workflows are shared and documented at

www.Github.com/cityschema

www.cityschema.org



Model Development and Management Tools for ArcGIS Pro

- **Tools:**
www.Github.com/cityschema
- **Documentation:**
www.cityschema.org/mgmt_project
- **This project requires a high degree of curatorial motivation and mindset compared with ordinary municipal GIS projects**
- The same patterns could be implemented in a combination of open-source packages, such as Blender with Django
- One unique feature of ArcGIS Pro is the tight integration of 3D models as a data type (Multipatch) extension of a relational data base
- The workflow for model curation is handled as a long transaction with indefinite rollback and auditing capability.
- Production of validated OBJ models and Sketchup format models is accomplished by Safe Software's Feature Manipulation Engine (FME)

The screenshot displays the ArcGIS Pro interface with the ModelMgt workspace. The main window shows a 3D city model with various buildings and streets. The left pane contains a 'Tasks' list with the following items:

- Manage Model Collection 4.1.1
- Release 4.1.1 Issued March 14, 2023
- Initialize Model Management Workspace
 - Migrate Prior Archived (Optional)
 - Update or Create GDB Domains
 - Create Empty Multipatch FC
 - Initialize Stage Feature Classes
 - Initialize Stage NewModels Feature Class
- Import, Edit Inspect and Enroll Models
 - Create Batch Folder, GDB and feature cla
 - Import Models
 - Assign Model Attributes
 - Assign Geometric Attributes
 - Inspect Identify Promo/Demo Adjust Spli
 - Re-Assign Geometric Attributes
 - Append Batch FC to Stage_NewModels_I
- Promote and Demote Models
 - Look for Promo / DemoCandidates
 - Automated Flagging of Change Candida
- Produce GDB Edition
 - Initialize Next Edition Folder,GDB & FCs
 - Screen Bad Status Values
 - Generate Model Catalog
 - Sort Models to Next Edition Status Classe
 - Create Footprint Polys

The right pane shows a 'Catalog' view with a search bar and a list of toolboxes. The 'Bos3d_ModelMgt.tbx' toolbox is expanded, showing a list of tasks:

- 1. Initialize
 - 1a. Create or Update GDB Dom
 - 1b. Create Models MP FC
 - 1c. Initialize Stage FCs
 - 1e. Create Issue Points
 - 1f. Clear QA Fields
 - 1f. Initialize Development Log
 - 1g. Assign Domains to Fields
- 2. Import ~ Edit Models
 - 2a. ImportModels
 - 2b. Assign Model Attributes
 - 2c. Assign Geometric Attribute
 - 2d. Append to NewModels FC
 - 2f. Create Model Batch
- 3. Stage Changes
- 4. Edit Models
- 5. Produce Next Edition
- 6. Publish Collection Maps

The bottom pane shows a table with the following data:

Field:	Selection:	OBJECTID *	Shape *	Name	StructType	Project_ID ^	
		162703	1422	MULTIPATCH	CUSHMAN RD	Building	<NULL>
		162704	139832	MultiPatch	CUSTER ST	Building	<Null>
		162705	11802	MultiPatch	Custom House	Building	<Null>
		162706	143565	MultiPatch	CYGNET ST	Building	<Null>
		162707	12454	MultiPatch	CYPHER ST	Building	<Null>
		162708	12673	MultiPatch	CYPHER ST	Building	<Null>

The Model Schema

A simple one-table schema that carries fields necessary for documenting a Temporally and geographically referenced 3D Model.

Cityschema.org/data_dictionary

Attribute Families

- Unique Model ID
- Model Attributes
- Structure Attributes
- Geometric Attributes
- Reference Fields

Dates:

- Model Accession Date w/Attribution
- Survey Date w/Annotation
- Appear Date w/Annotation
- Disappear Date w/Annotation
- Last Edit Date w/Annotation

Many possibilities for visualization with time-slider.

citySchema.org Home YouTube GitHub

Templates & Tools

Now Open!

- > Whats New: Recent Updates
- > City Model Stewardship
- > Roles and Motivations of Intelligent Organizations
- > Repository / Catalog
- > Model Identifiers
- > Tile Scheme and Coordinate System
- > Model Submission Guidelines
- > citySchema Modular File System
- > City Tiler

Managing the Building Model Collection

- > Building Model Collection
- ✓ **Data Dictionary**
 - Concept of Built-Structure Model
 - Data Dictionary for Model Catalog
 - Status Classes and Model Stores
 - Model Status Dictionary
 - QA_Flags Dictionary
 - Levels of Detail and other Recommendations for Model Structure
- > Model Management Workspace
- > Initializing a New Model Management Workspace
- > Importing Building Models

Data Dictionary for Models of Built Structures

The Bos3d City Model includes a **Model Collection** of more than 100,000 models representing built structures. These models originate from many different sources. The Model Management Schema provides a system of attributes that can be used to understand the provenance of models and to keep track of models through their life-cycle.

The **Model Catalog** is a single table with a reference for each model in the structure model collection.

Table of Contents

- [Concept of Built-Structure Model](#)
- [Data Dictionary for Model Catalog](#)
- [Status Classes and Model Stores](#)
- [Model Status Dictionary](#)
- [QA_Flags Dictionary](#)
- [Levels of Detail and other Recommendations for Model Structure](#)

Concept of Built Structure

It is essential to keep in mind that each record is related to a model of a building, a part of a building, a group of buildings, or a building complex. As Building models leads to confusion, the semi-automated means of creating "buildings" especially when these come to linking structure models concerned with individual buildings. Such a one-to-one link may be possible to make for some models. It is always possible to split or merge structure models to achieve a representation of an individual building, but this can be a labor-intensive process.

Model Catalog Attributes Dictionary

Note: field names have 10 or few characters to retain compatibility with ESRI Shapefile format.

Real-World Structure Attributes: These are attributes that refer to the real-world structure

Interesting Sidebar:
lots of accommodation for inevitable
variability in granularity and temporal
imprecision.

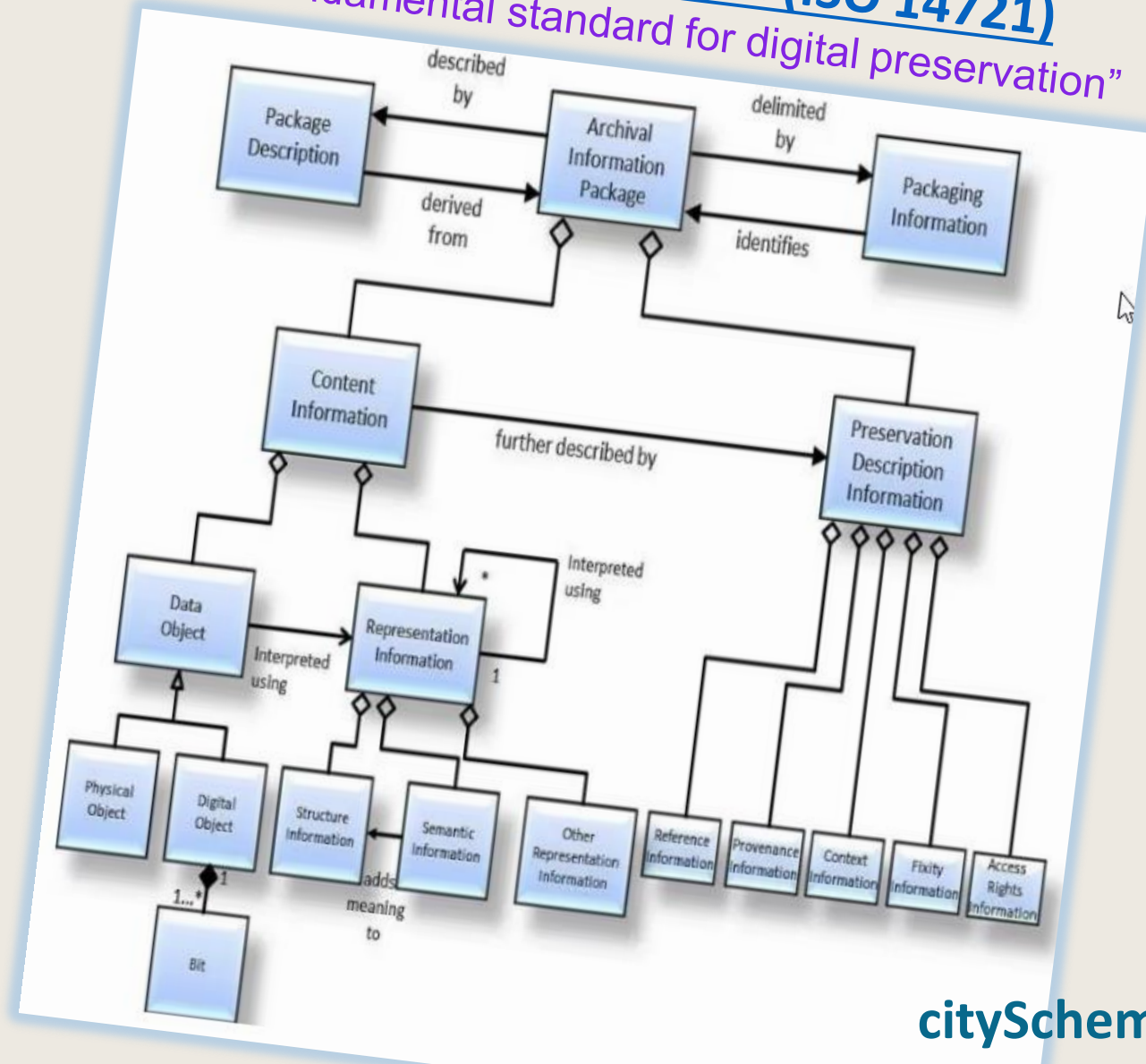
OAIS: Roadmap for Cross-disciplinary, Collaborative Data Development

The Reference Model for Open Archival Information Systems was originally developed for NASA to guide the preservation and retrieval of information developed for very large engineering projects.

Archival Information Packages that bundle data with necessary metadata and catalog information.

The citySchema Tiled Download system with its repository catalog is based on OAIS principles.

OAIS Reference Model (ISO 14721) “The fundamental standard for digital preservation”



The Open Format Repository Catalog

[Boston Download site](#)

[Cambridge Download Site](#)

DAIS Design:

- Systematic addressing of individual model components
- Easy Harvesting
- Updating parallel models
- Off-Line use

The template can easily be used for small projects to publish and share their project resources.

github.com/CitySchema/repository-catalog

The screenshot displays a web interface for a city data repository. At the top, a map of Boston is shown with a grid overlay. A pop-up window titled 'Tile H-4 File Downloads...' is open, listing several data components with blue information icons: Sketchup Model, Groundplan Basemap (.jpg), 2021 Aerial Photo (.jpg), DXF Base Layers, Terrain Mesh with Groundplan (.obj), Building Model Collection (.obj), and Download Individual Models. Below the map, a section titled 'Tiled City Model Components' provides a grid of thumbnails for various data types: SketchUp Model, Terrain with ground plan in OBJ format, Building Model Collection in .OBJ format, Base Maps: JPG, 2021 Orthophoto JPEG, and DXF Base Layers. Each thumbnail includes a blue information icon. At the bottom, a section titled 'City-Wide Seamless Data-Sets' lists two items: 'Latest City-Wide Building Model Collection: Esri Geodatabase' and 'City-Wide Model Catalog in CSV Format', both issued on August 30, 2021. The footer of the interface includes the text 'Leaflet | Powered by Esri | Created by pbcGIS.co' and the logo for 'citySchema.org'.

Exchange Package for individual Models

- OBJ format: An old, open, stable simple format. Capable of being validated and transformed with open-source tools.
- Each model packaged with JSON Metadata that carries all schema attributes
- Each model is named with its unique ID (a random 15-character string pre-pended with 3-digit origin code).
- Each model has a unique URL endpoint made from the Project web server/3d_download/Tile-ID/Model-ID
- Format guidelines for model submissions:
www.cityschema.org/submissions

BOS_I_3 3D Model Collection Issued: 20210806

Zoom in and click model outlines to see attributes and download link for each model

Download Model BOS_KC5INU1 OBJ.zip

Model Catalog Record

Name:	null
StructType:	Building
Project_Id:	0
ProjectLnk:	null
Status:	Demolished
Appear_Dt:	19600101
Appear_Src:	Boston Assessor, 2018
Disapp_Dt:	20170826
Disapp_Src:	Nearmap

File Explorer:

Name	Type
BOS_KC5INU1.obj	3D building model OBJ File
BOS_KC5INU1_info.json	Metadata JSON File
materials.mtl	MTL File

Active Buildings

<input checked="" type="checkbox"/>	Current (1543)
<input checked="" type="checkbox"/>	Construction Complete (3)
<input checked="" type="checkbox"/>	Under Construction (2)
<input checked="" type="checkbox"/>	Approved Demo (22)
<input checked="" type="checkbox"/>	Permitted Demo (1)

Proposed Buildings

<input type="checkbox"/>	Permitted (0)
<input checked="" type="checkbox"/>	Board Approved (5)

Model History

<input checked="" type="checkbox"/>	Demolished (26)
<input checked="" type="checkbox"/>	Modified (1)

Frame Center:

Latitude: -71.0469246849
Longitude: 42.37060515
Metro3d Y: 46400
Metro3d X: 57500

Leaflet | Created by pbcGIS.com, Basemap: ESRI, MassGIS, pbcGIS

Entire Repository Catalog is an OAIS Archival Information Package: Simple HTML with JavaScript

Fully self-contained Data, Metadata,
Catalog, clickable map finding aids.

Documentation:

www.cityschema.org/repocat

Working Demo:

github.com/CitySchema/repository-catalog

Requires only a browser – no web
server required

Easy to install on any web server.
Just copy to a web-accessible folder.

Works just as well on a local file-
system

May be harvested by the Internet
Archive

Shared via bit-torrent

Archived anywhere as a zip file.

The screenshot displays the citySchema.org website. The top navigation bar includes the logo, a home icon, and links for Home, YouTube, and GitHub. The main content area is titled "Introducing the Repository Catalog" and contains a paragraph explaining that the catalog is a means of publishing a city model as a single package. Below this is a map of a city area with a grid overlay. A pop-up window titled "Tile H-4 File Downloads..." is open over the map, listing various file formats for download: Sketchup Model, AutoCAD DXF, Building Models (.obj), Terrain (.obj), Basemap (.jpg), Basemap (.pdf), and 2020 Aerial Photo (.jpg). Below the map, there are three rows of thumbnail images showing different views of the city model: "Sketchup Model", "Terrain with groundplan in OBJ format", "Buildings in .OBJ format", "Base Maps: PNG, PDF", "2020 Aerial JPEG", and "DXF Base Map". The page footer includes the text "A Self-Contained Web Publishing Scheme" and "Guided by Sound Asset Management Principles".



To Do

The models are ready to go for cool digital humanities projects!

Development opportunities for courses, IAP Hackathons and Open Source Demo projects

- ✓ Blender
- ✓ ThreeJS viewer for tiled models
- ✓ Time-Slider Apps
- ✓ Export for CesiumJS: Open-Source Browser Based Google Earth

citySchema.org is actively looking for new collaborators & Partners. Talk to us!

Acknowledgements

Boston Planning and Development Agency

- Alla Ziskin, GIS Manager
- Carolyn Bennett, Former GIS Manager
- John Cowart, 3D GIS Analyst
- Te-Ming Chang Urban Design Technology Group

Cambridge GIS

- Jeff Amero, GIS Manager
- Katie Grillo: 3D GIS Analyst

Slides available now at cityschema.org/whatsnew