



Implementing Digital Twin City in MapLibre with the integration of different information sources

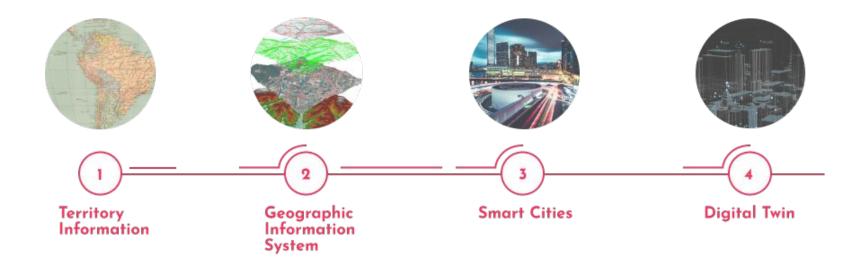
Lopez, Sebastian - Developer - Kan Territory & IT Anthieni, Ariel - CEO - Kan Territory & IT



Evolution







How did we think it







OPEN SOURCE

- So that other cities and institutions could study, modify and improve its design through the availability of our source code
- Reuse of data for the public and private sector



DIGITAL TWIN

- It compiles in a virtual way and in three dimensions the urban planning of a city.
- ✓ Using this technology, the algorithms translate the information and provides a predictive model

Why Maplibre?





- It is a completely free platform
- Supports different formats and can be custom developed
- Allows interaction with React, Redux, Three JS, IFC JS, etc.
- It is easy to update the library
- Supports WebGL and other types of technology

Types of sources







Vector



3D Extrude



Mesh



Point Cloud



Raster



DEM



IFC - BIM

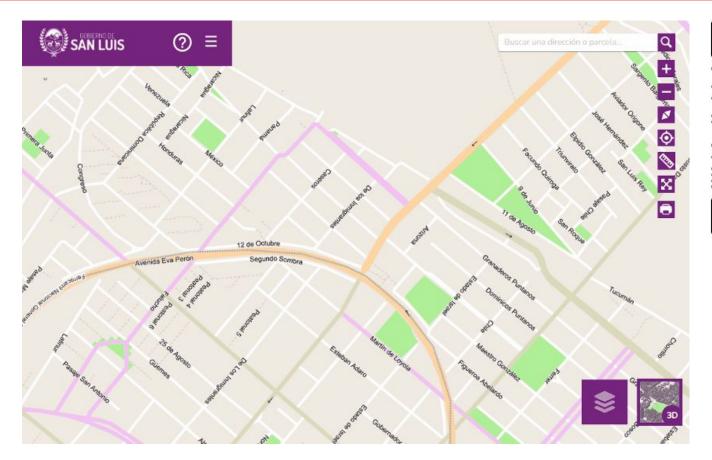


Streaming Data

3D Viewer









Rules Engine - DT





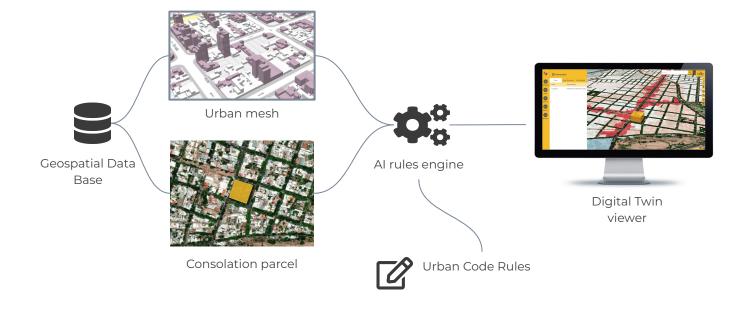




Workflow Rules Engine -DT

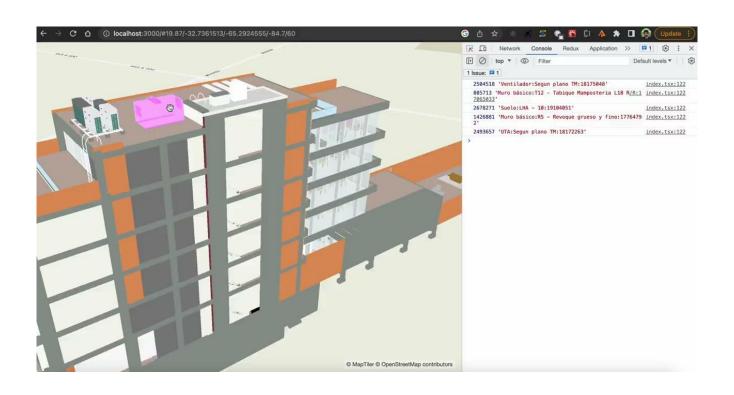












Tecnologies





AI ENGINE



ORCHESTER



MAP VIEWER





INFRASTRUCTURE













