

Требования к проекту

I. Modelling & Representation Requirements

- a. You shall choose a landscape based on the history, culture, customs, and geography of your chosen region. The landscape shall be typical of canal towns along the Belt and Road, and reflect the characteristics and economic and cultural development of your chosen region.
- b. You shall choose your data source, modelling tools, and representation platforms according to the features of your chosen landscape and the application scenarios of 3D modelling. We encourage participants to set their creativity free and complete the modelling and representation with their self-developed plug-ins. One principle is to be followed during the process of data collection, 3D modelling, and representation: You shall pay attention to the unity between fidelity and artistry, and between the model's functionality and application scenarios.
- c. Coverage and accuracy of the model: it varies according to each participant's application scenarios. However, the following requirements must be met: the coverage area should be no less than 100m², with the length of one side no less than 5m. There should be no obvious omissions in the main artificial surface features of the model. The geometric accuracy should be no less than 5cm. The texture of the model should be able to represent the real-world landscape without obvious omissions.
- d. Requirements for the town landscape models are as follows:
 - i. Landscape features: mainly cultural landscapes such as cultural relics, buildings and structures, and squares, supported by natural landscapes such as vegetation and waters;
 - ii. Modelling data: including but not limited to point cloud and image data collected by drones and ground platforms;
 - iii. Model formats: osgb, obj, ifc, dae, dxf, kml, 3ds, etc.;
 - iv. Ways of representation: your 3D modelling data should be provided in formats that can be displayed and represented on the platforms given by competition organizers, including webGIS and uninpho. You can also construct your own 3D display platform through plug-in development, and display and represent your data on it after configuration in the given hardware environment;
 - v. Implementation plan: it should be scientific, innovative and applicable;
 - vi. Modelling concepts: the 3D modelling, display, and representation should embody design concepts such as creativity, artistry, practicability, science, etc.

II. Entry Requirements

- a. Your submission shall include a modelling and representation proposal, a 3D model, and renderings.
- b. Your modelling and representation proposal shall be illustrated by text and graphics, and submitted in Word format. If it's in Chinese, use Song font with 4-size characters, 28-point line spacing, no more than 20 pages and 15,000 words; For English submissions, use Times New Roman font with size 11, single line spacing, no more than 35 pages and 10,000 words.
- c. Your 3D model shall be submitted in the electronic format, where you shall also attach a version to be represented on given platforms, and indicate the theme of the digital town

landscape you have constructed. If you have developed your own representation platform, a configuration file should also be submitted.

- d. Your renderings should be color images with no more than 5 pages of A3. Electronic versions should be submitted in common formats such as jpg, png, and pdf.