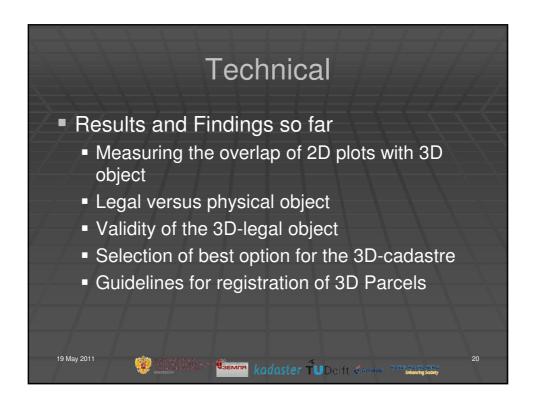


■ Pilot and Prototype ■ Pilot – goals: ■ Testing of the prototype: does the prototype work, and is it possible to implement it within the client's setting, and does the prototype perform as anticipated? ■ Obtaining experience: stakeholders (within and outside of Rosreestr and FCC Zemlya) know the implications of 3D cadastre through hands on experience. ■ Prototype ■ Increment 1: very limited functionality; particularly aimed at the technical testing of the selected technologies and components ■ Increment 2: more functionality and is more user-friendly



Technical - Guidelines for registration of 3D Parcels (1/2)

- 3D plot narrative as well as PDF (for easy visualization) and 3D data (according to LADM / CityGML model for supporting the cadastral registration process) should be supplied;
- For normal parcels a 3D polyhedron is a sufficient description;
- For 3D linear plots (including pipeline) an additional option would be the following: an attached (multi-) polyline diameter or height and width;
- New 3D plot that crosses multiple land parcels is a transfer of ownership (or other right of these plots at a single new 3D plot);
- A 3D plot gets a (temporary) ID, volume (m3), and surface water system board (m2);

Technical - Guidelines for registration of 3D Parcels (2/2)

- A 3D plot gets a (temporary) ID, volume (m3), and surface water system board (m2);
- For reference, the following topographic objects are required: 3D buildings (rooms), roads, pipelines and cables and relevant surface with height;
- Accuracy of a 3D object is equal to 2D object (15 cm).
 One side face must be within 15 cm of a flat plane.
- For horizontal and vertical reference the standard of Oblast Nizhny will be used
- Height (z) coordinate: absolute (vertical reference) required and relatively (compared to Earth's surface) is optional;
- Curved surfaces will be approached by multiple flat edges (this model is relatively easy to implement);





