

# Web-Based Presentations of Large Urban Scenes

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## Abstract

The talk brings an overview of various issues dealing with presentation of virtual urban scenes on the web. Basic principles and methods for data preparation and processing are introduced. Several useful and practical approaches are shown on examples taken from one real implementation of a virtual city – the Virtual Old Prague project. The talk explains why complex virtual cities are still missing on the web and shows ways how to extend already existing web sites by three-dimensional urban objects. A story of modeling selected historical Prague buildings under the European project Virtual Heart of Central Europe concludes the talk.