

CONTENTS

Chapter 1: INTRODUCTION	1
Chapter 2: THEORETICAL FRAMEWORK	2
2.1 GIS based Map application	2
2.2 2D to 3D GIS	3
2.3 Online Geovisualization and Standards	4
Chapter 3: PROBLEM STATEMENT	6
Chapter 4: MOTIVATIONS & OBJECTIVES	6
Chapter 5: METHODOLOGY	6
5.1 The Campus	6
5.2 Need for the App	6
5.3 Software and data	7
5.3.1 Software Used	7
5.3.2 Platform Used	7
5.4 Production Process	8
5.5 Geo-referencing	10
5.6 3D Modeling Level of Details	13
5.7 Fetching the area coordinates	13
Chapter 6: RESULT	14
Chapter 7: FINAL DEPLOYMENT	14
Chapter 8: DISCUSSION	16
Chapter 9: CONCLUSION	17
Chapter 10: FUTURE WORK	18
Chapter 11: REFERENCES	19