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**GENERATION OF 3D MAP FOR HISTORICAL REBUILDING
OF IZGREV QUARTER, SOFIA (1927-1944)**

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SUMMARY

The main advantage of 3D maps is a clear and realistic visualization of mapped objects and environment. This paper presents an approach for generating 3D panoramic map - historical reconstruction of Izgrev district in Sofia, Bulgaria for the period 1927-1944. For the investigated historical period, a geodatabase was developed, which includes: relief, land cover, buildings, roads and infrastructure. Furthermore, 3D models of relief, buildings and land cover were developed using the obtained GIS data. Finally, all acquired GIS datasets and 3D models were processed in Visual Nature Studio (VNS) – 3D GIS software for creating a photorealistic terrain visualization and animation. As a result, the high-resolution 3D panoramic map was created with great details of landscape using the rendering tools in VNS software. The map's legend, frame layout, text elements and 2D symbols were added to complete the 3D map design.

Key words: 3D map, 3D modeling, GIS, historical rebuilding

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