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Kudrjashov A.P. (kudryashova@dvo.ru), **Soloviov I.V.**
Institute of Applied Mathematics, Far Eastern Branch of RAS

RECONSTRUCTION OF THE TEXTURED THREE-DIMENSIONAL MODEL OF THE CITY
WITH A SET OF PHOTOS AND THE TOPOGRAPHIC MAP

In this paper we propose a method for reconstruction of urban space based on topographic maps. We use the modified wave algorithm. We propose an automatic method for texturing the walls of buildings. Textures can be taken from real photographs or from a base of pattern textures. We describe method of terrain creating using Google API.

Keywords: three-dimensional reconstruction, topographic map, geographic coordinates, texturing, urban setting, contour analyses.

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