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Change Request #:	319
Assigned OGC Document #:	13-096
Name:	*Volker Coors
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Document Name/Version:	*City Geography Markup Language (CityGML) Encoding Standard / 2.0
OGC Project Document:	*12-019
<p>If this is a revision of a previous submission and you have a Change Request Number, then check here: <input type="checkbox"/></p> <p>Enter the CR number here: <input type="text"/></p> <p>Enter the Revision Number that you are revising here: <input type="text"/></p>	
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Title:	* <input type="text" value="[CityGML SWG] add Material definition to Boundary Surfaces"/>
Source:	*SIG3D
Work item code:	
Category:	* <input type="text" value="C (Functional modification of feature)"/>
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Reason for change:	* <p>In simulation applications such as noise and energy demand, a detailed definition of the used material of boundary surfaces such as Wall-, Roof-, and GroundSurface is needed. As many applications will benefit from a standard set of attributes defining the used material of a Boundary Surface, I suggested to integrate it into the CityGML 3.0 rather than an ADE.</p>
Summary of change:	* <p>add a set of attributes to BoundarySurfaces that describe the used material. Currently, the material definition represents visual attributes only (-> see appearance). We would suggest to develop a set of attributes to describe the material of BoundarySurfaces with a more detailed set of attributes similar to green building XML (gbXML). Related to that is the use of BoundarySurfaces in LOD1 models. Of course, this is related to the future LOD concept.</p>
Consequences if not approved:	if not approved, CityGML will be hard to use in urban scale simulation applications
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Clauses affected: 	* 10.3.3
Additional Documents affected: 	
Supporting Documentation: 	http://www.gbxml.org/aboutgbxml.php
Comments: 	
Status: 	Assigned 
Assigned To: 	CityGML SWG 
Disposition: 	Referred 