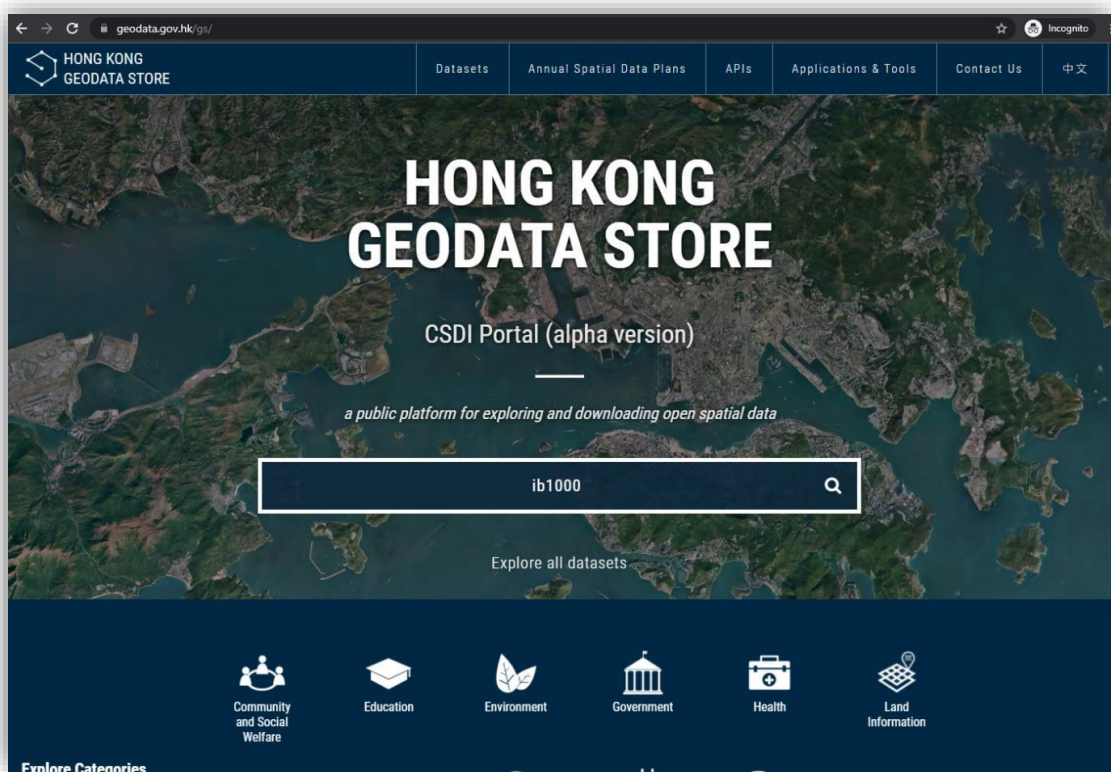


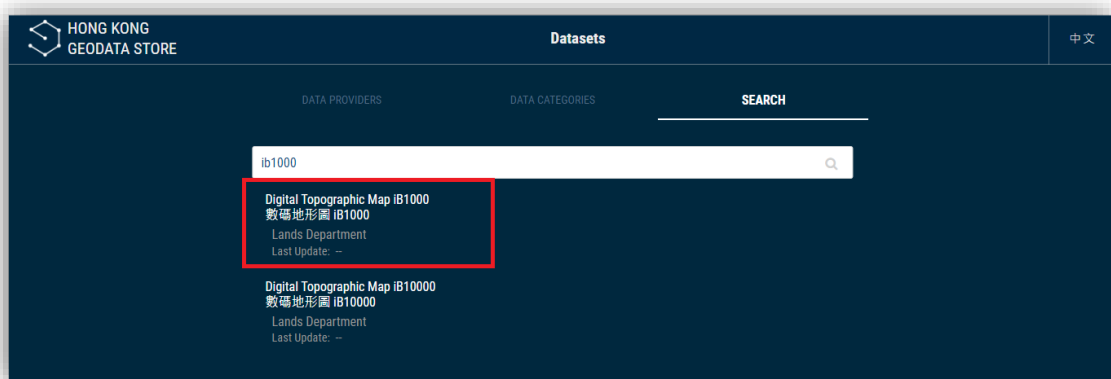
How to import LandsD iB1000 building footprints and extrude them to 3D in QGIS

Downloading data from HKMS 2.0

1. Go to <https://geodata.gov.hk/gs/> and type "ib1000" in the search box.



2. Select **Digital Topographic Map iB1000**.



3. Click the **Download URL** (second link). The download URL will redirect you to the Lands Department' s HKMS 2.0 website where you will be able to choose and download any tile. Notice that most of the criteria in the Search Panel have already been entered for you. Therefore, you will simply need to click **Search** to enable the tile layer.

Digital Topographic Map iB1000

1:1 000 topographic maps including address, buildings, hydrography, land cover, place of interest, relief, transportation and utilities information in FGDB, DWG, DGN, GML and GeoTIFF formats.

Data Dictionar(ies) :

<https://www.hkmapservice.gov.hk/OneStopSystem/prodOssCatBDetail>

Download URL:

<https://www.hkmapservice.gov.hk/OneStopSystem/map-search?product=OSSCatB&series=iB1000>

Product Category

Aerial Photo And Image Product (1000+) ?

Spatial Data & Topographic Map (1000+) ?

Series

Digital Topographic Map iB1000 (1000+) ▾

Select File

Select File

Search List Template

By Sheet Tile/No.:

(e.g. 1-SE-*, 1-*-D)

Search

Chek Lap Kok

Lantau Island

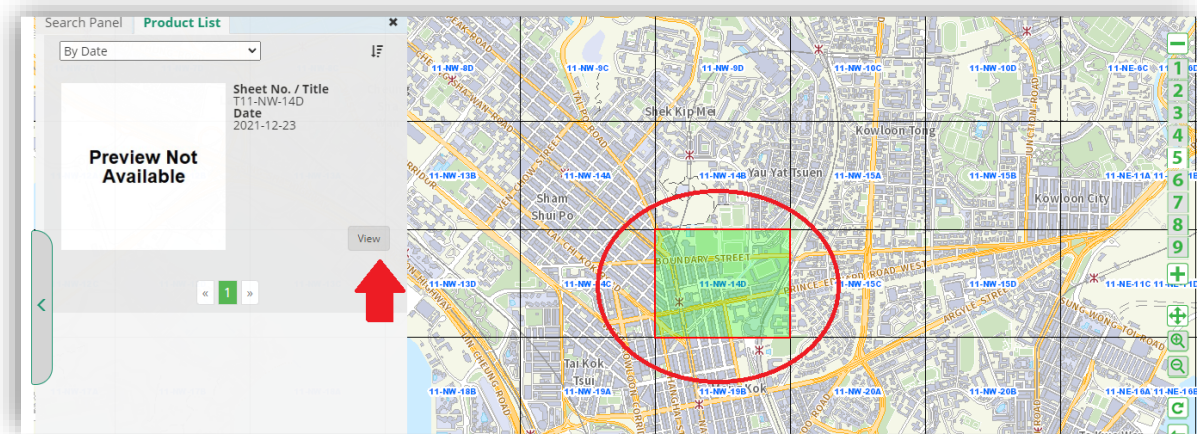
Hei Li

Cheung

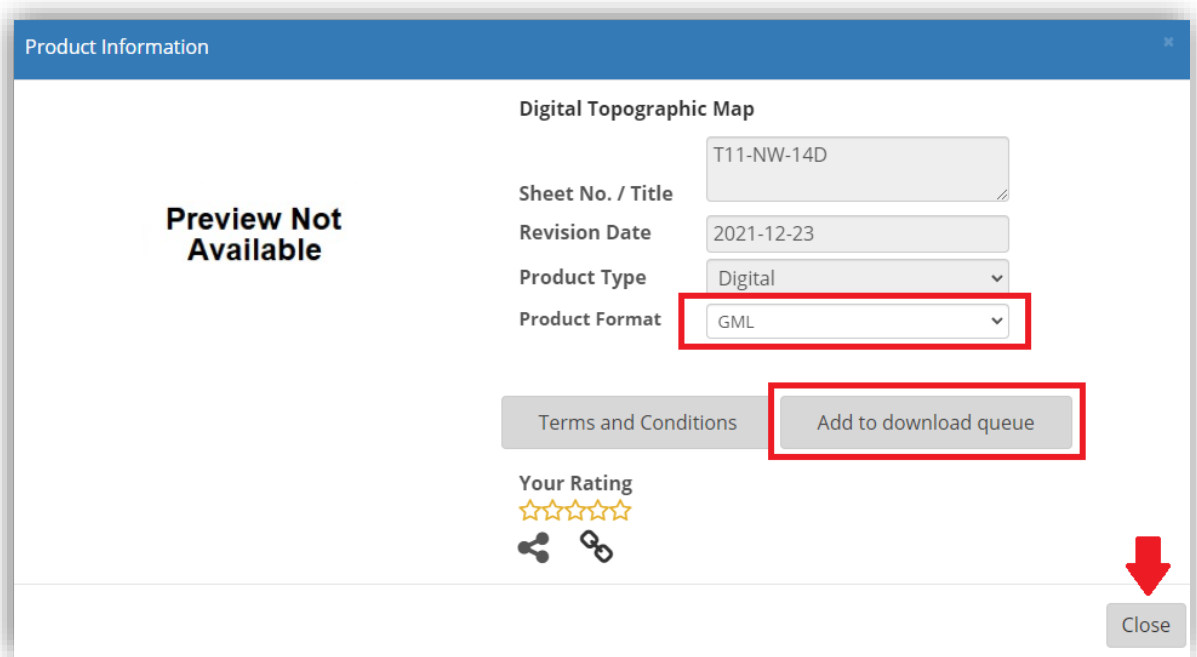
Shek Kwu Chau

Tai A Chau

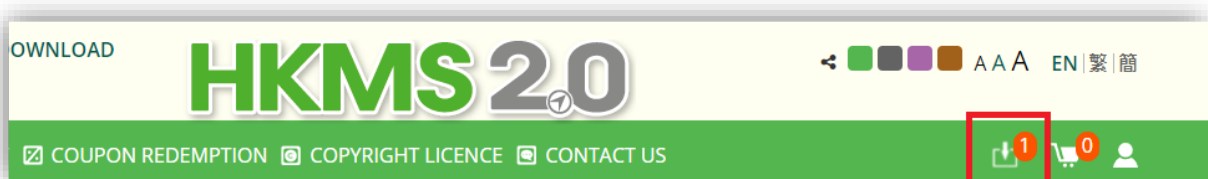
- Click a tile to choose the data of you study location and press the **View** button.



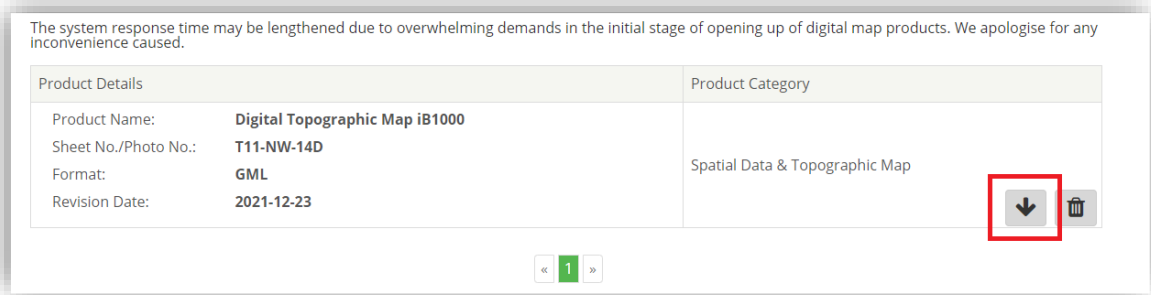
- Select *GML* as **Product Format** and click **Add to download queue** before closing the window.



- Go to the header bar of the website and click the first icon to view download queue.

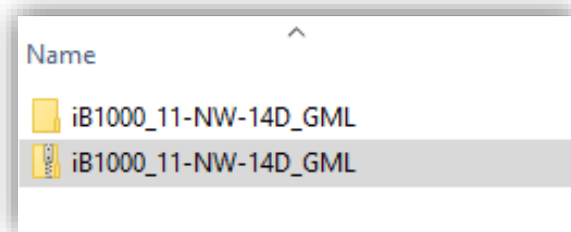


- Once you're happy with your selection, press the **Download** button.
Press download again when you get redirected to the Download Page.

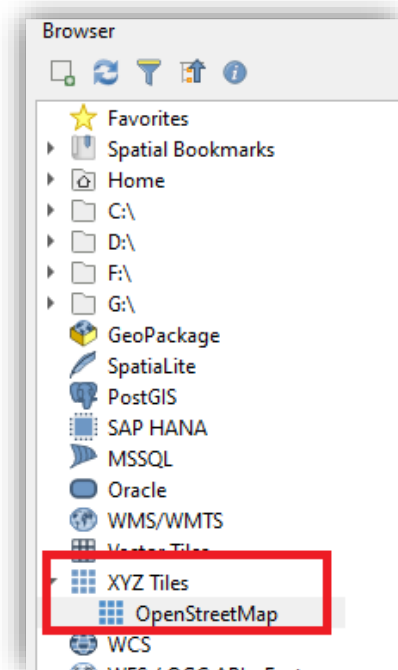


Downloading data from HKMS 2.0

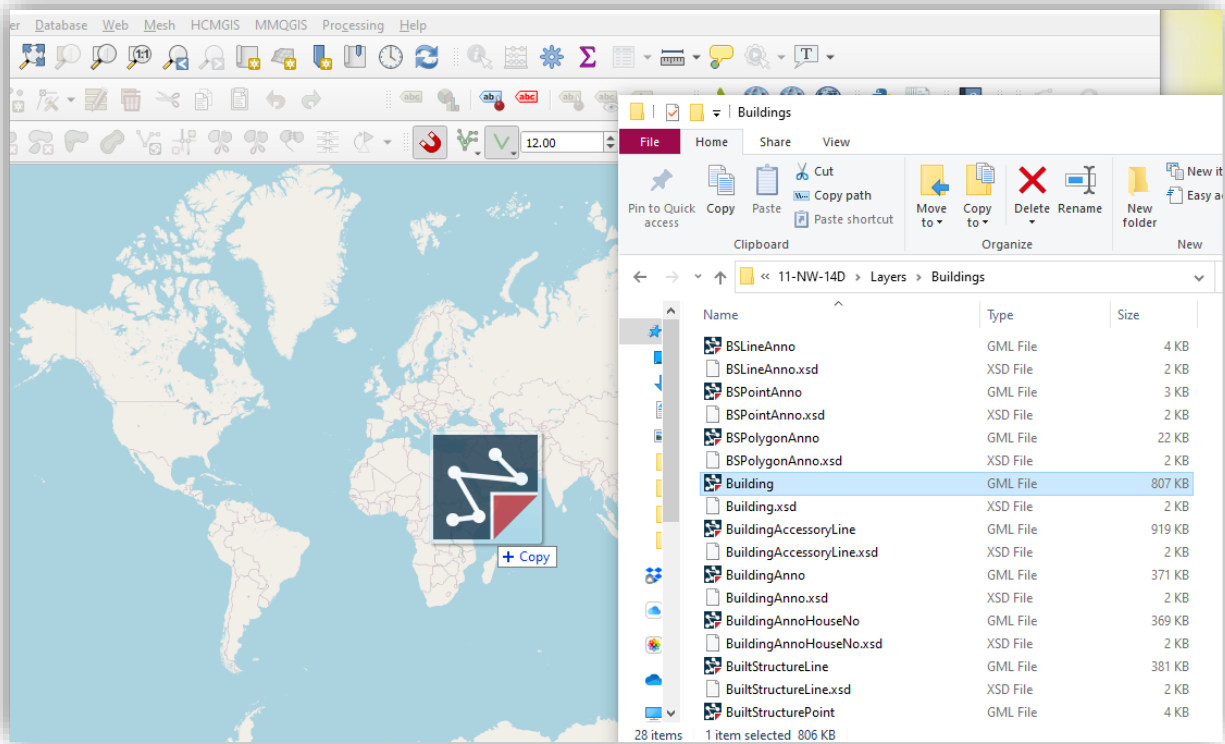
- Go to the folder location of your downloaded zip file and unzip it.



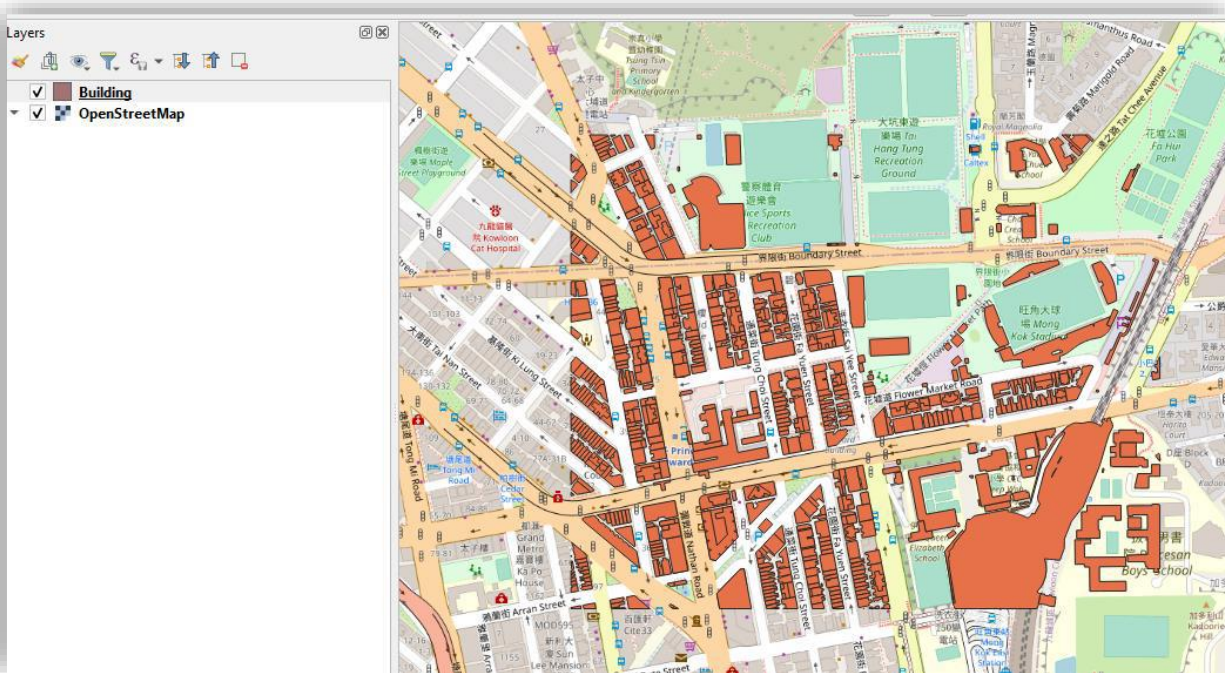
- Keep opening the folder to locate a GML file called **Building.gml**.
This is the spatial file that contains the building footprint polygons.
- Open **QGIS**. Add a basemap by clicking *XYZ Tiles > OpenStreetMap* under the **Browser Panel**.



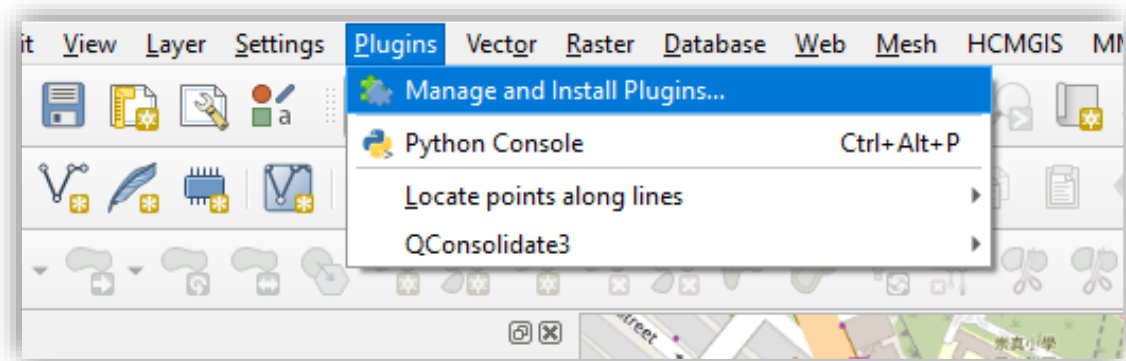
11. Next, drag and drop the **Building.gml** to the map canvas of **QGIS**.



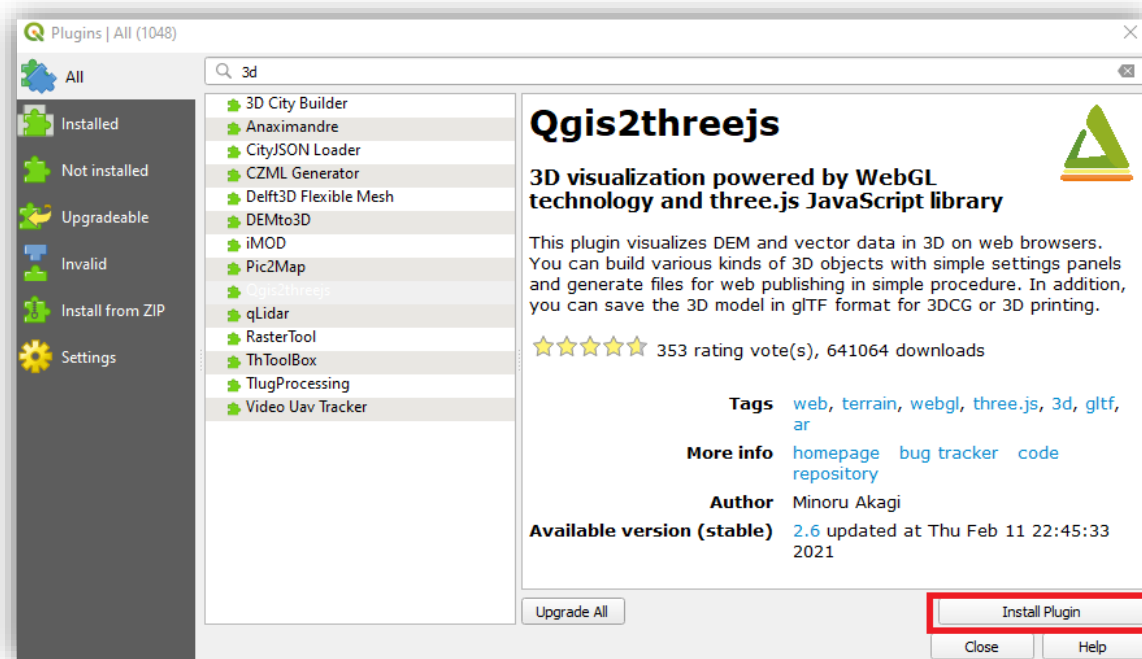
12. Now that we have the polygons imported, you can zoom to the layer's location which should look something like this in 2D.



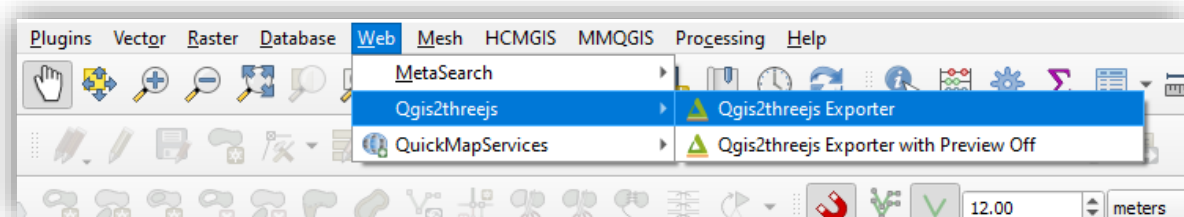
13. Next, go to the menu bar and find **Plugins**, and then click **Manage and Install Plugins...**



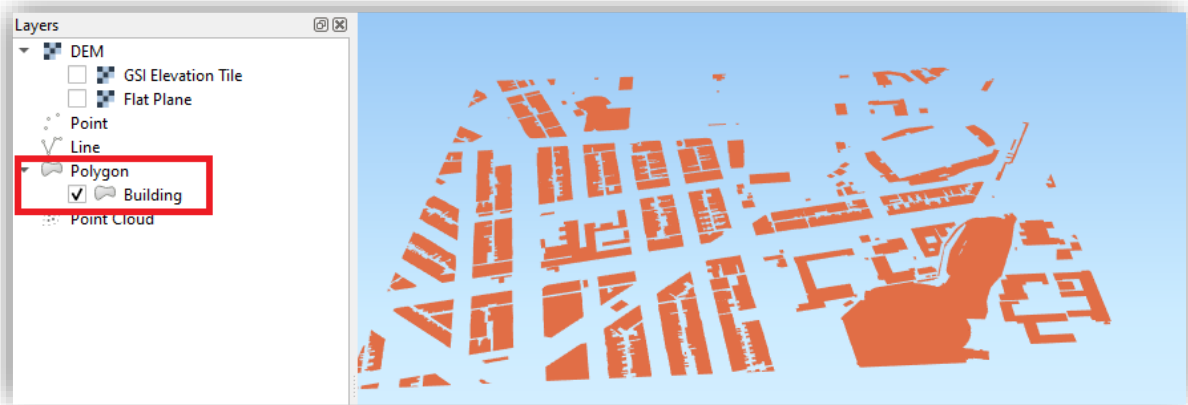
14. Search for a plugin tool called "Qgis2threejs" . Click **Install Plugin**.
Wait for a while until it finishes installing.



15. Go back to the menu bar and click **Web**. There you will find the newly installed plugin **Qgis2threejs**. Click to open the exporter.

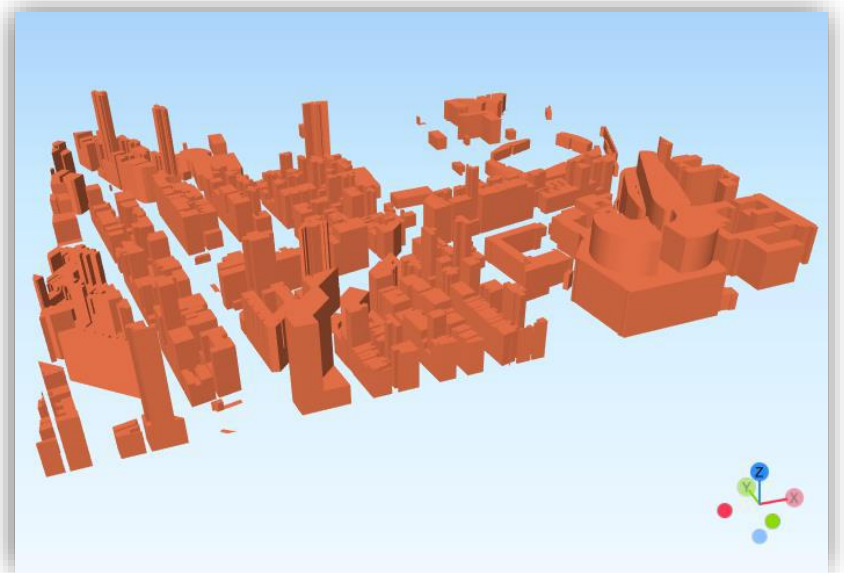
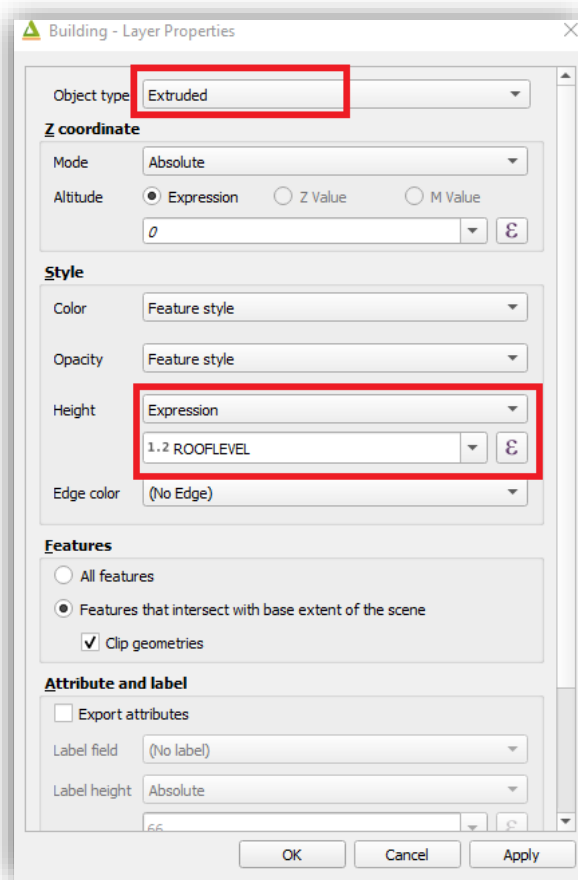


16. In the pop-up, check the box next to **Building** layer to enable it.

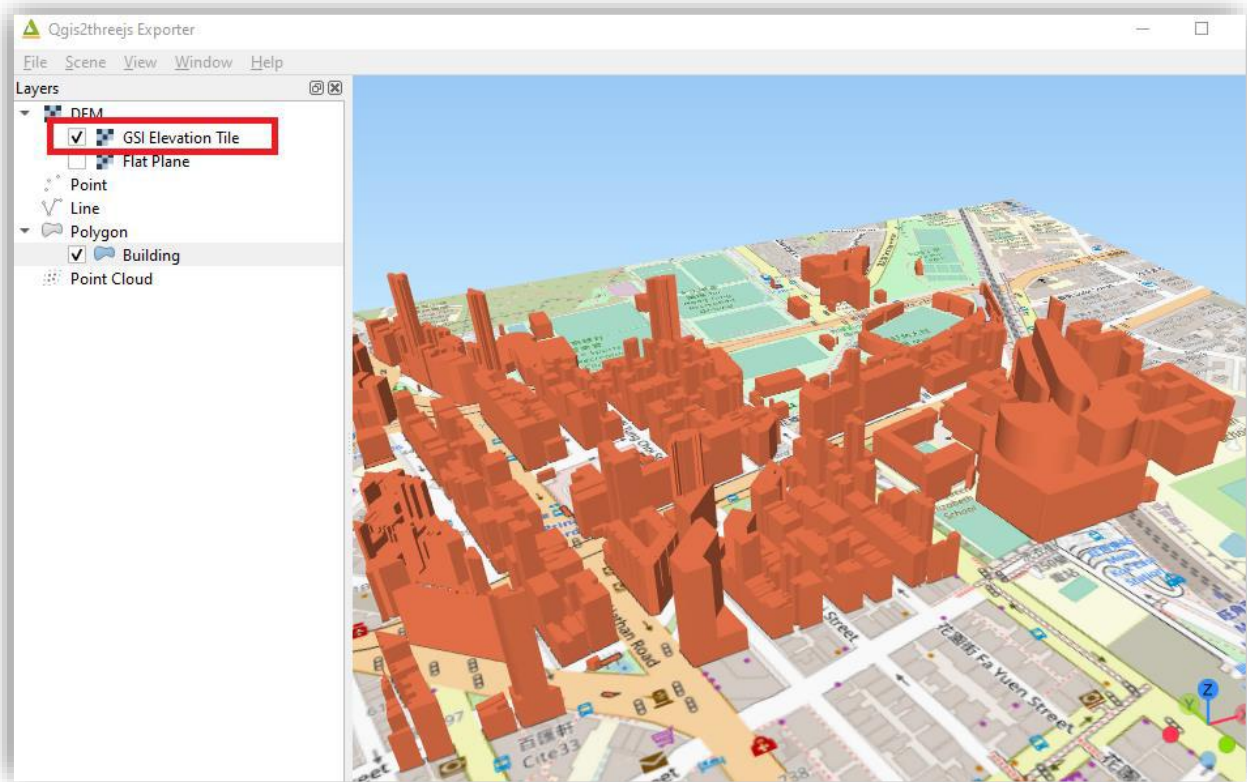


17. To extrude the polygons, double click the **Building** layer to open its **Properties**.

18. Follow the below set-up for the **Layer Properties**. After you clicked **OK**, you should have the extruded buildings nicely displayed in the preview.



19. You can also add the basemap from your 2D QGIS by checking the **GSI Elevation Tile Layer** under **DEM**.



Useful links

How to create 3D BUILDING VIEW in QGIS using Qgis2threejs:

- <https://www.youtube.com/watch?v=b-k0LEw3t7I>
- <https://www.youtube.com/watch?v=EmPTQnN1Pf0>