

Figure 1 Hierarchical & object levels of detail

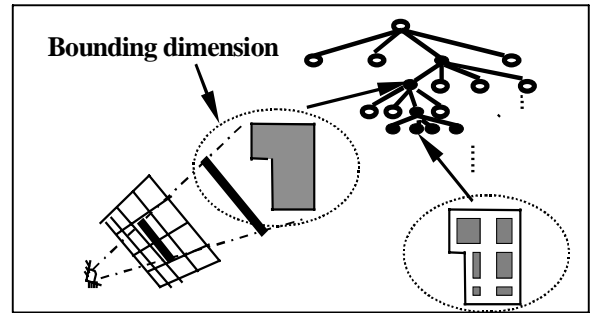


Figure 2 Screen-based threshold using bounding dimension

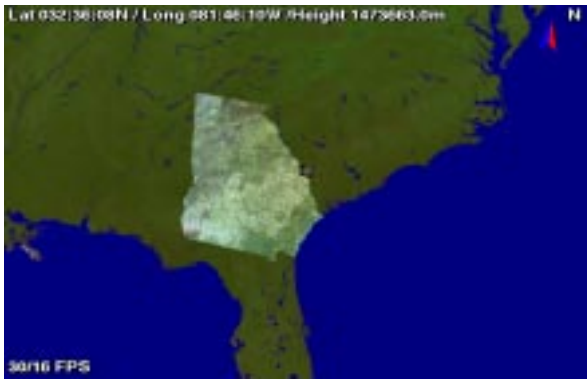


Figure 3 Overview with no buildings pagged in



Figure 4 View with all buildings at one pixel threshold



Figure 5 View with highest level of detail replacing buildings

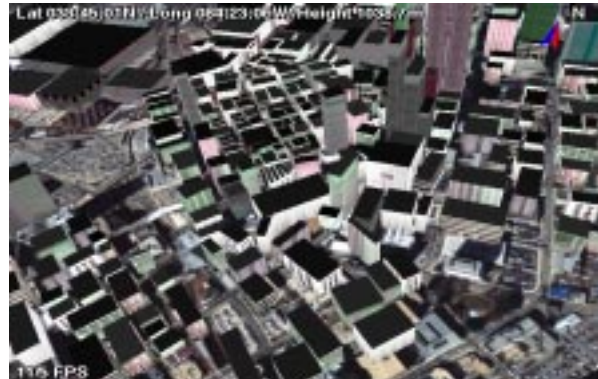


Figure 6 Closer view with all buildings

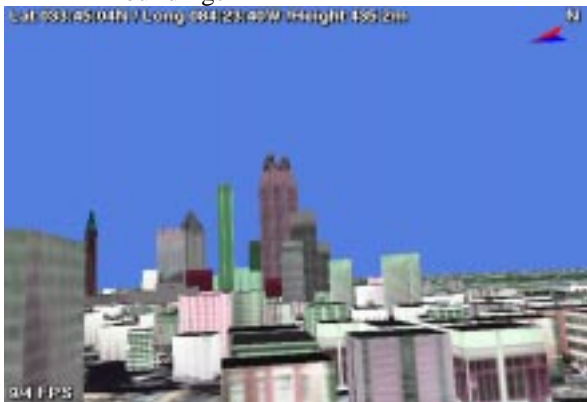


Figure 7 View of buildings in flying mode