

3D OBJECT MANAGEMENT DATA, COMPUTER PROGRAM, AND DISTRIBUTED MANAGEMENT METHOD FOR 3D OBJECT

Abstract

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Provided is a data structure for 3D object management data used for displaying images of 3D objects digitized from the physical solids in the real world or 3D objects created on a computer by synchronizing both the 3D objects with the real world.

10 The data structure of the present invention is a data structure of 3D object management data, which is managed in a distributed manner by multiple computers, and is used to display images of 3D objects in synchronization with the real world. The data structure includes a registrant identification code to identify the registrant of the 3D object, an object type number to specify the type of the 3D object, an object serial number assigned to the 3D object whose type has been specified in sequential order of
15 registration, a storage number to specify a storage means storing 3D data to specify a 3D shape of the 3D object to be registered, geodetic position data to specify a current position of the 3D object to be registered, orientation data to indicate the direction of the 3D object, and the latest updated date and time of the 3D data. The relevant 3D data is acquired from a blockchain, in which the 3D object management data is recorded, using
20 an inputted geodetic position to generate and display relevant 3D images.

Figure 4 accompanies.