TU Delft and UT (ITC) were glad to organise the 2018 3D GeoInfo Conference in Delft, Netherlands! Aiming to bring together international researchers from academia, industry and government in the field of 3D geoinformation, the conference offered an interdisciplinary forum to researchers in the fields of data collection, advanced modelling approaches, data analysis and visualisation.

The conference focused on developments and applications in advanced 3D data and technologies, as well as provided a platform for these topics to be discussed and for research ideas to be exchanged. There were also opportunities to promote international collaboration in geoinformation, 3D data analysis and visualisations. The conference was part of the joint event GeoDelft 2018, which took place 1-5 October, 2018.

Contributions addressed the following topics:
• 3D data acquisition and processing
• 3D city modelling and its standards
• 4D/5D Modelling, BIM
• Visualisation and dissemination of 3D data
• 3D GIS, spatial analysis and its applications (cadastre, utilities, infrastructure, navigation, planning, geology, disaster and risk management, archaeology, marine systems, simulations)

In addition, a **EuroSDR track** was also hosted which included papers and presentations that were of particular interest to National Mapping and Cadastral Agencies.

The 3D GeoInfo papers are online and have been published as ISPRS Annals Volume IV-4/W6 and ISPRS Archives Volume XLII-4/W10 after being accepted in a double-blind reviewed. Detailed timetables for the conference and the pre-conference workshop are available on the website.

Moreover, a pre-conference **workshop** was organised on "Automated reconstruction of 3D City Models and using them in urban applications" on Sunday, 30th September, *2018*. The aim was to guide the participants through the lifecycle of a 3D city model from concept to creation, manipulation and analysis, and to provide them with a hands-on experience in the process. The morning session started with an introduction to CityGML-based 3D city models based (and their encodings in XML and Json), and concluded with the automatic creation of 3D datasets from 2D data and point clouds by means of the 3dfier software. The afternoon session focused on the visualisation and manipulation of such models through QGIS, azul and the command-line tools of GDAL and cjio, as well as their validation through val3dity. The last session dealt with the visualisation and publication of 3D city models on the web through technologies such as Cesium and three.js and the manipulation of files with the Python programming language.

During the conference there was a meeting with all organizers of 3D GeoInfo in order to plan the location and time for the next 3D GeoInfo conferences.

Overall, out of 26 full paper submissions, 12 have been accepted into the ISPRS Annals, 12 have been accepted into the ISPRS Archives and 2 have been rejected. Out of the 40 abstract submissions, 31 have been accepted for a full paper extension in ISPRS Archives and 9 have been rejected.

The presentations that were allowed to be published are available as PDF here. The photos from the pre-conference workshop and the conference are online, as well.

On behalf of the conference organizers, we would like to thank to all participants of 3D GeoInfo 2018 for their great contributions and participation!