

# QGIS Application - Bug report #17604

## 3D buildings are no longer working in 3D canvas

2017-12-01 06:12 PM - Saber Razmjooei

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> 3D	
<b>Affected QGIS version:</b> master	<b>Regression?:</b> No
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed/implemented
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 25501
<b>Description</b>	
The buildings do not render correctly in the latest version of master (19b062c)	
Attached is the file that used to work.	

### Associated revisions

Revision b773d617 - 2017-12-04 10:28 PM - Martin Dobias

[3d] Tessellator fixes + culling mode configuration for 3D polygons

- missing vertical walls since a recent tessellator crash fix (fixes #17604)
- choice of the culling mode - no culling / back face / front face (fixes #17619)
- more unit tests for tessellator

### History

#1 - 2017-12-01 06:26 PM - Saber Razmjooei

Here is the link:

<https://www.dropbox.com/s/rmcoziv68rj1nci/manhattan.gpkg?dl=0>

#2 - 2017-12-05 10:54 AM - Martin Dobias

- % Done changed from 0 to 100
- Status changed from Open to Closed

Applied in changeset commit:qgis|b773d617b12680387ba7355186840165d469c2a4.

#3 - 2017-12-05 06:55 PM - Giovanni Manghi

- Resolution set to fixed/implemented