

# Integration of raster and vector data for 3D city modelling

## URMO3D

- Orfeo Project OR/02/02

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## Presentation overview

- URMO3D...
- ...In one sentence
- Objectives
- Study areas
- Methodology

## Presentation overview

- Flowchart
- Discussion
- Conclusion
- Related projects : DIFDEM & MAMUD

- VHR sensors deliver high quality stereo pairs with images from one orbital pass (IKONOS, QuickBird, Pleiades)
- Spatial resolution : 1 m
- Suitable for urban 3D modelling



- Improvement of current methods

URMO3D ...

## ... in one sentence

Extracting hybrid 3D city model based on raster **and** vector data from the same data source, i.e. satellite stereo pair (Pleiades)

- Raster = Digital Surface Model
- Vector = 3D features of the built-up area

## Goals of the project

- Defining a methodology to model and visualise an urban scene in three spatial dimensions, based on satellite images (future Pleiades)

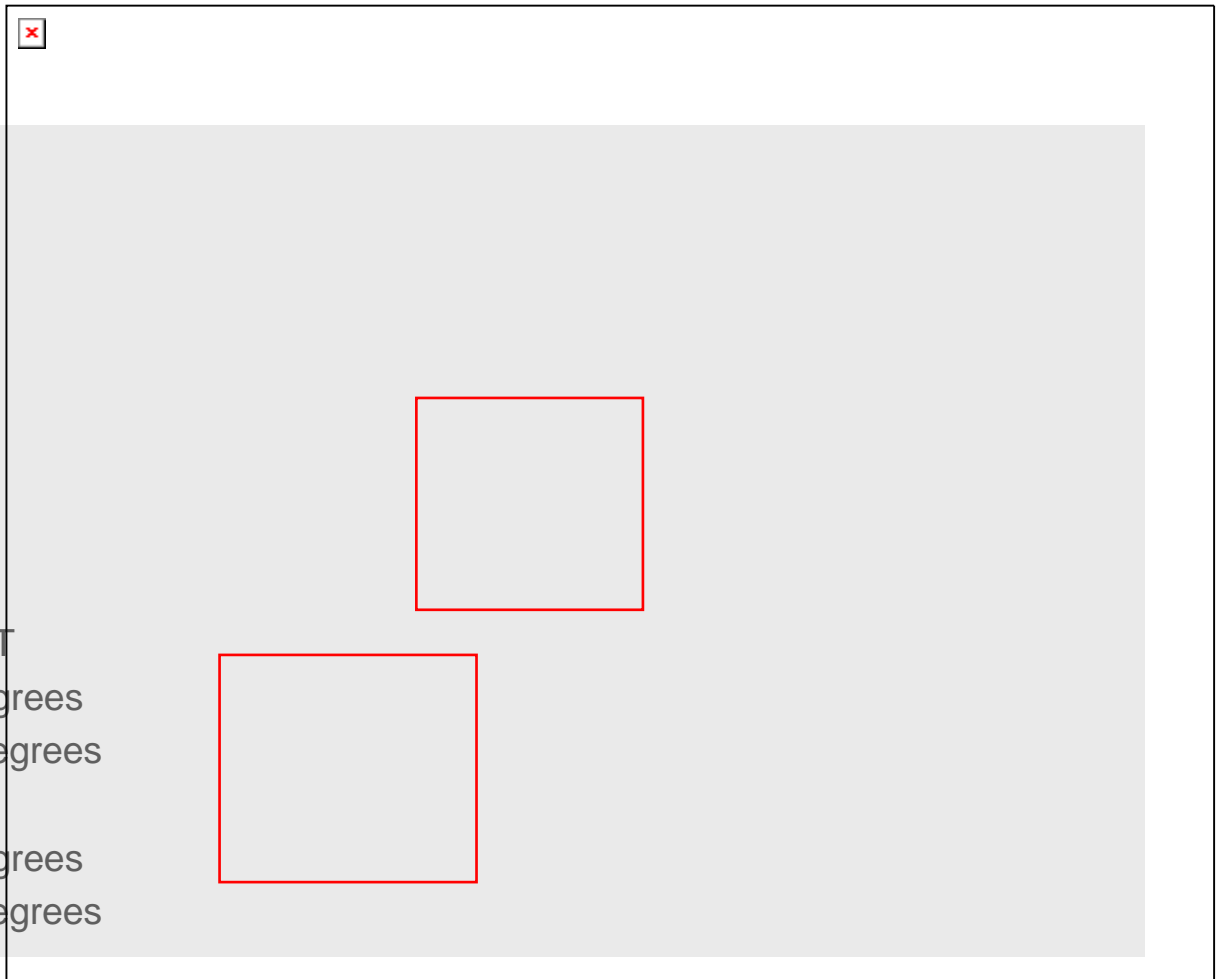
## Goals of the project

- ▶ Optimising and assessing the accuracy of raster DSM and 3D vector extraction from VHR stereo pairs
- ▶ Integration of three basic photogrammetric products (DSM, 3D features and orthoimages) in a hybrid 3D city model
- ▶ Testing the multi-temporal analytical capabilities of the developed model in a rapidly changing urban environment (Cairo, Egypt)

# Ghent

2003-09-18 11:07 GMT  
Azimuth: 210.4809 degrees  
Elevation: 68.83065 degrees

Azimuth: 346.8062 degrees  
Elevation: 78.86692 degrees





# Cairo

2005-01-20 08:43 GMT

Azimuth: 155.8838 degrees  
Elevation: 66.94662 degrees

Azimuth: 52.3463 degrees  
Elevation: 68.90756 degrees



## Fieldwork Cairo

Measuring Ground Control Points with C-NAV  
differential GPS

- receiver
- antenna
- laptop



# Fieldwork Cairo



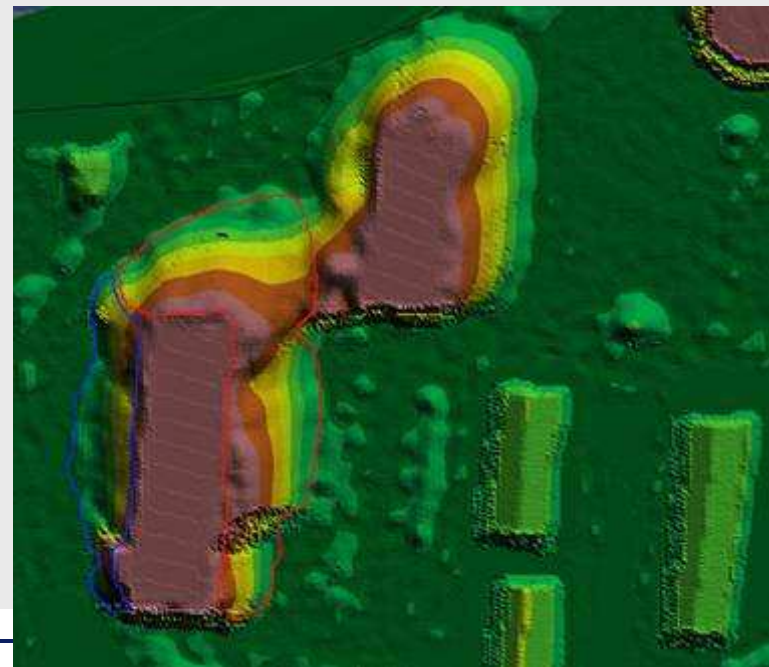
## Methodology

- Creating a hybrid 3D city model from VHR stereo pairs (raster \* vector)
- Using the vector model to compensate for shortcomings of the raster model and vice versa

## Raster and Vector Surface Model

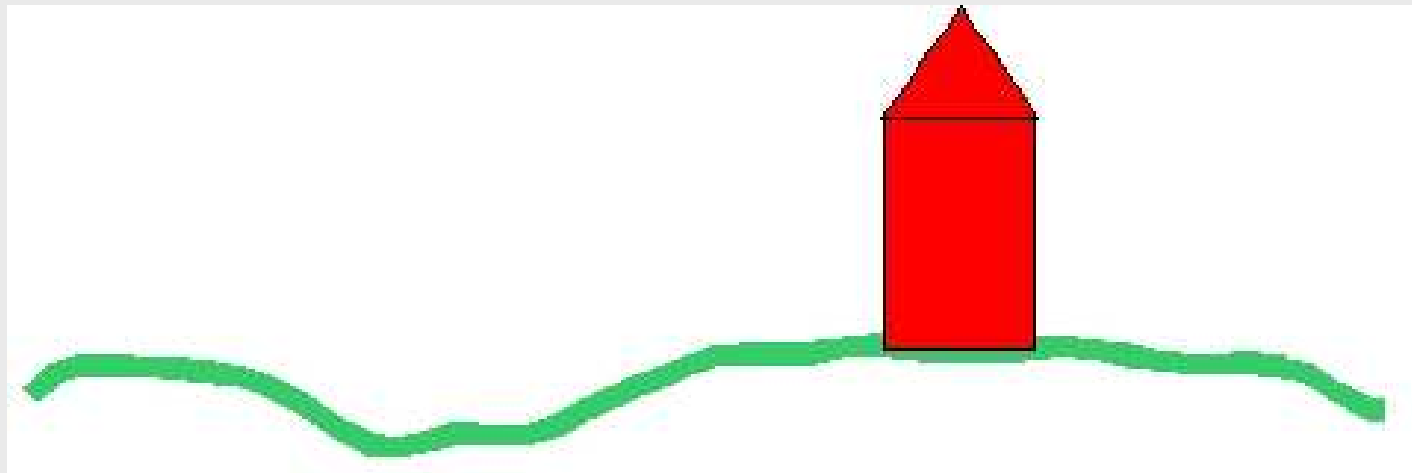
- Raster : area covering, suffers from occlusion
- Vector : very good to represent 3D features from built-up area, not all features

# Raster and Vector Surface Model



URMO3D – Belgian Earth Observation Day - 12/2/2008  
Namur

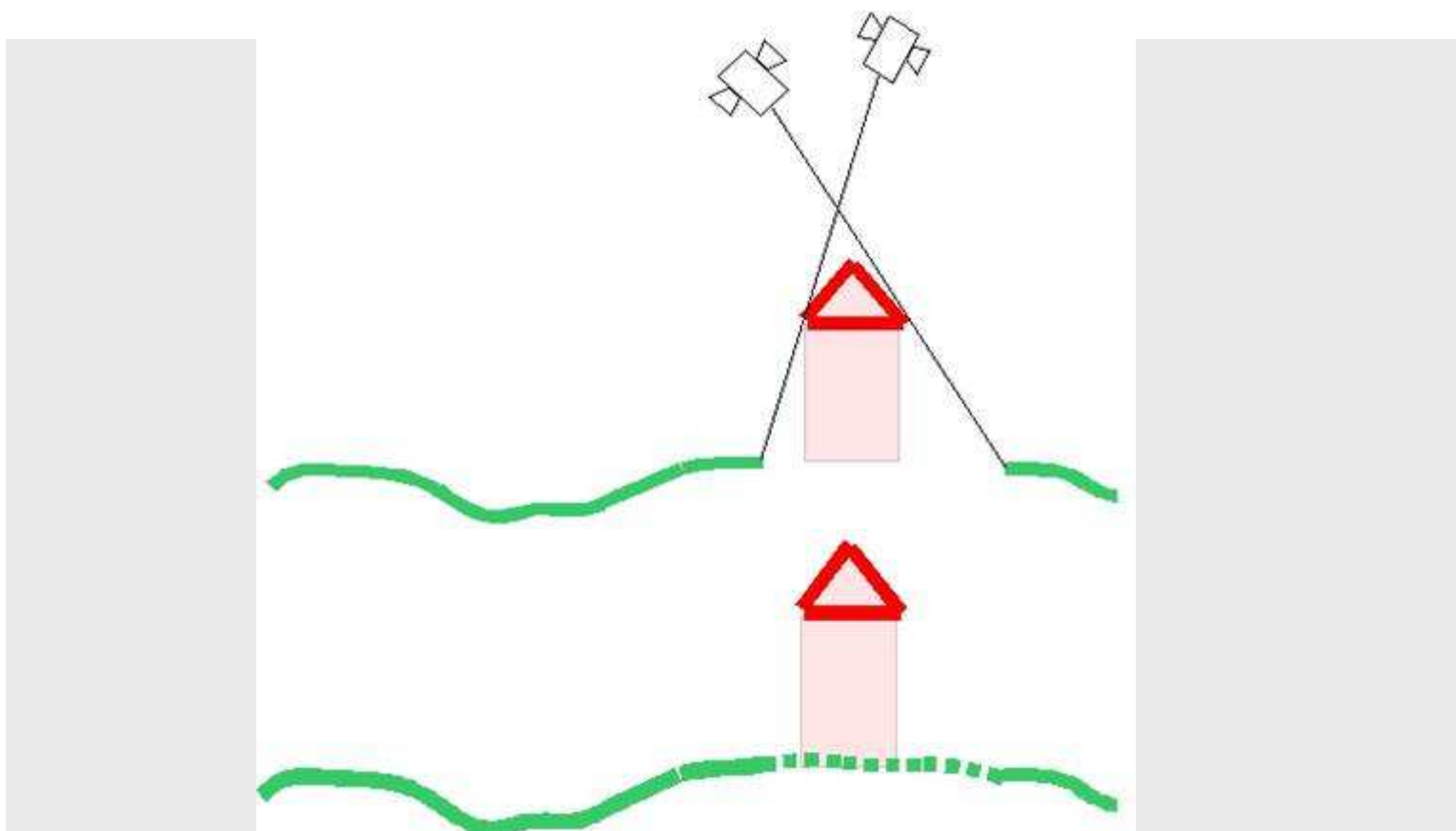
# Hybrid Surface Model

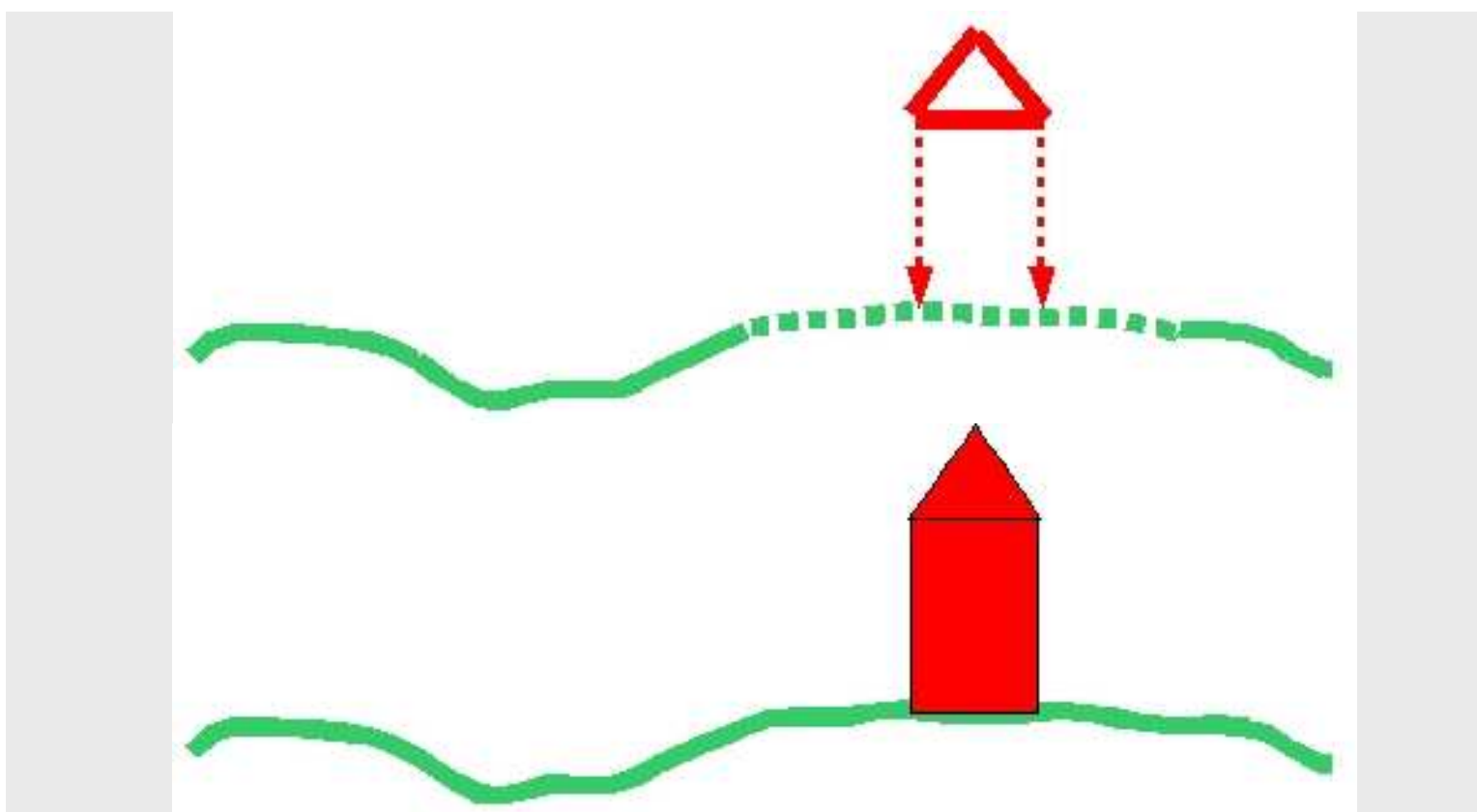


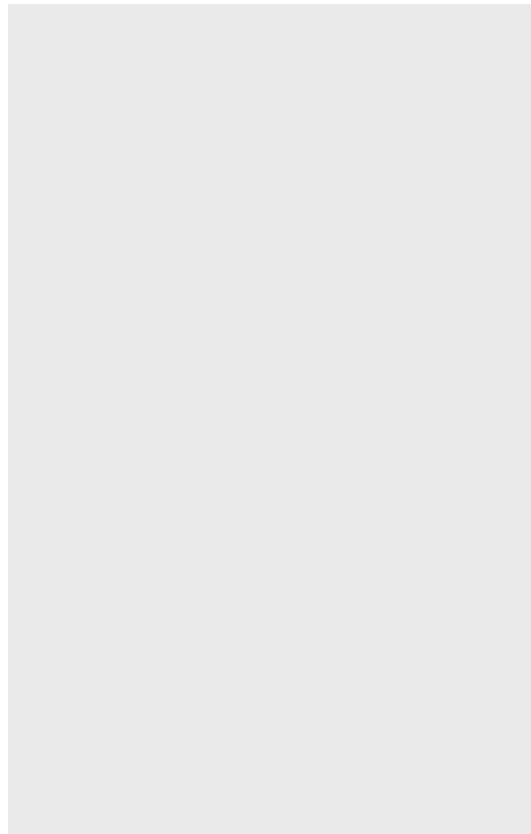
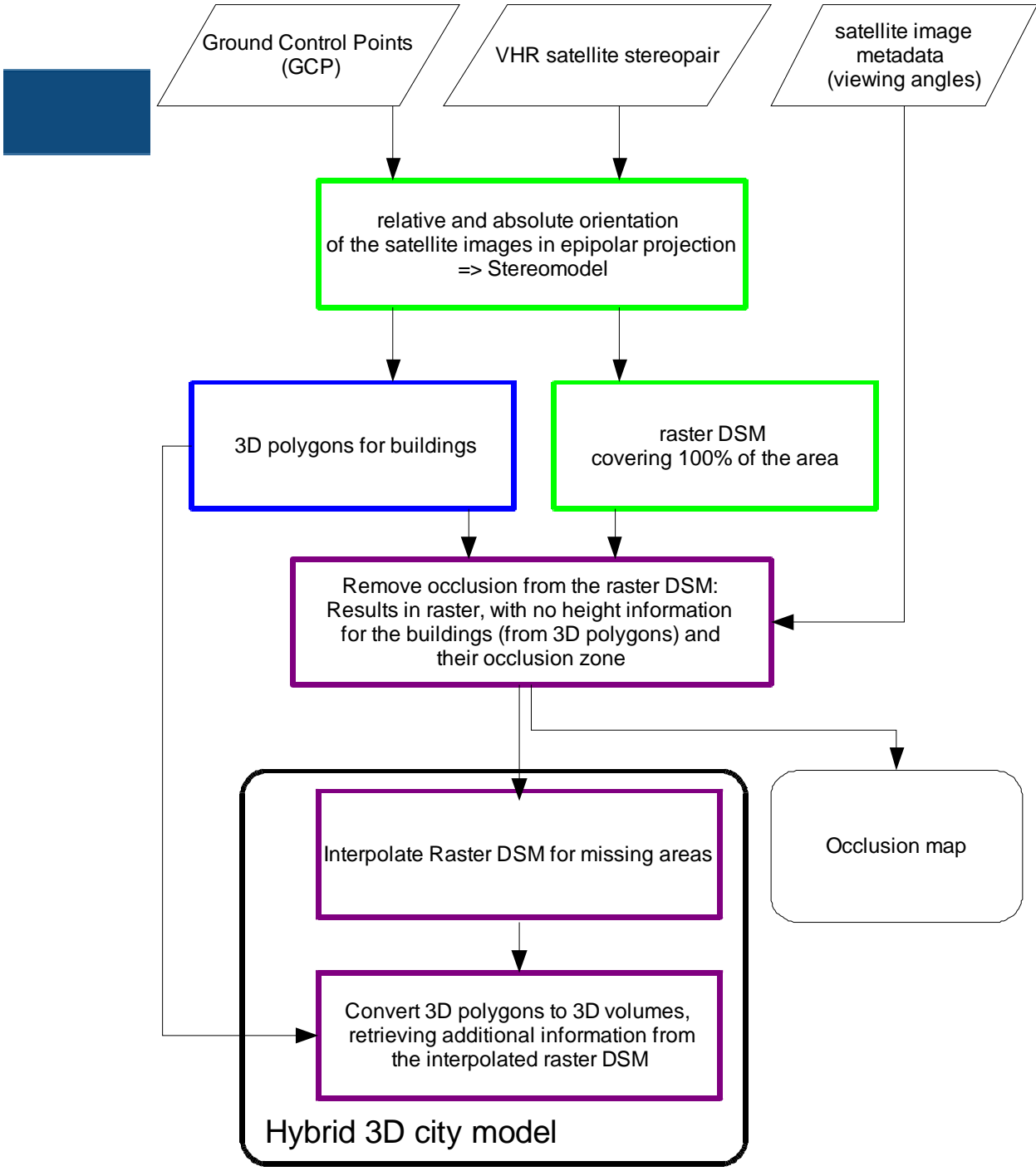
## Data retrieved from satellite stereopair











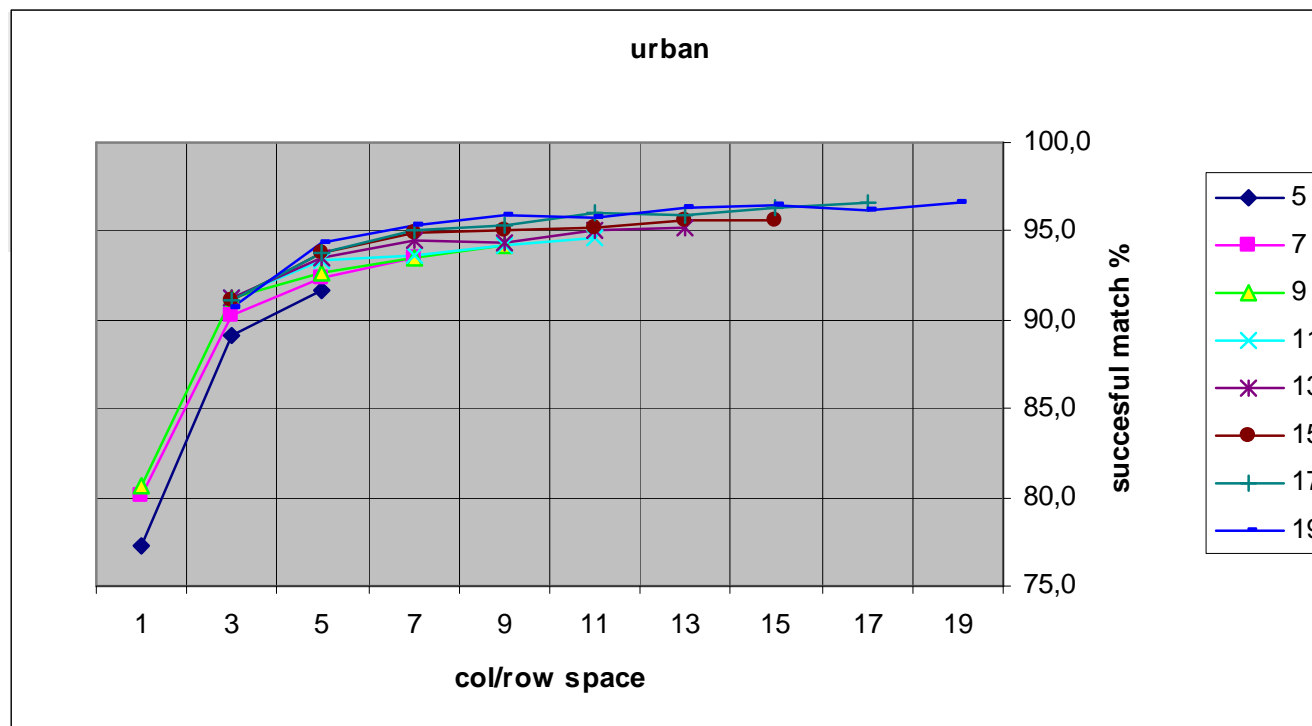
## Optimising raster DSM extraction from satellite stereopair

- Optimal match window & window spacing for the matching algorithm (VirtuoZo software)
- Test on rural and urban area from the same IKONOS stereopair
- All test areas are approx. 1600 by 1300 pixels



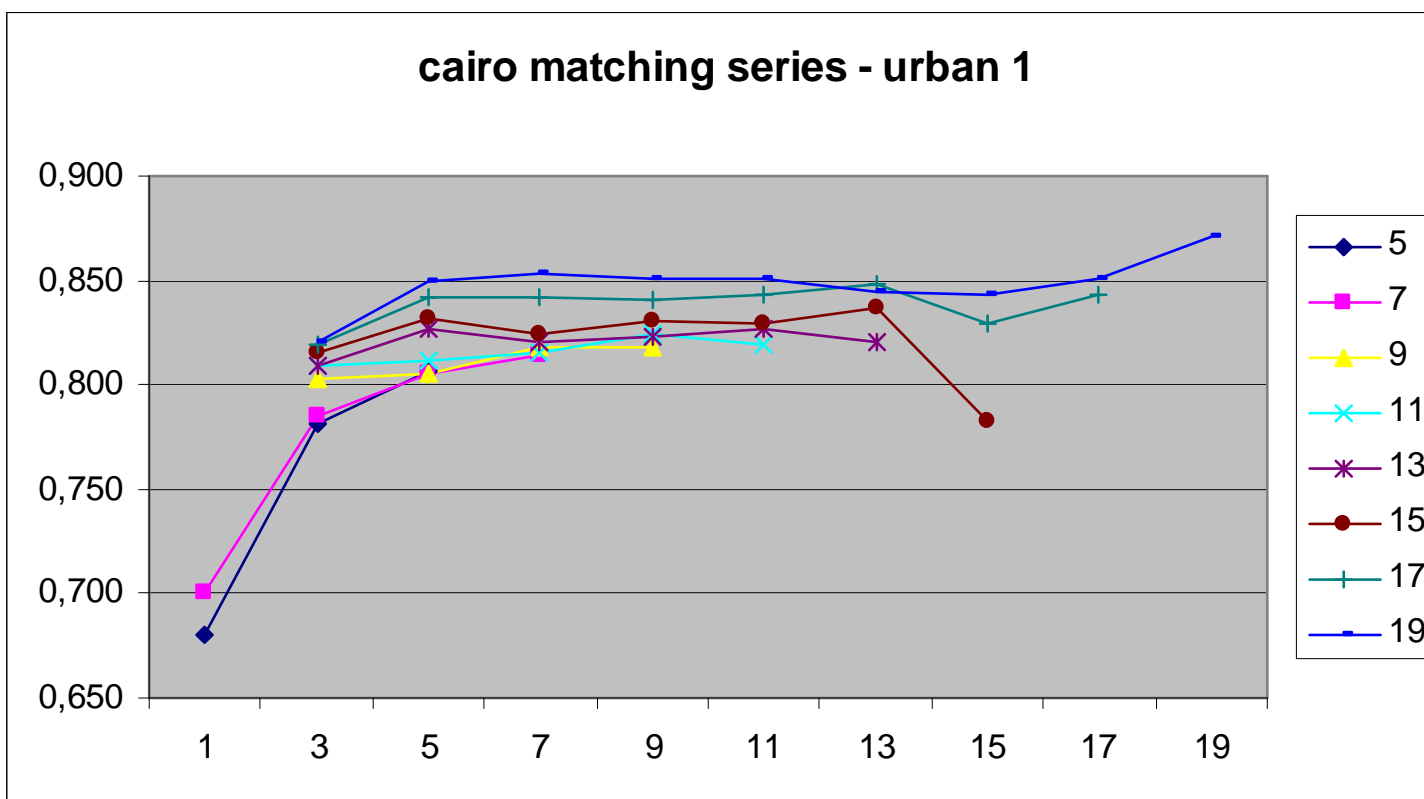
FACULTEIT WETENSCHAPPEN

Ghent, urban

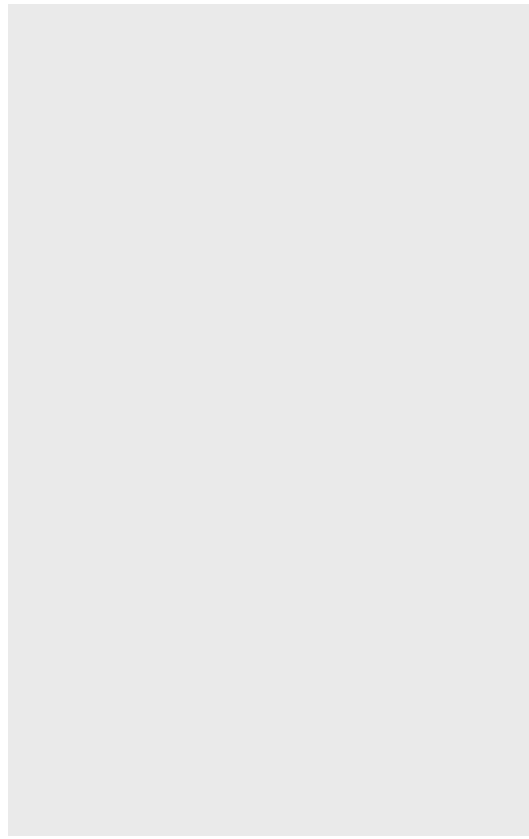
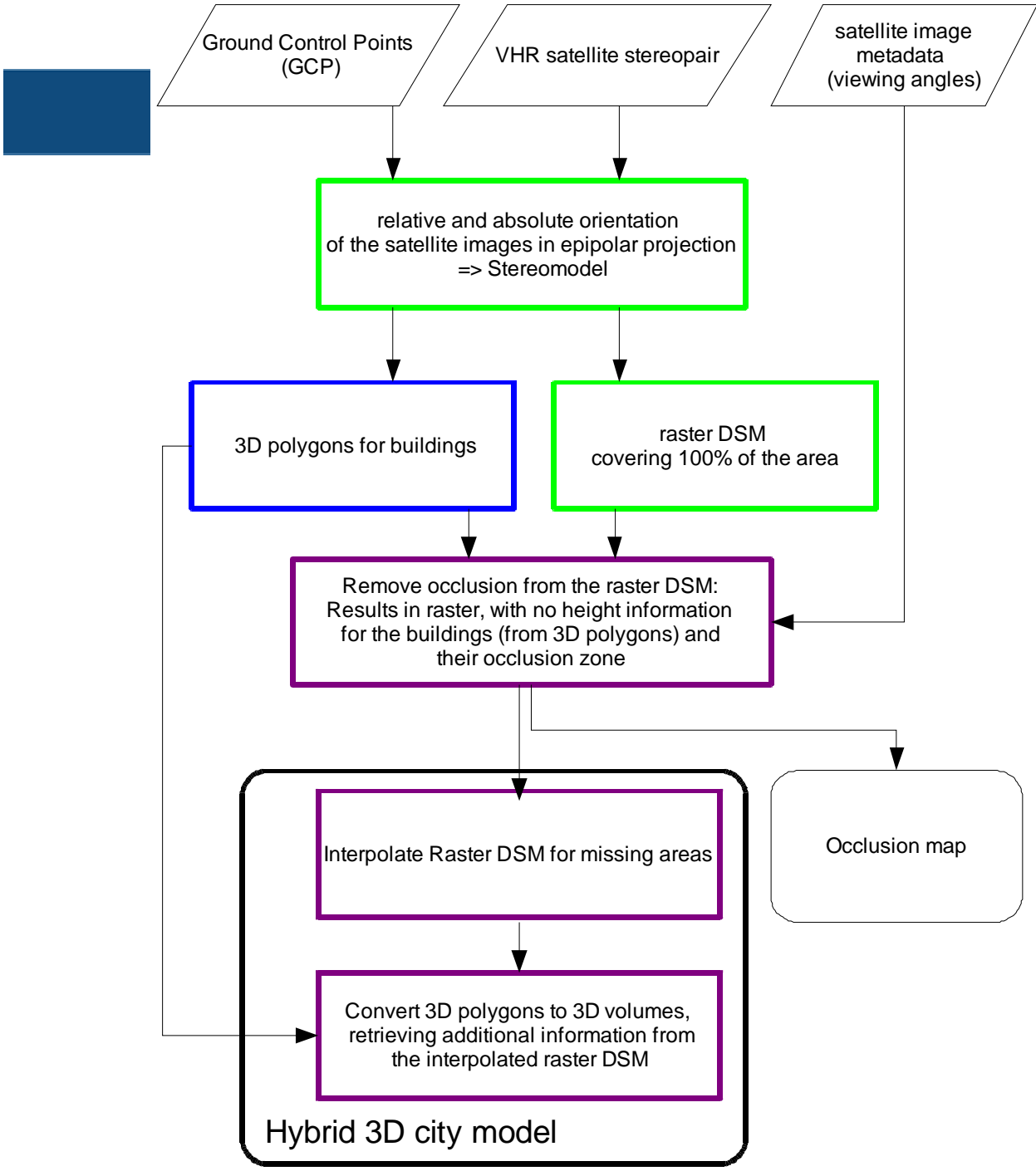




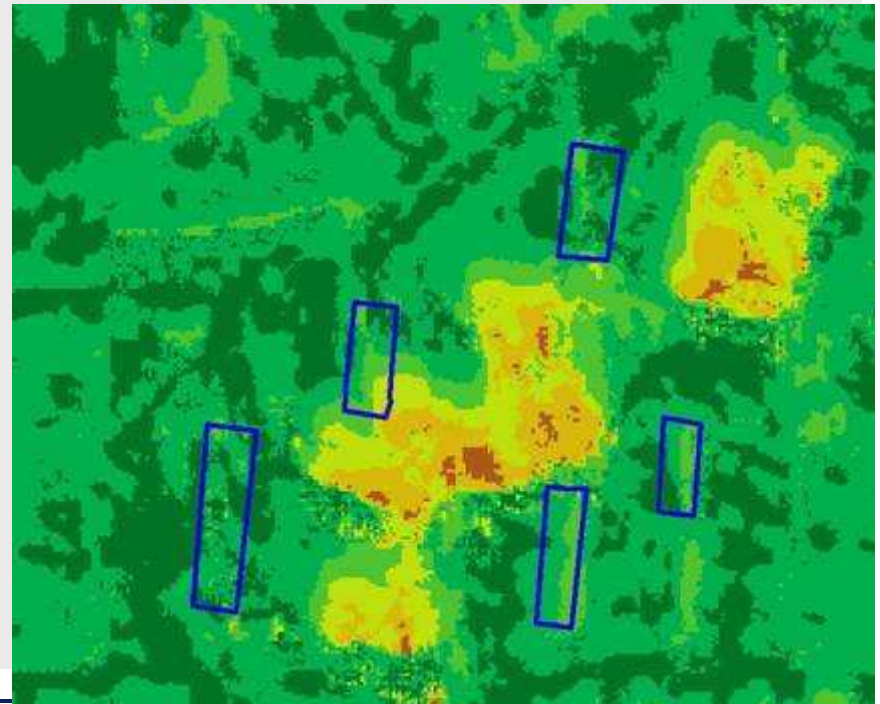
Cairo  
urban 1







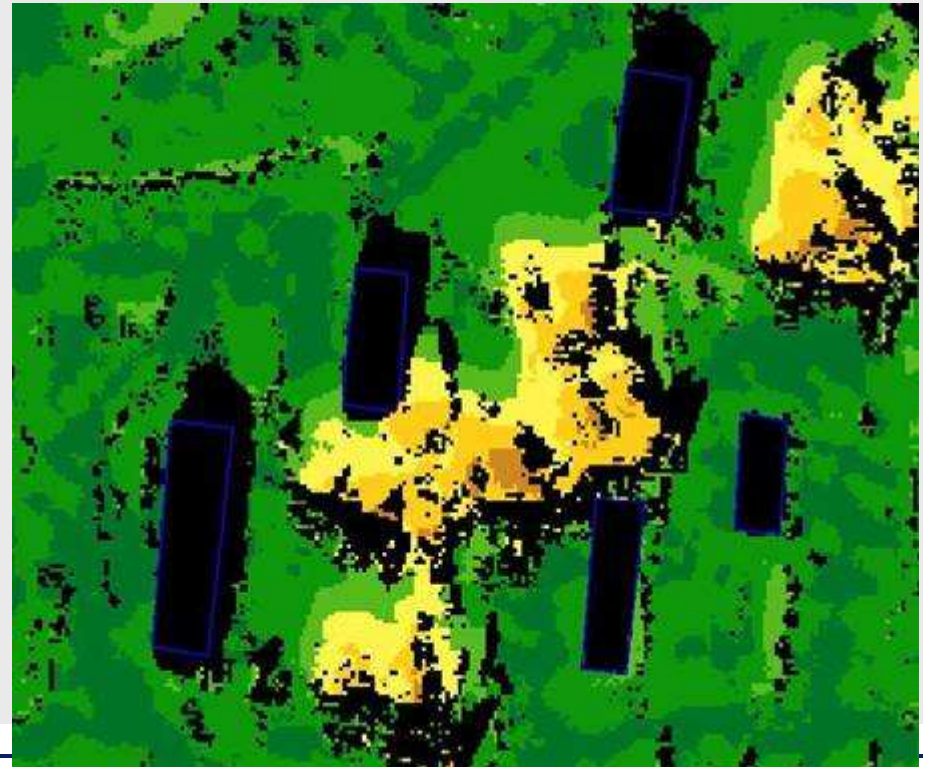
## Initial raster DSM and 3D features



## Combined occlusion map



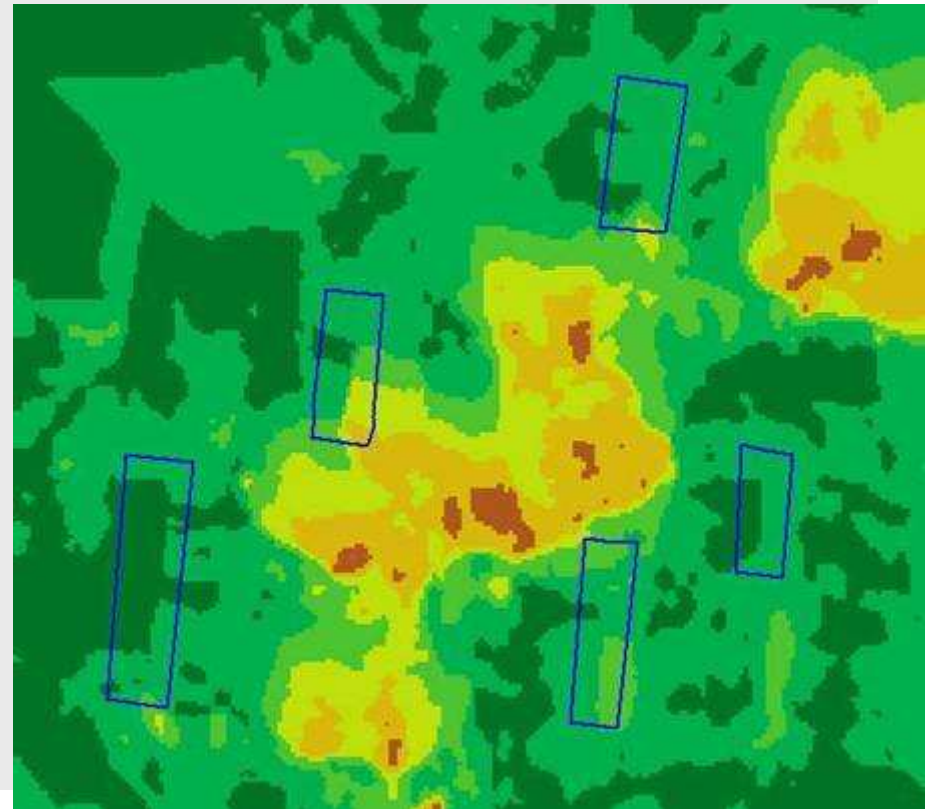
# Raster DSM without occlusion and building



# Interpolation

Overestimation height

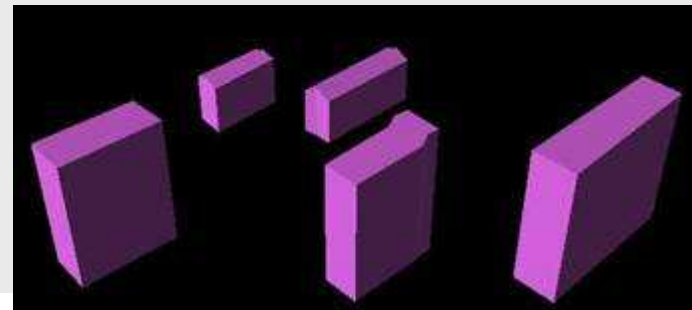
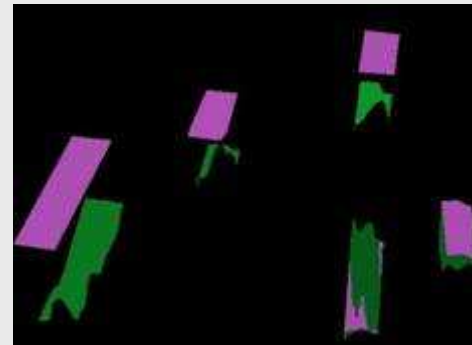
Effect of occlusion  
reaches beyond  
occlusion area



## Converting 3D features to solids

New 3D features at ground level.

Any errors in the raster interpolation influence the quality of this product



## Conclusion and future work (1)

- ▶ Raster DSM extraction from VHR stereopairs optimised
- ▶ Generating occlusion maps : workable method, improvement possible
  - Direct projection of 3D features on raster DSM
  - Influence of vegetation
- ▶ Conversion of 3D features to 3D solids

## Conclusion and future work (2)

- ▶ Continue DSM production and processing for Cairo test sites
- ▶ Accuracy analysis for the test areas in Ghent



# Questions and discussion