

FIG

# FIG WORKING WEEK 2017

Helsinki Finland

29 May - 2 June 2017

Presented at the FIG Working Week 2017,  
May 29 - June 2, 2017 in Helsinki, Finland



Surveying the world of tomorrow -  
From digitalisation to augmented reality

Organised by



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National Technical University Of Athens  
School of Rural and Surveying Engineering

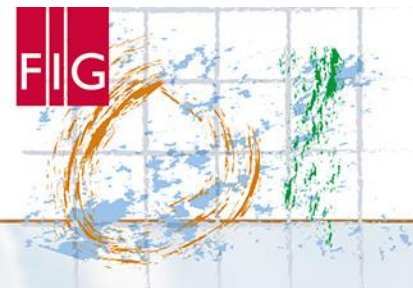
## Review of the 3D Modelling Algorithms and Crowdsourcing Techniques - An Assessment of their Potential for 3D Cadastre

**Maria Gkeli**, Surveying Engineer, PhD Candidate NTUA  
**Charalabos Ioannidis**, Professor of Photogrammetry NTUA  
**Chryssy Potsiou**, Associate Professor NTUA, FIG President



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## Introduction

❑ Current research trends:



➤ VGI geo-data-future

➤ Internet-based automated photogrammetric solutions, for the 3D world

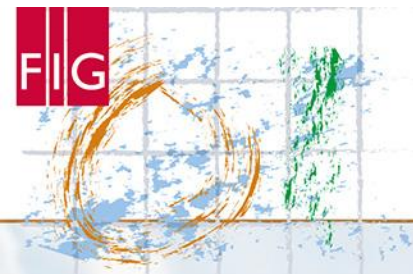
- ✓ integration of the 3<sup>rd</sup> D / 4D Cadastre,
- ✓ adoption of automation
- ✓ low-cost but reliable procedures
- ✓ use of VGI procedures
- ✓ usage of modern IT tools and m-services for cadastral data acquisition

Crowd and each one of internet-users may be defined as a potential **neo-photogrammetrists** (Leberl, 2010).



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## 3D Real World VGI Applications (1/2)

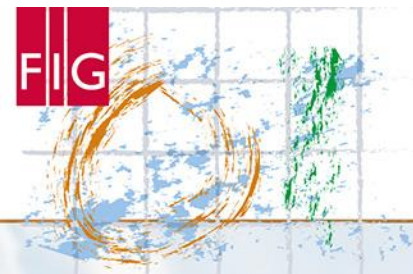
### I. Acquisition of 3D Information

- *OpenStreetMaps* (2004)  
→ **huge potential** in fulfilling the requirements of CityGML LOD1

### II. Acquisition of complete 3D Models

- *Google 3D Warehouse* (2006)
  - ✓ user generated 3D models
  - ✓ user must have a certain level of 3D modelling skills





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## 3D Real World VGI Applications (2/2)

### III. Creation of 3D Models

- 3DVIA (Virtual Earth) and Building Maker (Google Earth) (2007)

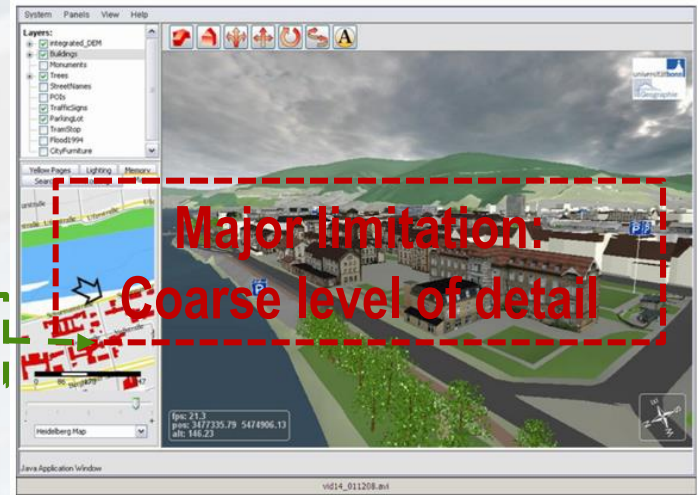
- ✓ Oblique images
- ✓ Birds-eye images

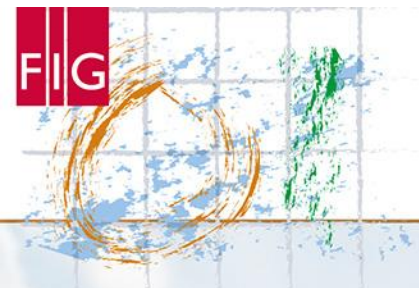
Model kit

- ✓ User without 3D modelling skills

- Free-to-use 3D object repositories ([Archive3D7](#), [Shapeways8](#) etc.)
- OSM-3D, OSM Buildings, Glosm, OSM2World, KOSMOS Worldflier etc.

2D vectors + crowdsourced images → 3D Building Reconstruction





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## Data Capturing

❑ **Tools** → laser meters, terrestrial and/or aerial imagery, GPS or even terrestrial laser scanning

- ✓ Included in modern smartphones **multi-sensor-system**
- ✓ **In the Future...** barometers, stereo cameras such as Kinect

→ images from sharing sites and social networks such as Flickr, Instagram, Panoramio, Picasa, Pinterest

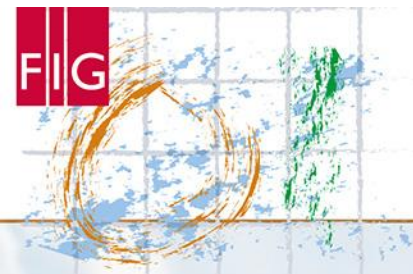
❑ **3D Modelling Software :**

- ✓ **Commercial** (Agisoft)
- ✓ **Free-to-use** → low-cost alternative (Autodesk, 123D Catch or My3DScanner)



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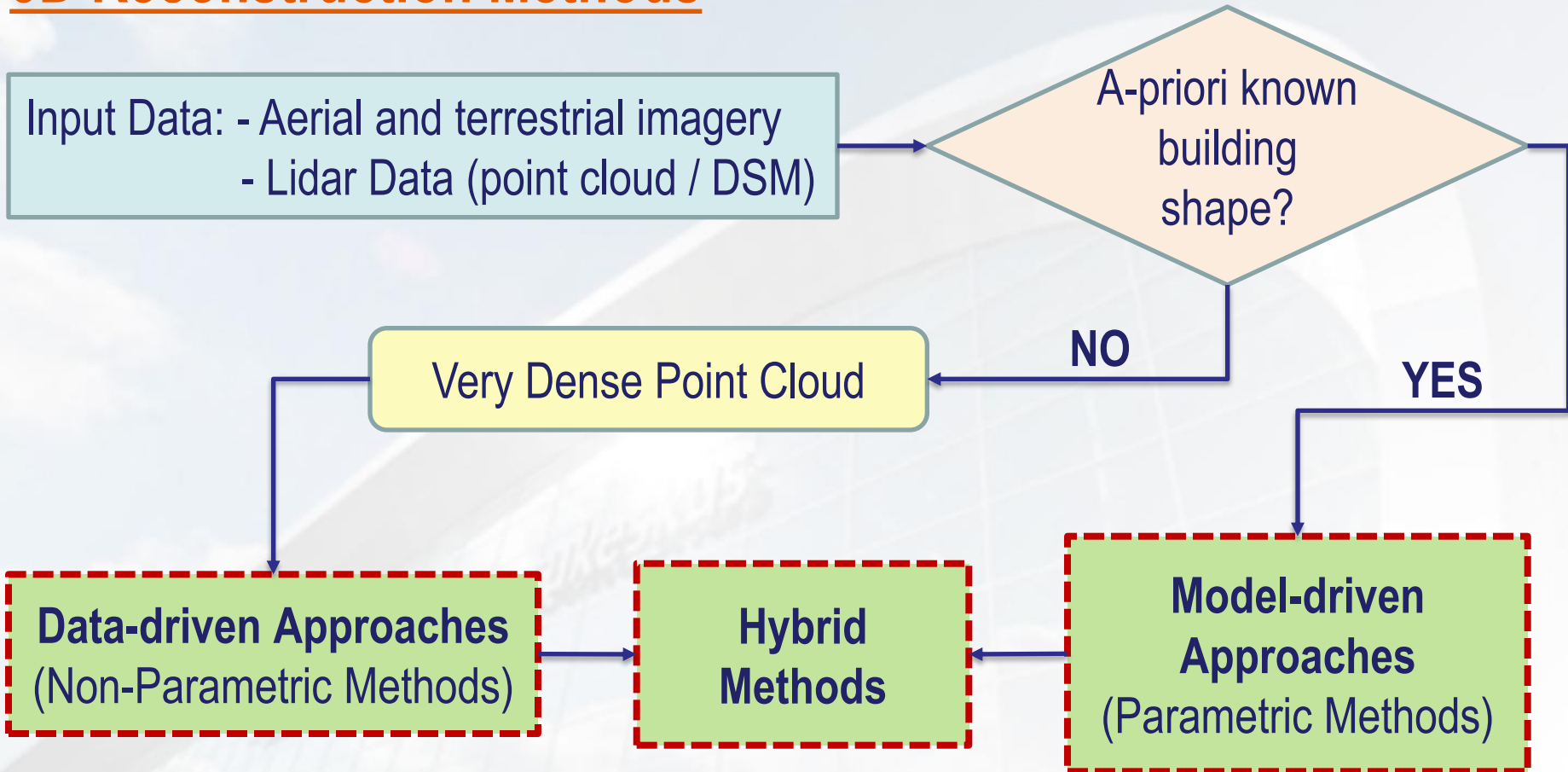
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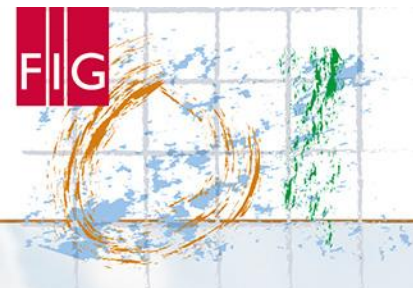
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## 3D Reconstruction Methods





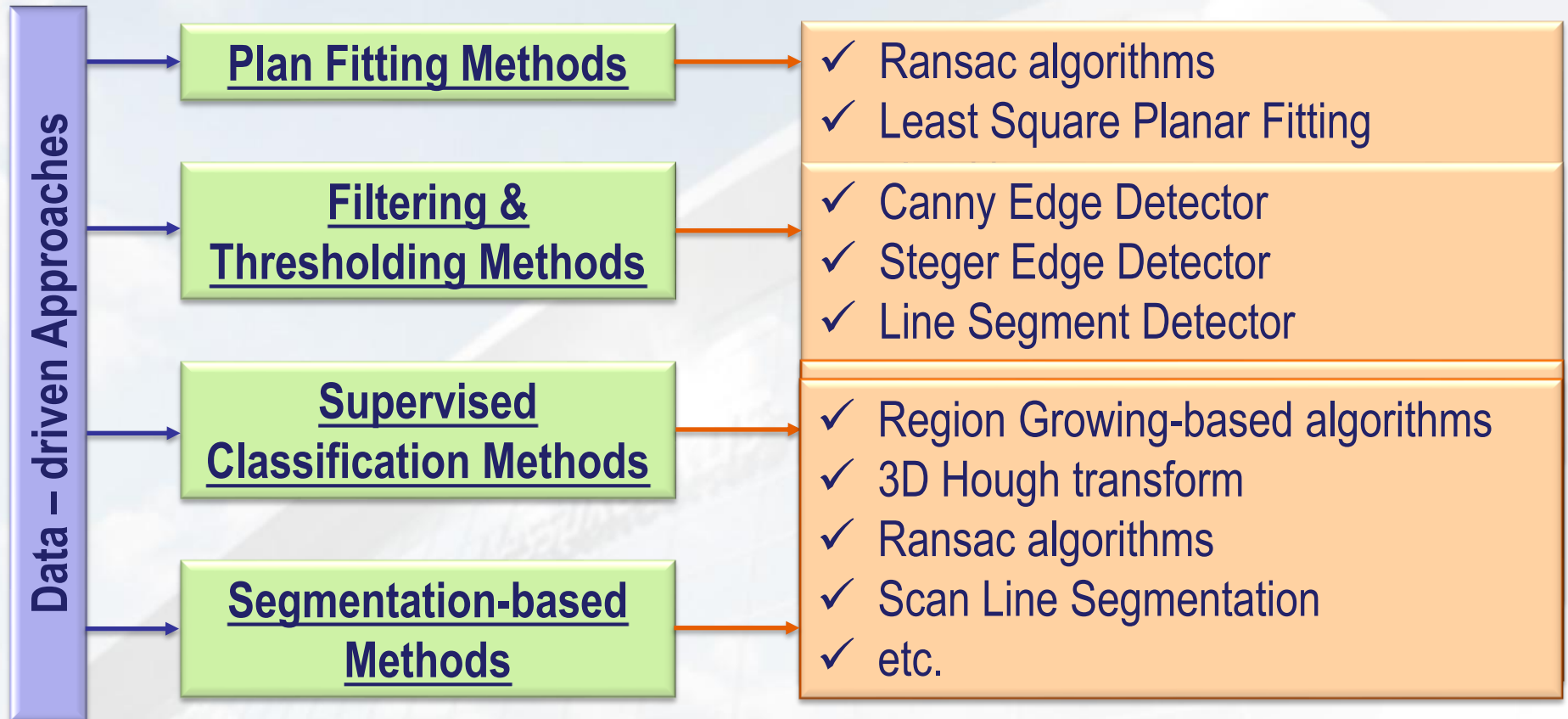
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## Data-driven Approaches (Non-Parametric Methods)



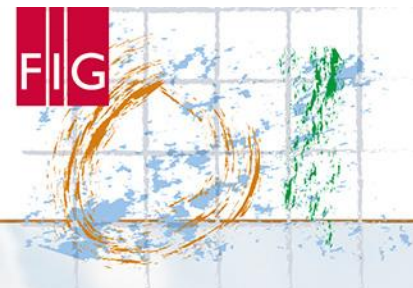
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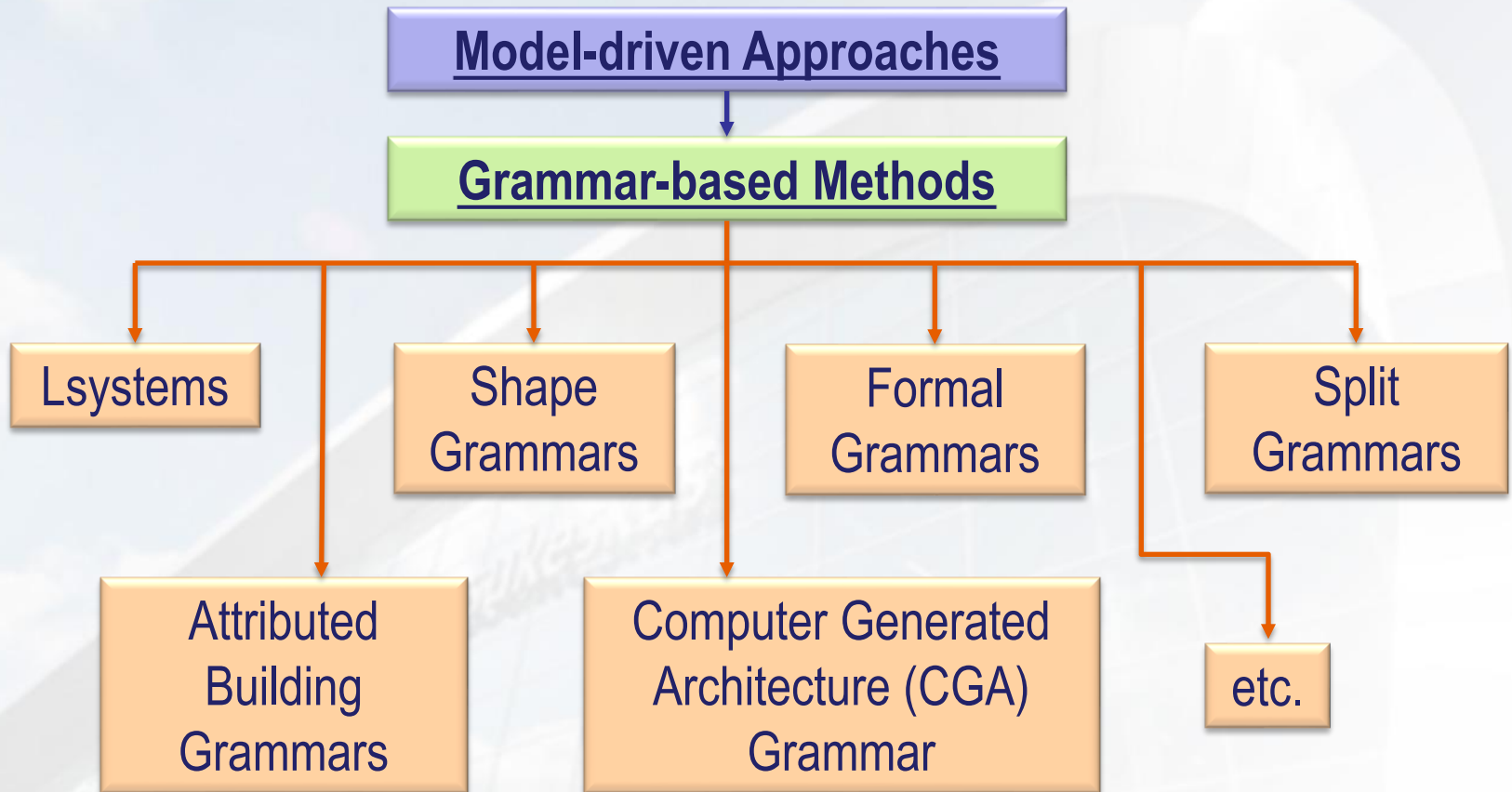
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## Model-driven Approaches (Parametric Methods)



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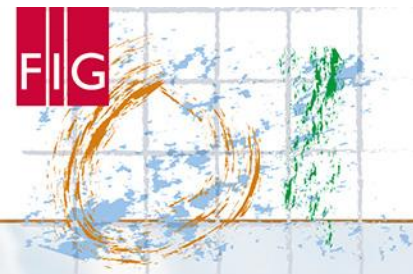
## VGI AS A DATA SOURCE FOR 3D RECONSTRUCTION

- ❖ VGI approach to photogrammetry poses additional **challenges**
- ❖ Modern software → deal with difficulties:
  - ✓ unknown and varying focal length,
  - ✓ lighting changes, and
  - ✓ incompatible images
- ❖ **BUT** common problems remain
- ❖ Main issues:
  - incomplete models
  - repetitive structures and symmetries → **gross errors**
  - models are not geo-referenced with appropriate **accuracy**
- ❖ Solution:
  - ✓ small data clusters
  - ✓ reconstruction of each cluster
  - ✓ digital cameras, consumer-grade single-frequency GNSS → **Coarse Absolute Orientation**



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## ASSESSMENT OF CURRENT TECHNIQUES AND ALGORITHMS

### Model-driven Methods:

- ✓ robust
- ✓ high computing speed
- ✓ cost effective
- ✓ topologically correct model output
- ✓ less sensitive to noise
- ✓ no need for specific 3D modelling skills
- ✓ prior information about building shape
- ✓ Limited model library

### Data-driven Methods:

- ✓ no need any prior knowledge about building structure
- ✓ flexible
- ✓ textured models
- ✓ very dense point cloud
- ✓ high computational cost
- ✓ sensitive to noise
- ✓ require specific 3D modelling skills
- ✓ Topological errors

### VGI data – Main Error

**Occlusions**



### 3D Cadastre - Key Element

**Volumes** of buildings –  
preserve property rights

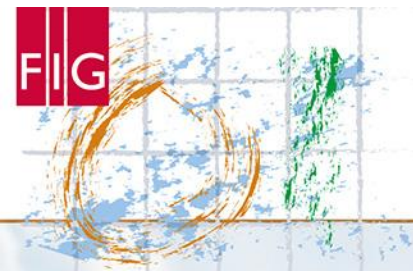


**Best fitted solution -**  
Model-Driven  
Methods



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## Proposed Framework – Preliminary 3D Cadastre (1/2)

- Provision of the orthophoto with the areas under cadastral survey
- Demarcation of property boundaries by the right holders at real time on the basemap

### Existence of ground plans?

- ✓ YES → Selection of property's footprint
- ✓ NO → Digitizing a polygon -

**Mobile application**

### Help needed?

- ✓ Provided either by volunteers or by professionals
- ✓ Demonstration videos of the mobile/web applications by NCMA

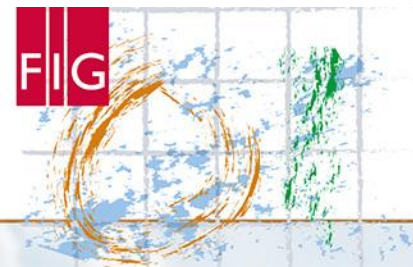
- Declaration of rights- Submission of supporting documents - **Web application**

- Compilation of **preliminary 2D crowdsourced cadastral maps**, by right holders



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## Proposed Framework – Preliminary 3D Cadastre (2/2)

### ➤ 3D BUILDING MODELS – 3D CADASTRE

➤ Insertion and storage of 3D models into a cadastral platform – **Web application**

➤ Creation of 3D building model → Model-Driven Approach (Parametric modelling)–

**Mobile application**

➤ Insertion of **additional information**: building height, ridge type, images.

➤ **3D Parametric reconstruction** of the building

➤ **Texture needed?** if YES → Texture mapping using collected images

### Help needed?

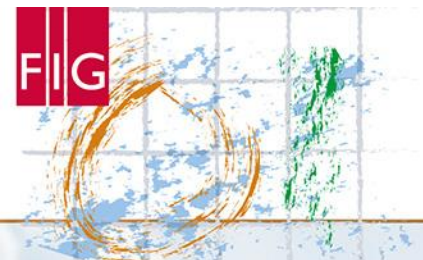
- ✓ Provided either by volunteers or by professionals
- ✓ Demonstration videos of the mobile/web applications by NCMA

➤ Compilation of preliminary crowdsourced 3D building models by right holders



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## In-house developed application on Android (1/3)

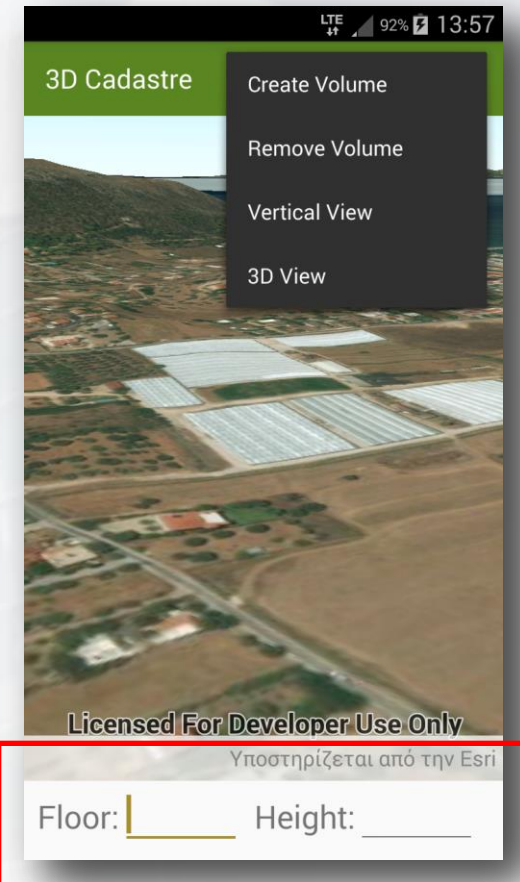
### ❖ *Self-developed open-sourced* Mobile Application

- ✓ 3D cadastral data acquisition
- ✓ 3D visualization of real properties (LoD1)

### ❖ *Software tools:*

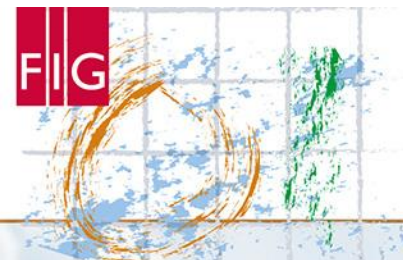
- ✓ Visual Studio 2013 – IDE
- ✓ ArcGIS Runtime SDK for .NET (100.0.0)
- ✓ Xamarin.Android
- ✓ JDK 8, Oracle
- ✓ ArcGIS Online Server
- ✓ Programming Language C#

- ❖ *Test Device:* (i) API level 19,  
(ii) Screen dimensions 5.25in



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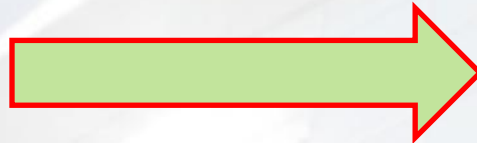
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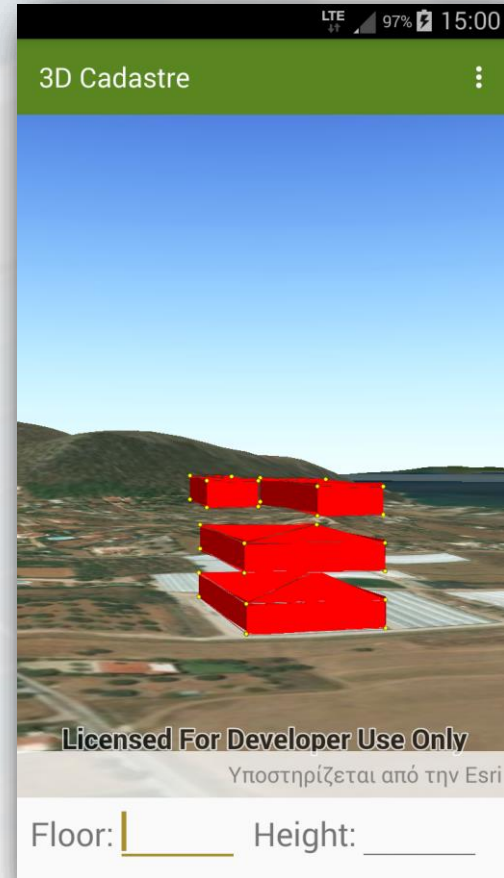
## In-house developed application on Android (2/3)



Floor = 4  
Height = 3m

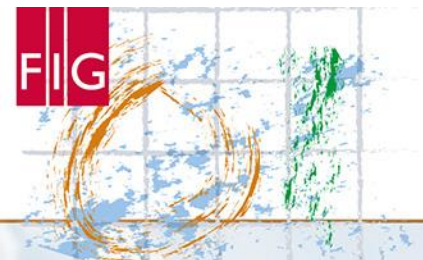


Parametric  
Modelling  
-  
3D property Models



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## In-house developed application on Android (3/3)



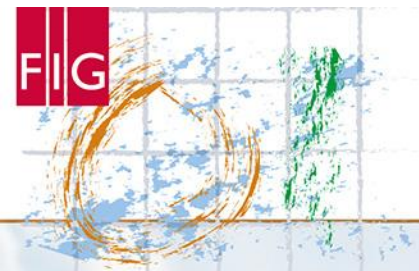
Determination of (1) property  
Floor : 0  
Height : 3m

Determination of (1) property  
Floor : 1  
Height : 3m

Parametric Modelling  
Determination of (3)  
**(i) Floor : 0**   **(ii) Floor : 2**  
3D property Models   Height : 3m   Height : 3m







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## CONCLUSIONS

**A cost effective solution** is required for the initial implementation of a **FFP 3D Cadastre**

- **Advantages:**
- ✓ Transparency
  - ✓ Citizens' participation - decisive role of property owners
  - ✓ Management of complex areas – multiple levels of rights
  - ✓ Cost effective and less time consuming solution  
usage of modern low-cost IT tools and m-services
  - ✓ Guaranteed protection of properties
  - ✓ Reliability
  - ✓ Simplification of the procedures – no need for specific 3D modelling skills
  - ✓ Improvement of spatial planning and infrastructure development



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**Thank you for your attention!**



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