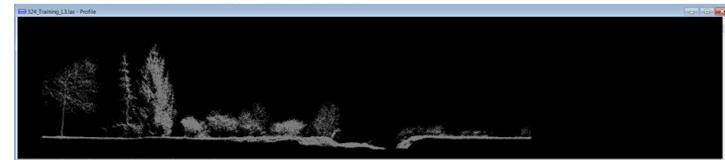




Lidar Pipelines for Immersive and Web3D Visualization

Nicholas Polys, ARC, CS
Cully W. Hession, BSE
Peter Sforza, CGIT
John Munsell, Forestry
Adam Taylor, CSC
Haitao Wang, CGIT
Virginia Tech

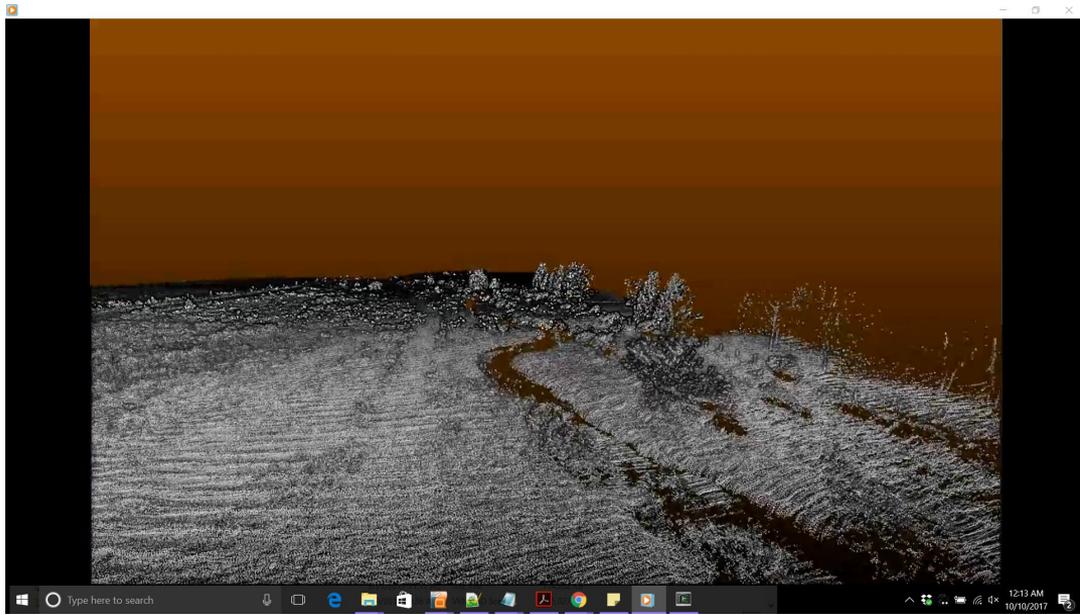
SilviLaser 2017



Introduction

General Workflow

1. Acquisition
2. Data Processing
3. Analysis
4. Publishing and Visualization
 - a. Immersive 3D
 - b. Web3D
5. Future Work



Drone-based Lidar

<https://www.youtube.com/watch?v=DO35QIAPrtg&t=256s>

YellowScan Puck

payload

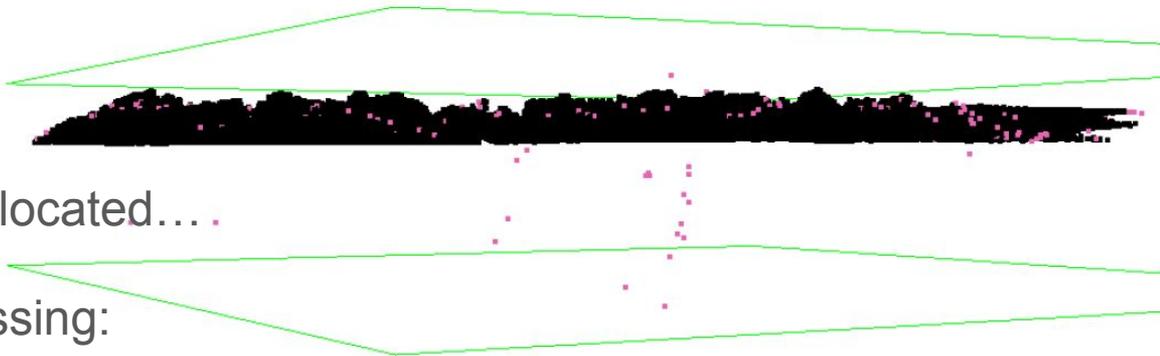


The LiDAR System

- YellowScan® Core System – Mapper
 - Integrated w/Vapor35
 - Multi-echo LiDAR sensor GNSS RTK + PPK receiver, bi-frequency L1/L2
 - Calibrated IMU
 - Embedded computer
 - Data pre-processing software
-
- 1 to 2 returns
 - ~200 pts/m² @ 20 m
 - Data recorded to USB stick, includes:
 - IMU and GPS real-time recordings
 - Scanner data



Processing

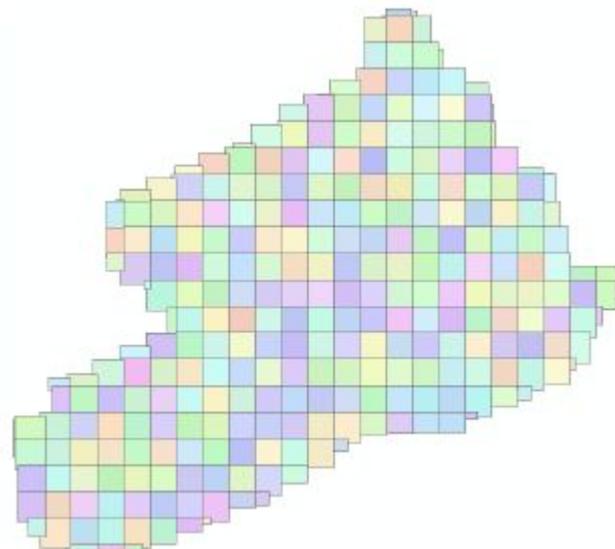


.las files co-registered and geolocated...

Noise removed, tiled for processing:

1. LASTools => ARCGIS
 - a. HTML5: potree

2. LASTools => CloudCompare
 - a. X3D
 - b. HTML5: X3DOM



Derived Products

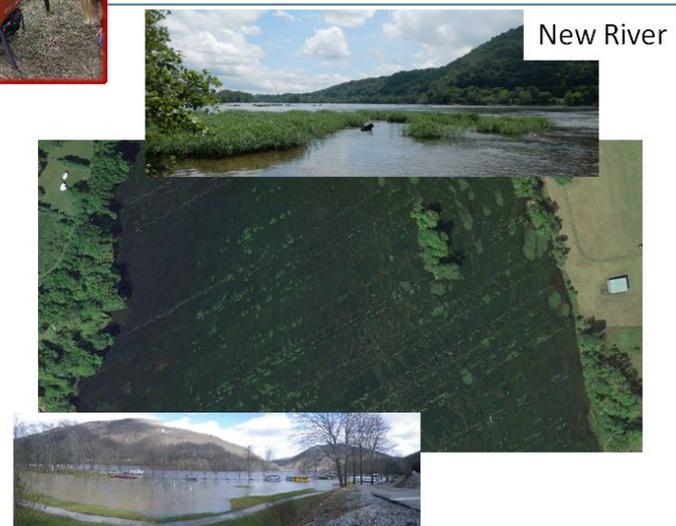
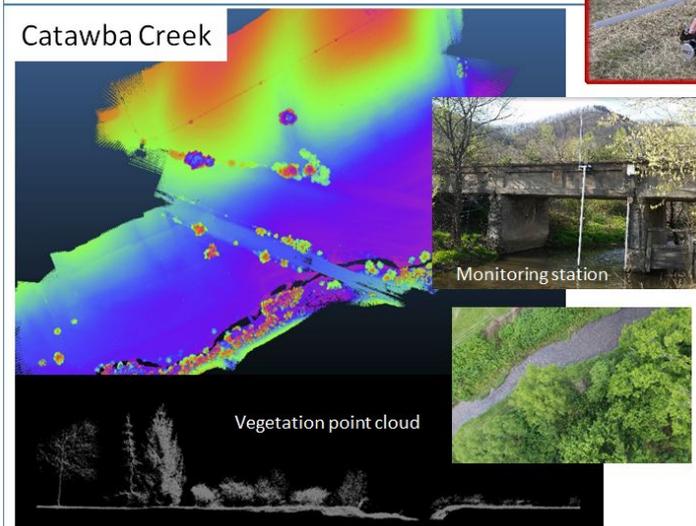
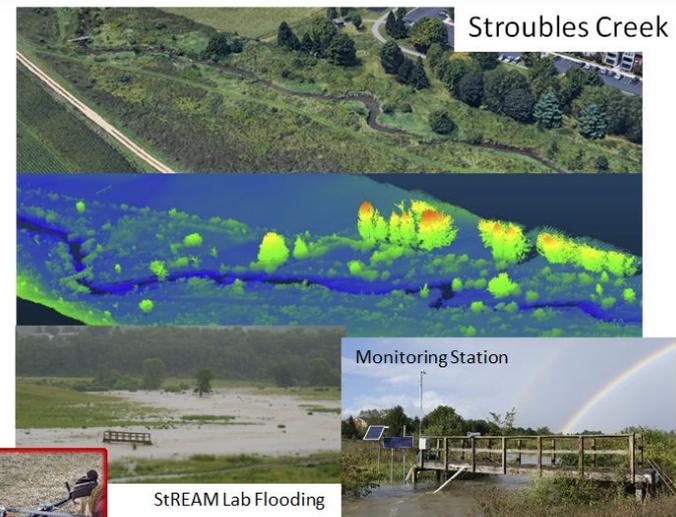
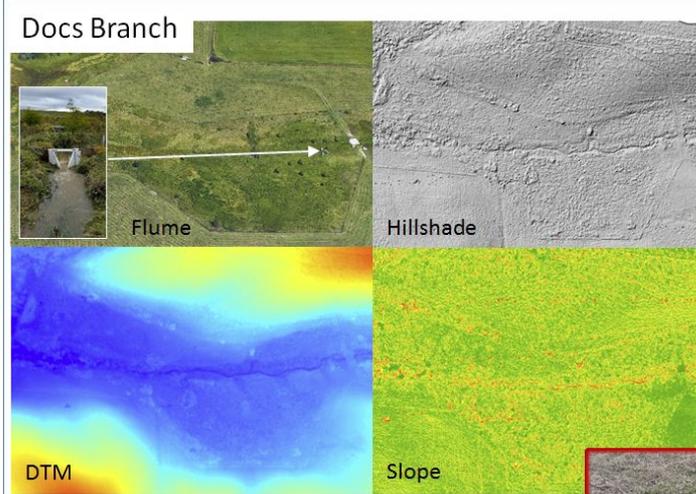
GPS:

DTM (TIN),

Aspect

Slope

CHM



3D Visualization

MP4: Movie Fly-throughs w/ CloudCompare

Extensible 3D (X3D): Immersive CAVE @ VT Visionarium,
... HTML5 + Service-based mashups!

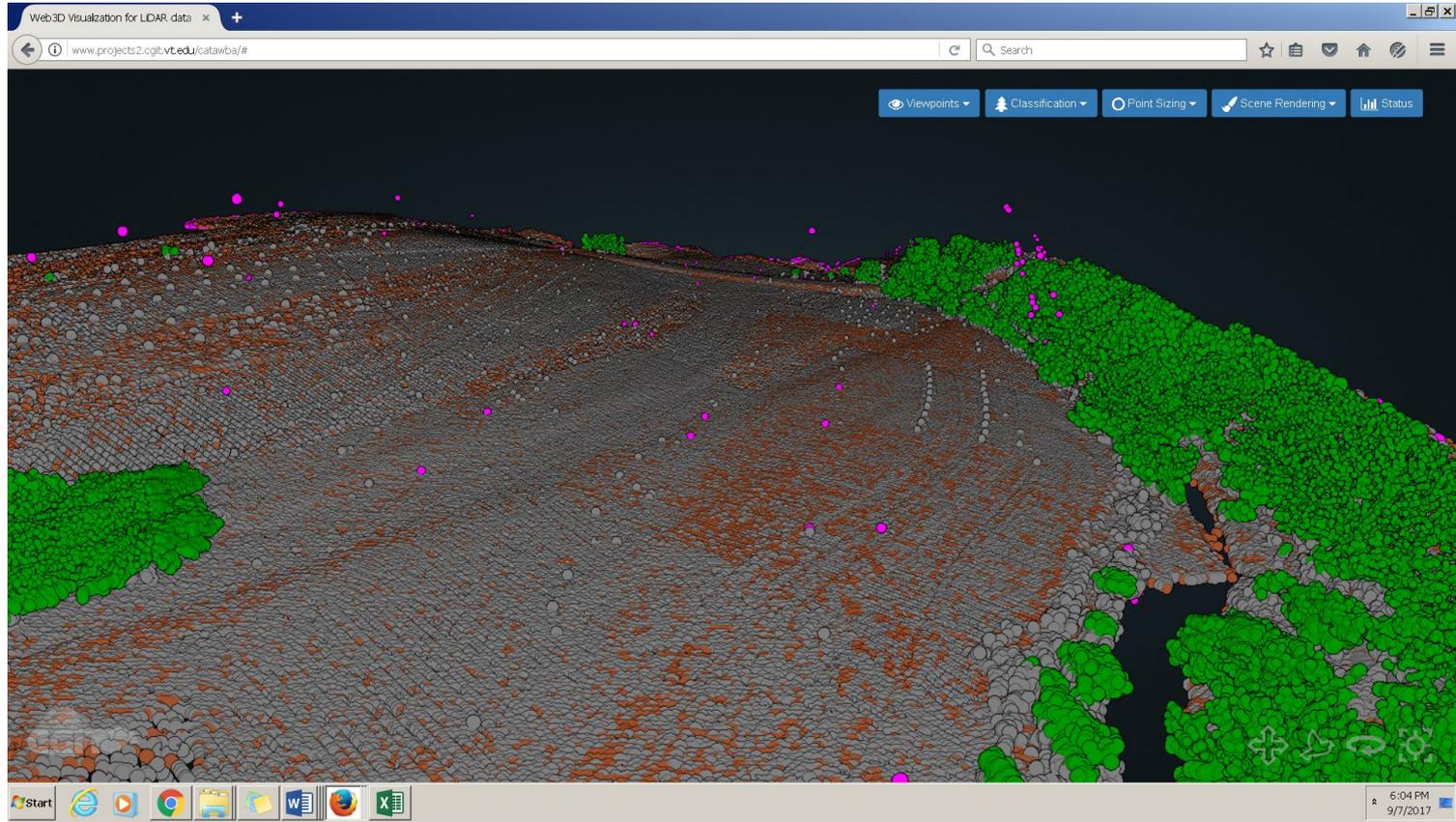
Rendering essentials:

Colors, Normals, visual mass, lighting, ...



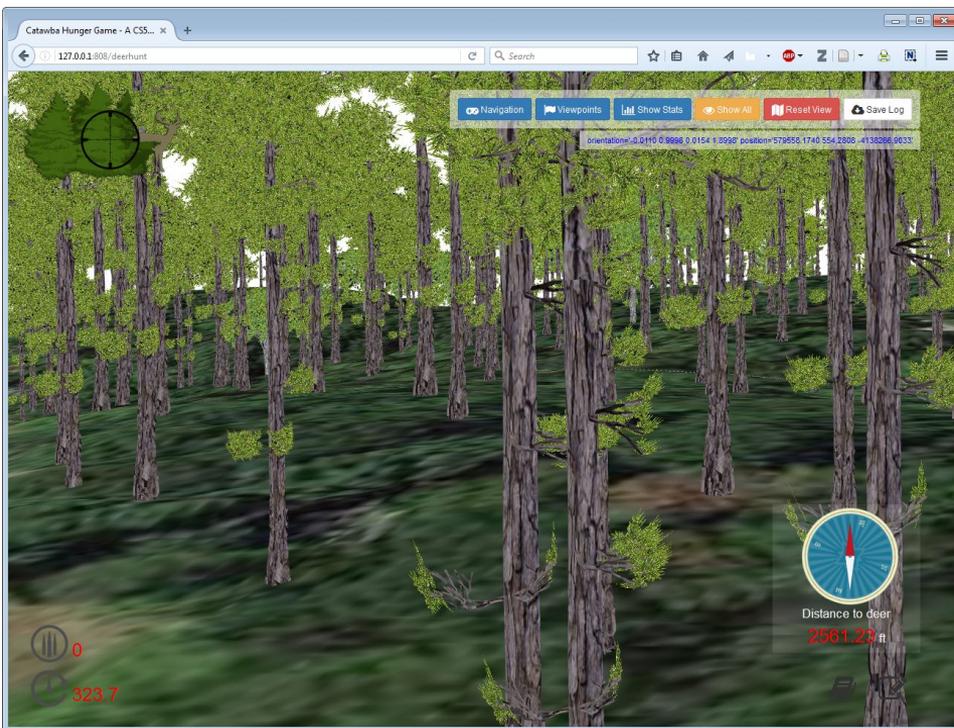
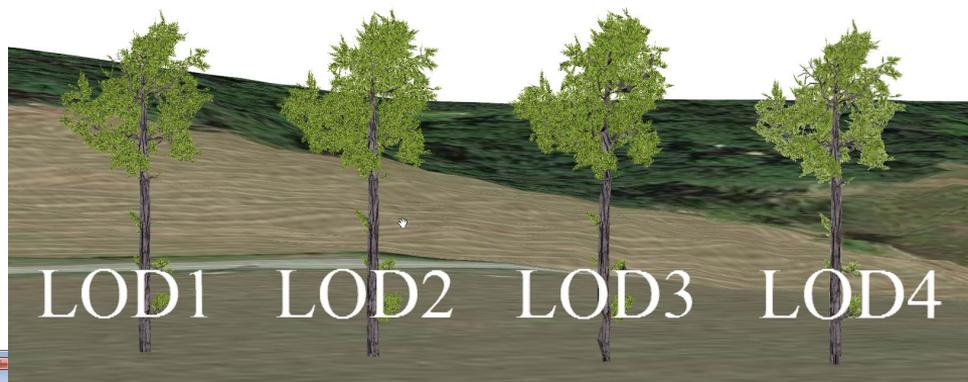
Classified Cloud

Interactive 3D
in HTML5
w/ mouse
potree



Web3D: Extensible 3D (X3D)

TIN, Imagery, Tree locations



Haitao Wang, Xiaoyu Chen, Nicholas Polys and Peter Sforza (2017). "A Web3D Forest Geo-Visualization and User Interface Evaluation". In Proceedings of the 22nd International Conference on 3D Web Technology (Web3D '17). ACM, New York, NY, USA.

Requirements

- Metadata Scheme for provenance throughout the lifecycle:
 - Acquisition
 - Transport
 - Processing
- Include points as well as quantitative, categorical, and nominal attributes per point
- A rich visual Palette to render points to visual form (e.g. Web3DS)

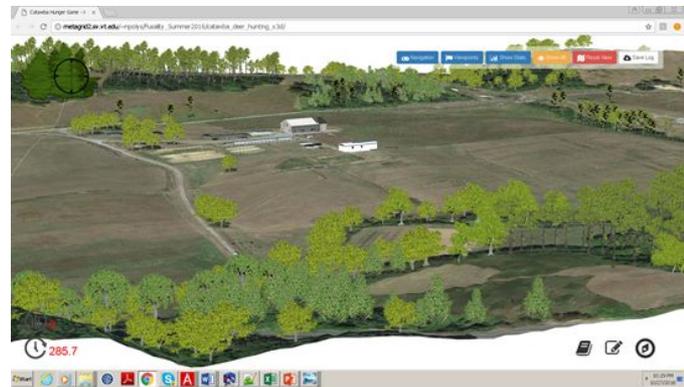
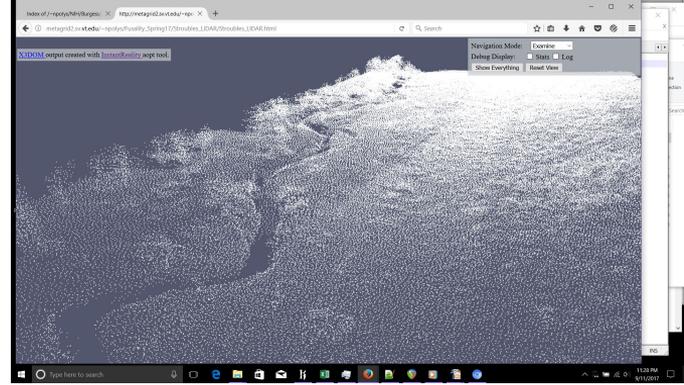
Visualization w/ Web3D Standards

- **Extensible 3D (X3D)** is a royalty-free and openly published ISO/IEC Standard developed by the not-for-profit Web3D Consortium [web3d.org]
- Metadata can annotate any node
- PointSets make coords, colors, and normals easy, but are not lit, texture-mapped, or collide-able.
 - ParticleSets have been demonstrated to address these
- Surfaces, lines, and points can be compressed
- Full-fledged interactive 3D scenes and webpages via OpenGeospatial Consortium (OGC) Web3D Service

HTML5 + X3D

Using 3D Compression

- 1) 440K points = 23MB.ply , 21MB.x3d
- 2) Compressed.X3D = 3.4 MB
- 3) Interaction through Web and WebVR
 - 50-60 fps on laptop
- 4) Gltf Inline also demonstrated

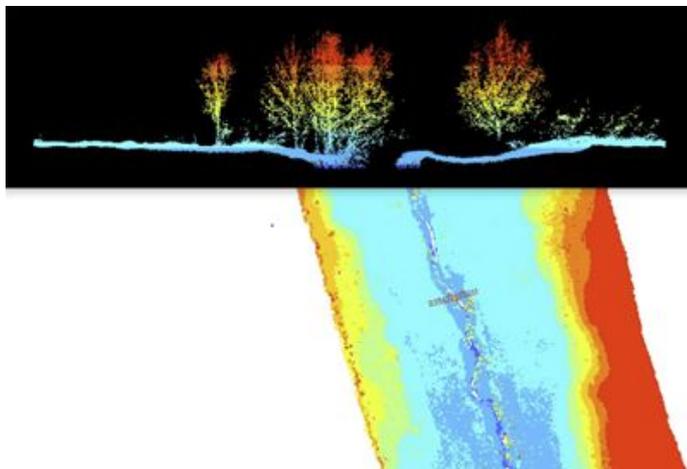


Future Work

Requirements : Durability, Interoperability, Accessibility

Two fronts:

- Standards Advocacy - ISO/IEC standards to support requirements
- Consumer Advocacy - Vendors to support ISO/IEC standards



Thanks

- VT Stream Lab
- Catawba Sustainability Center
- Advanced Research Computing
- Center for Geospatial Information Technology

See Also:

Annual SIGGRAPH Carto BOF -

Polys & Russalesi present
X3D and Web3DS in minutes 8-27
also includes Cesium & ESRI presentations

<https://youtu.be/6ttQUhnu4SQ>

Join Us~!

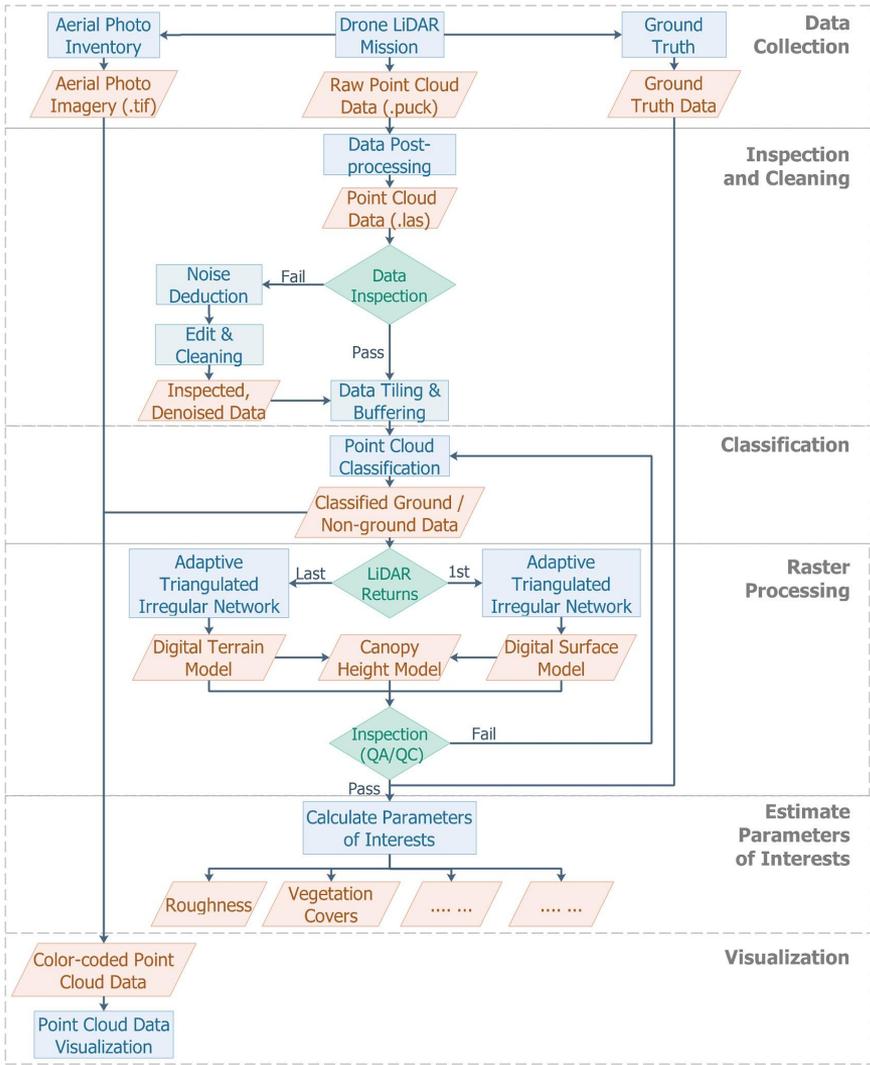
Nicholas Polys

npolys@vt.edu

- VT NEWS short form:
- <https://vtnews.vt.edu/articles/2017/07/outreach-dronesatcatawba.html>

long form *(5 min)

- <https://www.youtube.com/watch?v=DO35QIAPrtg&spfreload=5>



Locations

Catawba Sustainability Center

32 million points, 8 columns

Stroubles Creek & Doc's Branch

57 million points, 8 columns

