How to build a dense geospecific urban VBS2 terrain of 250 km² in just a few clicks...

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Automated Terrain Extraction from Aerial Imagery A Case Study

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Police Training Mission Dutch MoD

MoD requirement

VBS2 terrain database for mission training support

5000 km² terrain with 250 km² detailed urban inset









Workflow

> 20 cm aerial imagery with derived DSM



source data

(courtesy German MoD / DLR)





Workflow



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> Ground imagery for landmarks

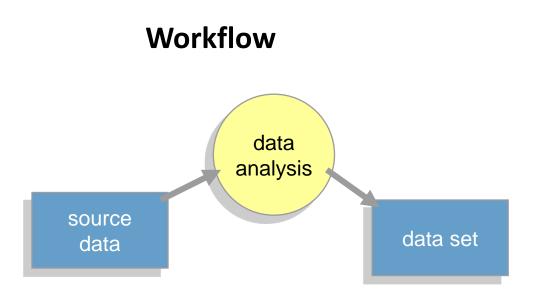


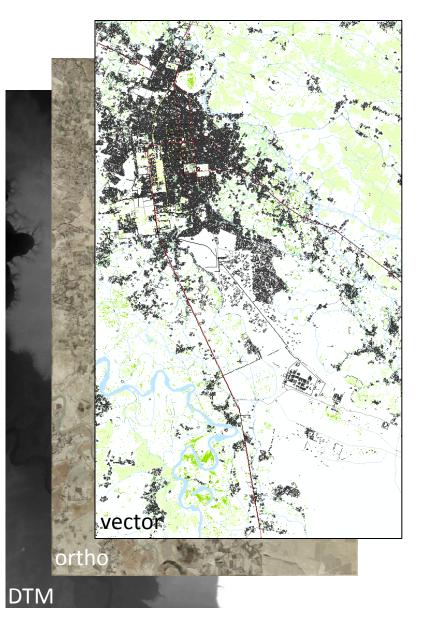
source data









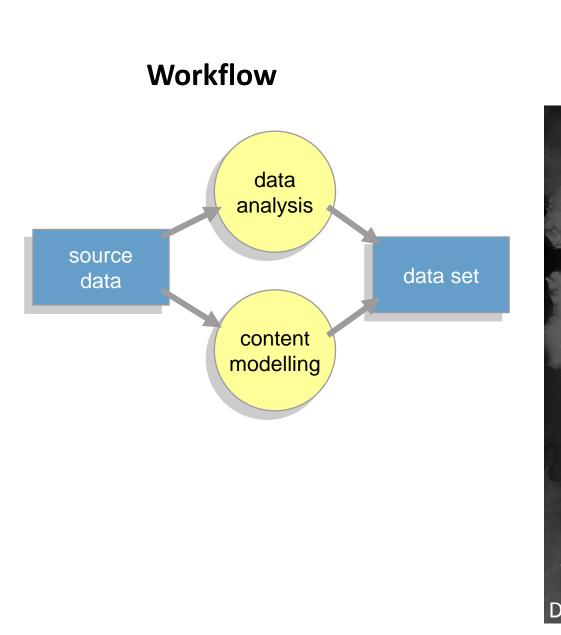










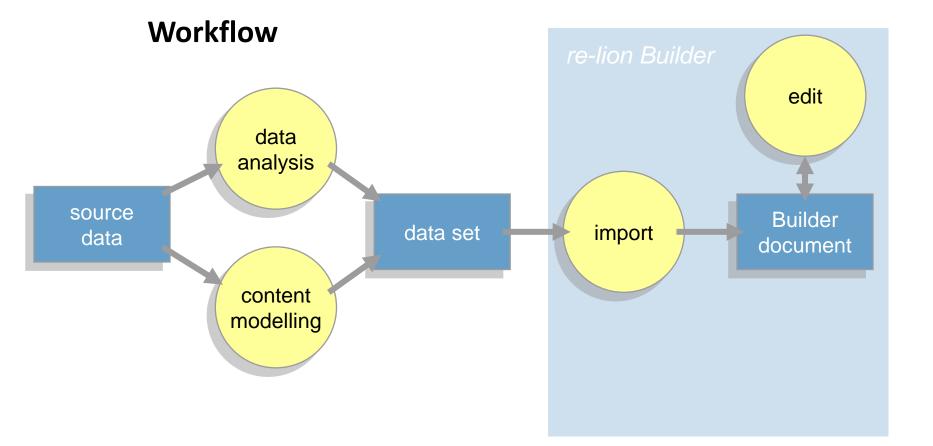








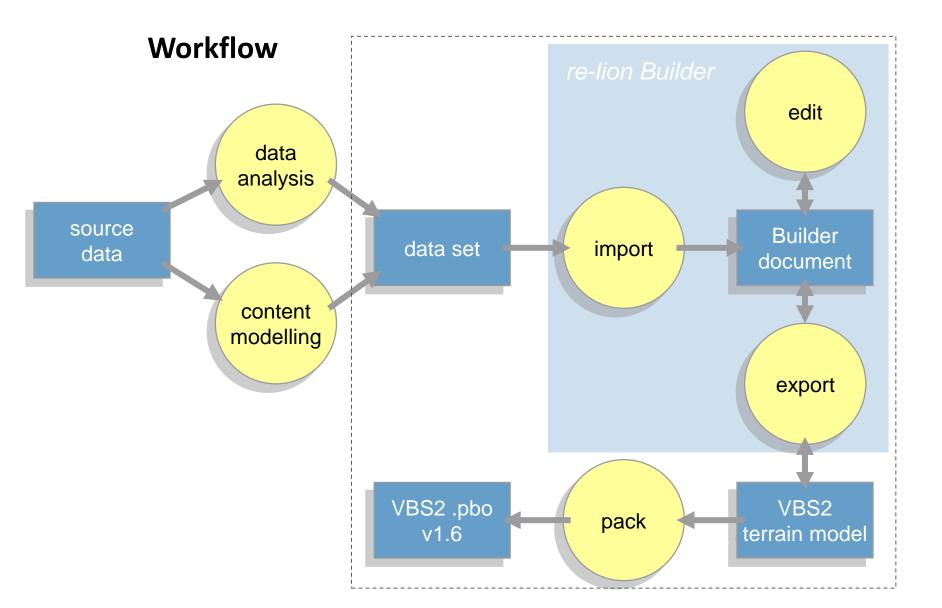
















Overview presentation

- > Technical approach
 - Data analysis
 - > automatic DTM generation
 - > automatic feature extraction
 - > VBS2 model generation
 - > model preparation and VBS2 export

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- Results
- > Lessons learned





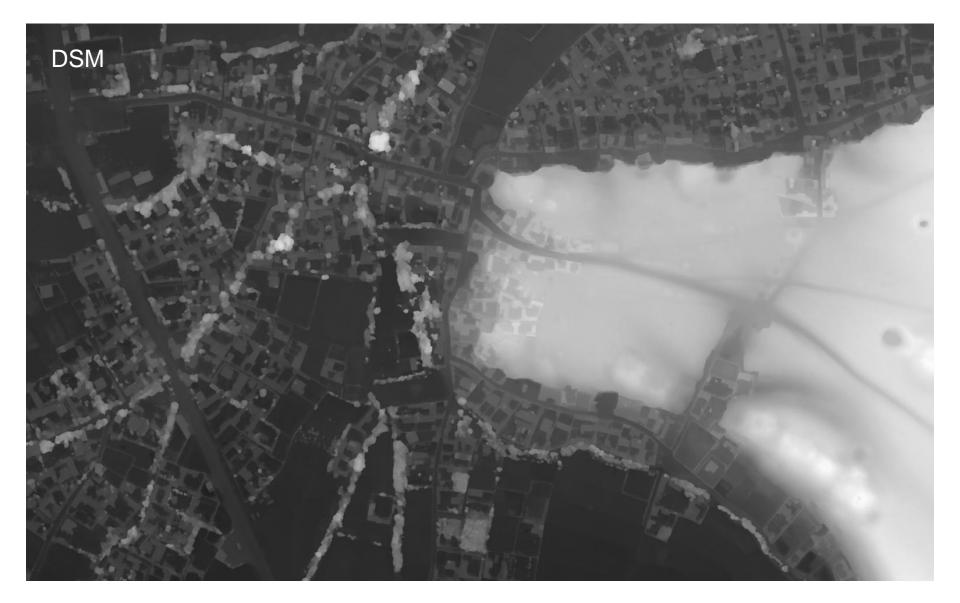


Automatic DTM generation





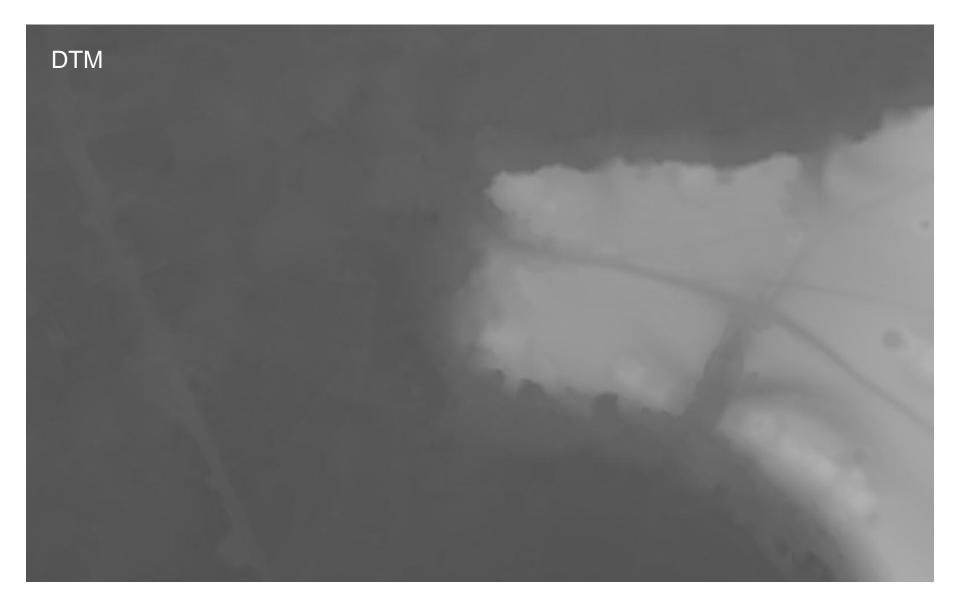












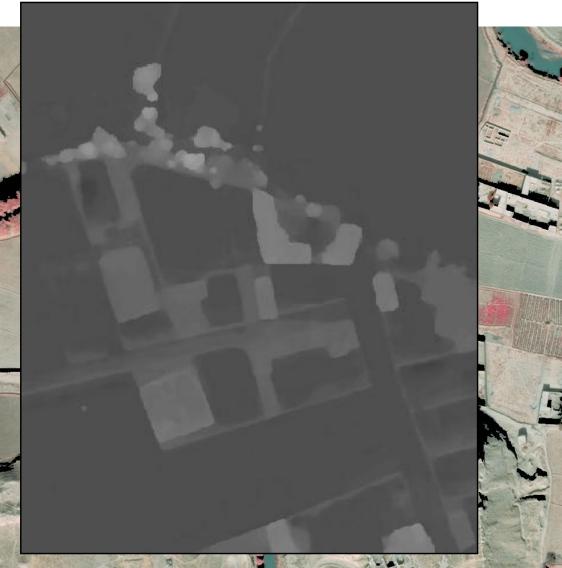






> Compute shadow











Compute 2nd order gradient









> Find segments of low 2nd order gradient

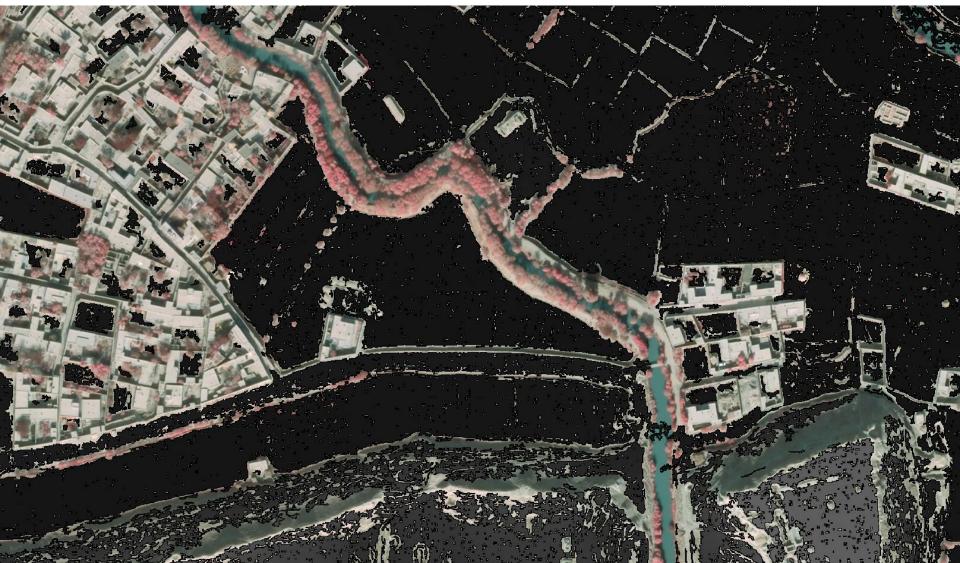








> Classify segments to find DTM points

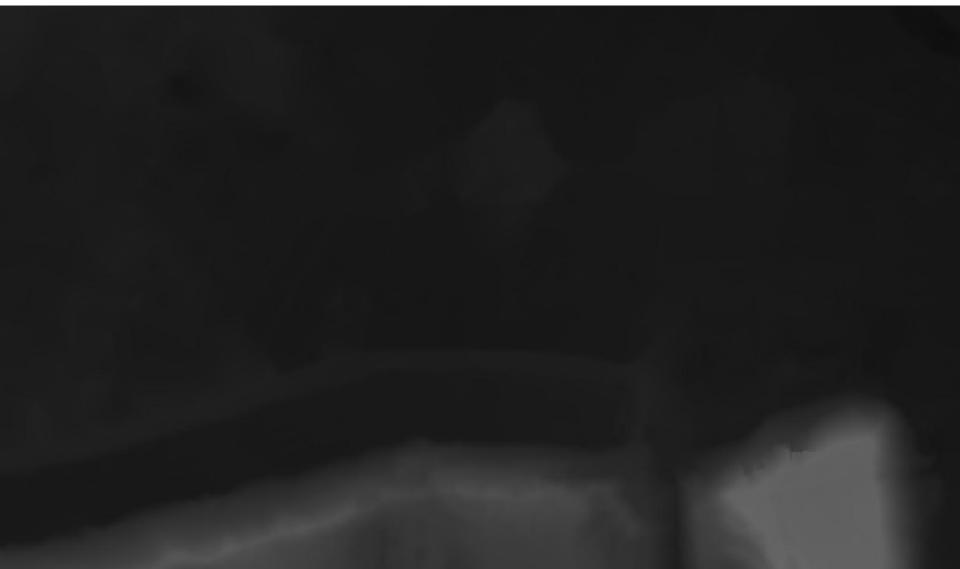








> Interpolate DTM points









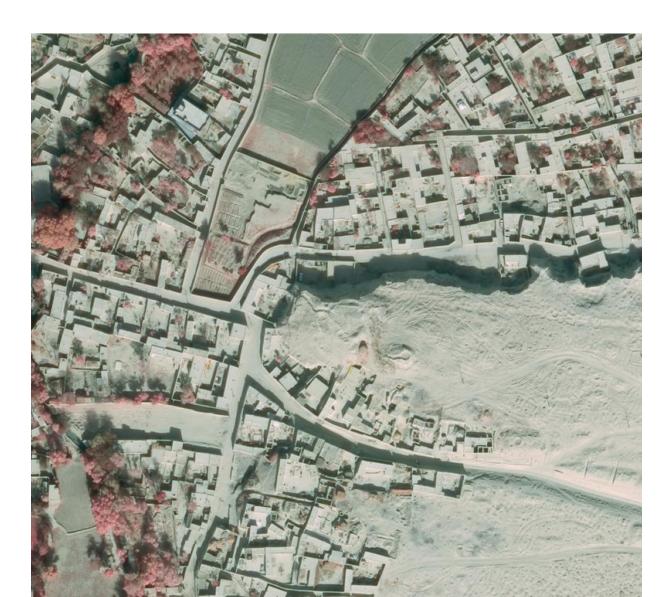
Automatic feature extraction – walls







> Find walls

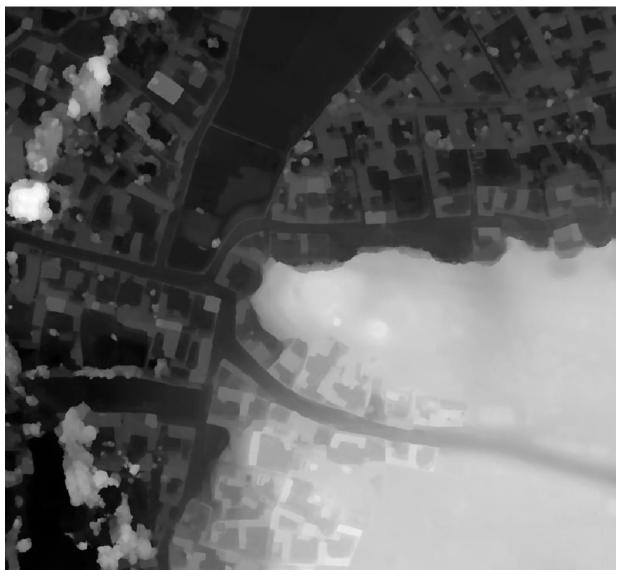








> Work on normalized DSM = DSM - DTM

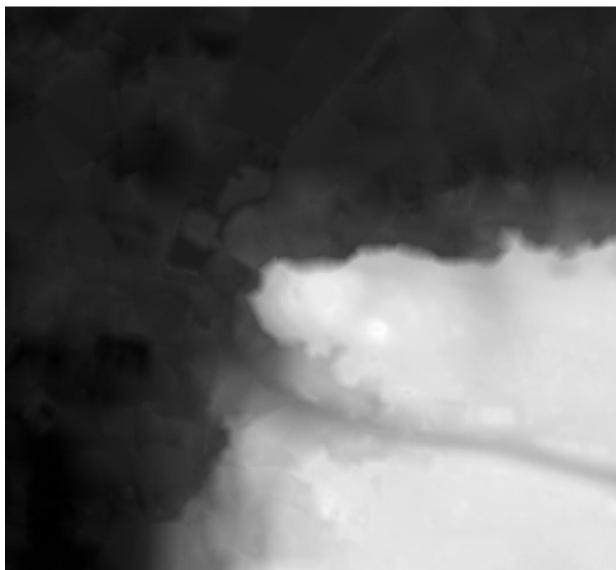








> Work on normalized DSM = DSM - DTM









> Work on normalized DSM = DSM - DTM

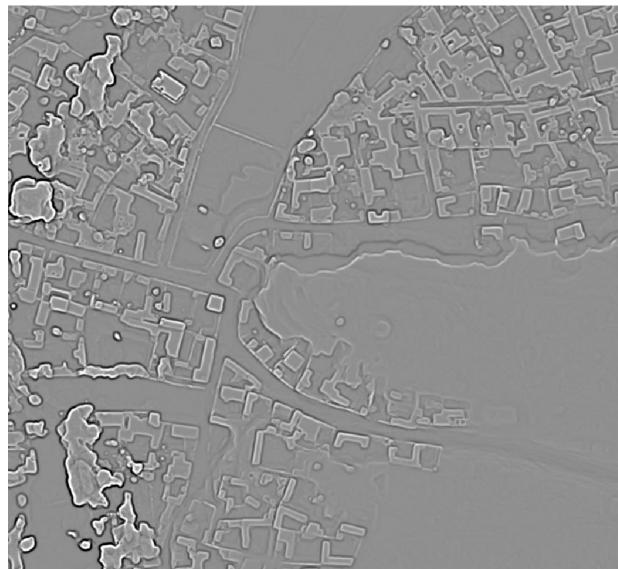








> Compute second order gradients

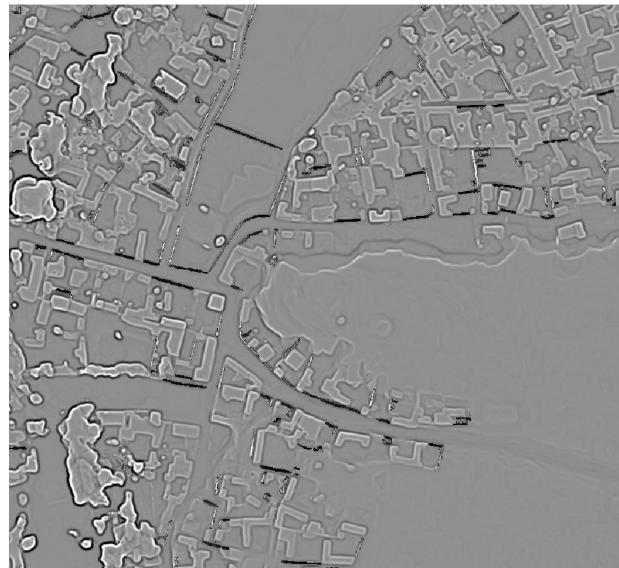






> Find local extrema in gradient direction, check gradient in orthogonal direction

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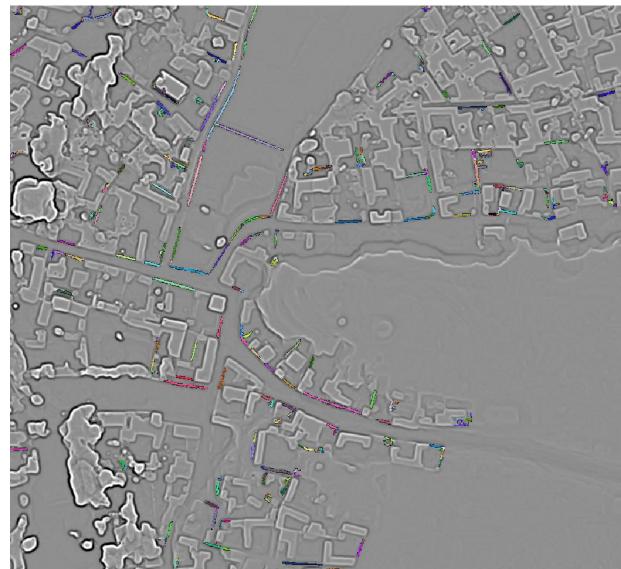








> Cluster selected pixels that have similar gradient orientation









Vectorize segments and clean-up









Automatic feature extraction – buildings





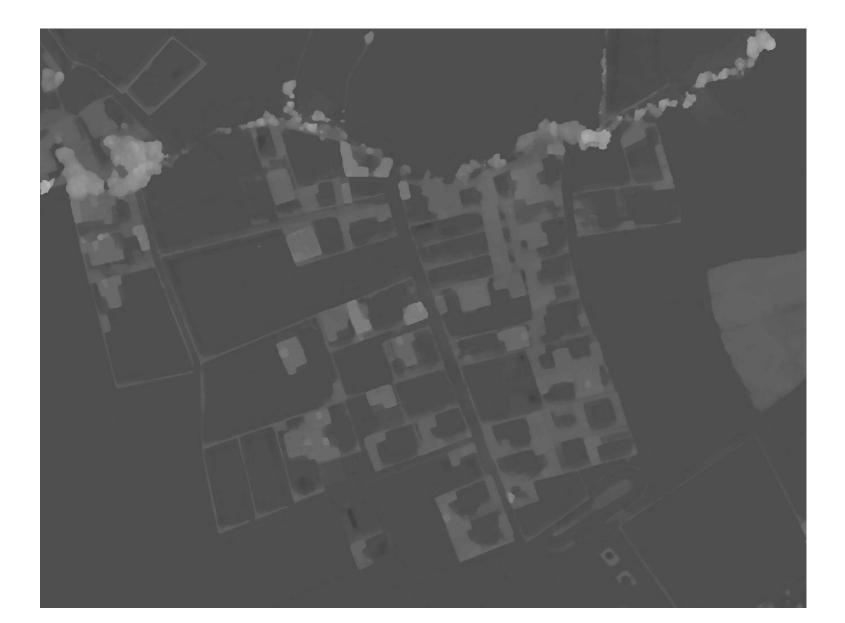
























































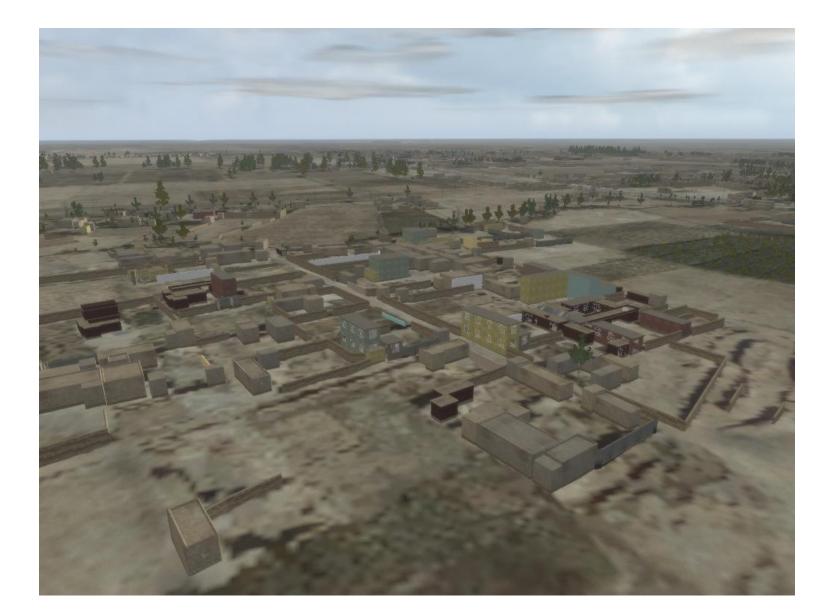


















Automatic feature extraction - vegetation





















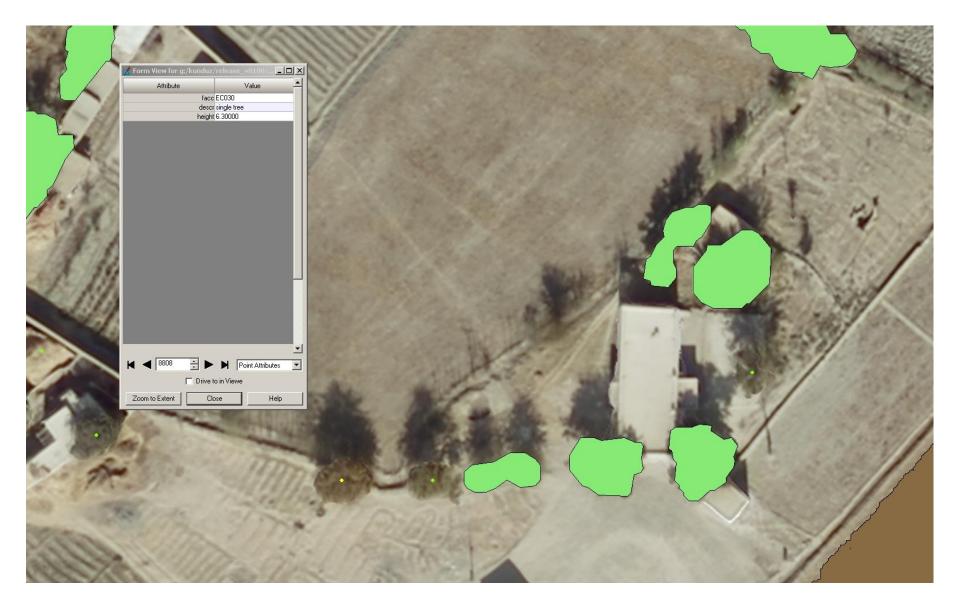






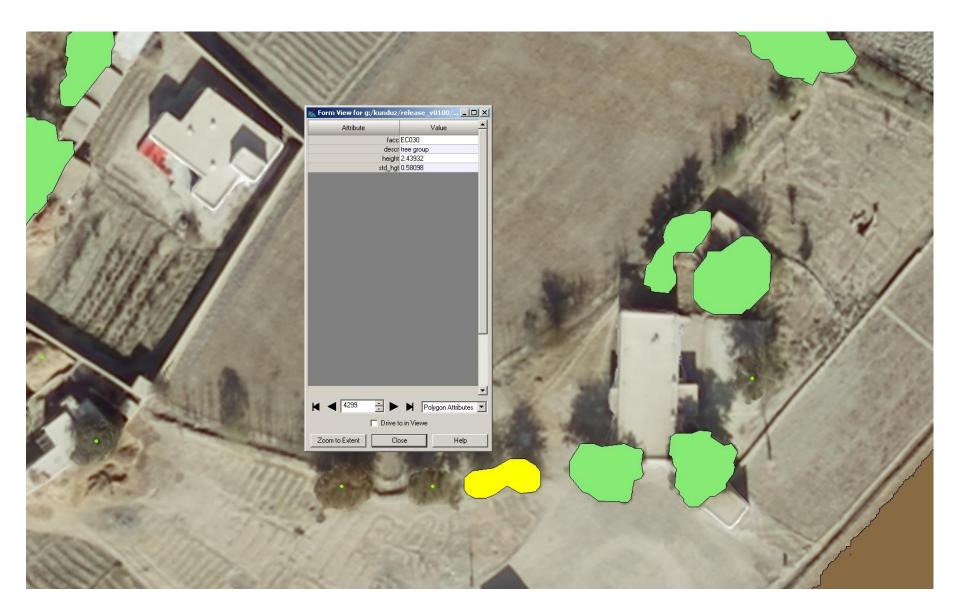


















VBS2 model generation

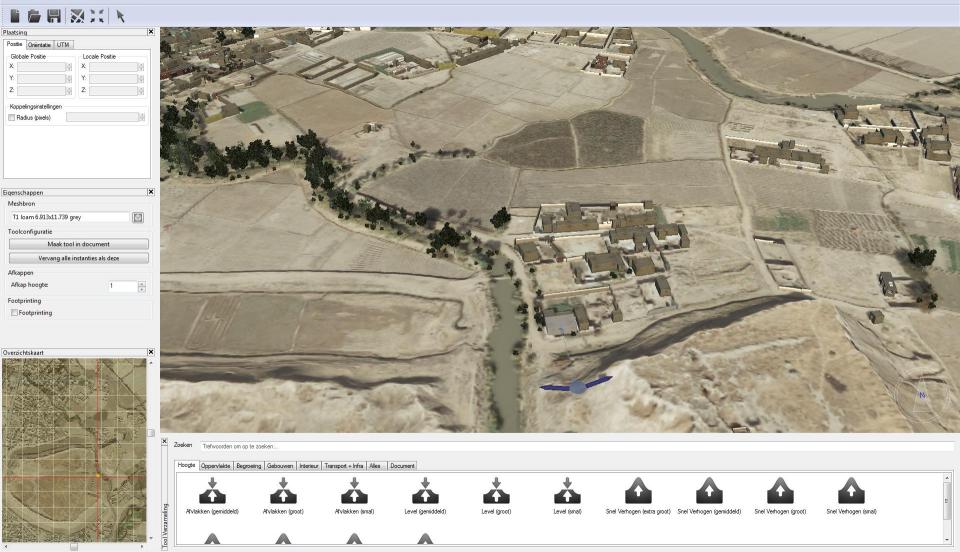
- > Using re-lion Builder
- > WYSIWYG 3D terrain editor
- > Export to VBS2 capability







Bestand Bewerken Beeld Voorkeuren Help



UTM: 42N 488782 4066615 MGRS: 42SVF8878266615 Lat/lon: 36*44'42"N 68*52'27"F Hooste: 387.3m







- Vector data
 - built-up
 - vegetation







- Vector data
 - built-up
 - vegetation
 - transportation

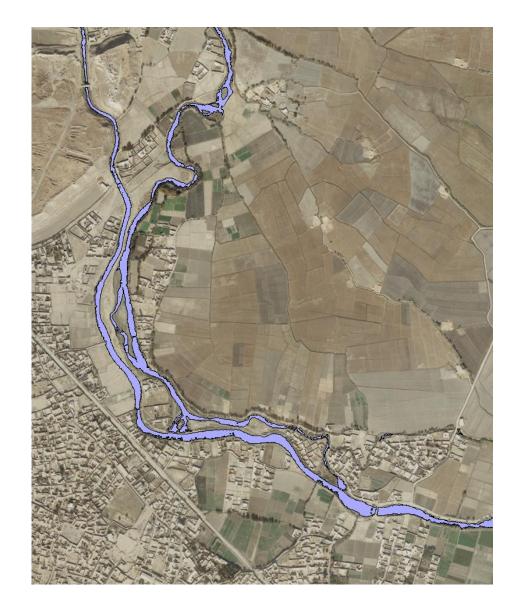








- Vector data
 - built-up
 - vegetation
 - transportation
 - hydrography

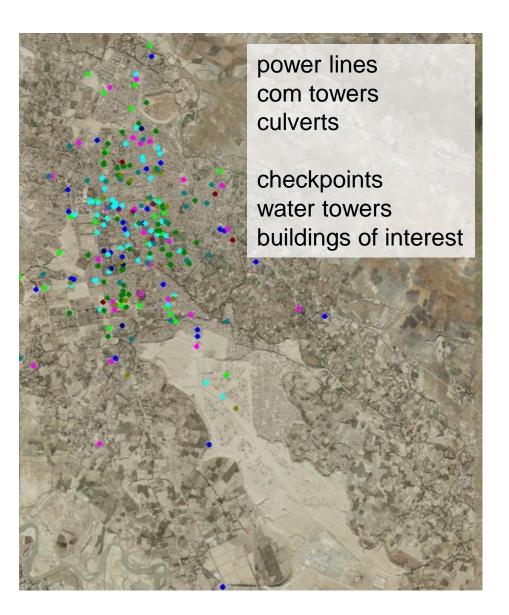








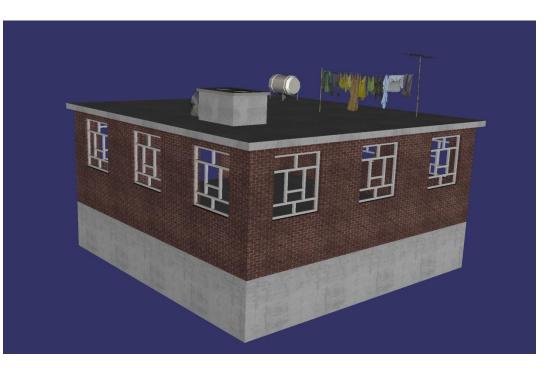
- Vector data
 - built-up
 - vegetation
 - transportation
 - hydrography
 - > other







- Vector data
 - built-up
 - vegetation
 - transportation
 - hydrography
 - > other
- Content
 - > 400+ models



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Lessons learned

- > Automatic analysis from 20 cm stereo aerial imagery
 - > Impressive DSM, but not as accurate as LIDAR
 - > Shadow problems cause inaccuracies in automatic analysis
 - > Good results for training and general situation awareness
 - > Need more quality control for detailed intelligence support
 - > DTM generation is key and difficult
- > VBS2 model generation
 - Accessible end-user export capabilities through WYSIWYG editing
 - pre-v2.0 limitations
- COTS tools = bugs, bugs, bugs 🙁

Acknowledgments

Customer Dutch MoD - Simulation Center Land

Project team TNO re-lion

Source data Dutch MoD Geographic Office German MoD Geographic Office DLR