

A METHODOLOGICAL ROUTINE FOR EXTRACTING BUILDING GEOMETRIES IN LOW LEVEL OF DETAIL USING AIRBORNE LIDAR DATA

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INTRODUCTION

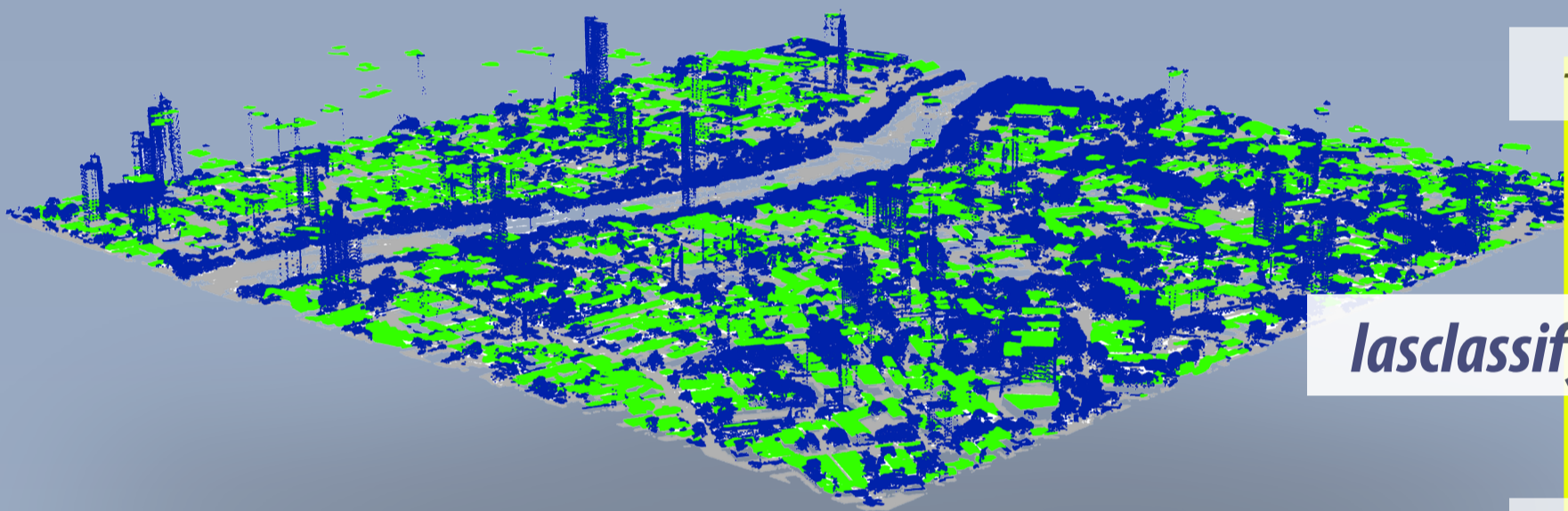
Urban environments are made by complex structures, mostly with non-linear objects, but also with variety of green areas, different shapes, sizes and compositions. The automation of the mapping process of these structures has become an interest topic in the past decades (HAALA; KADA, 2010), now by the demand to understand its different effects, or by the greater availability of instruments, such as laser scanners (LiDAR - Light Detection And Ranging) and opticals (with advanced techniques in fotogrammetry).

Due to the high geometric accuracy of such data, the laser scanners for topographic purposes have led the research of urban 3D reconstruction to a new perspective of processing, therefore, to the generation of 3D models with a high geometric quality (BLAIS, 2004; ROTTENSTEINER et al., 2005). 3D models of buildings, for instance, when generated on a **large scale**, allow us to **better understand** how their characteristics of **shape, volume, and space occupation** could impacts our environment (in a positive and negative way).

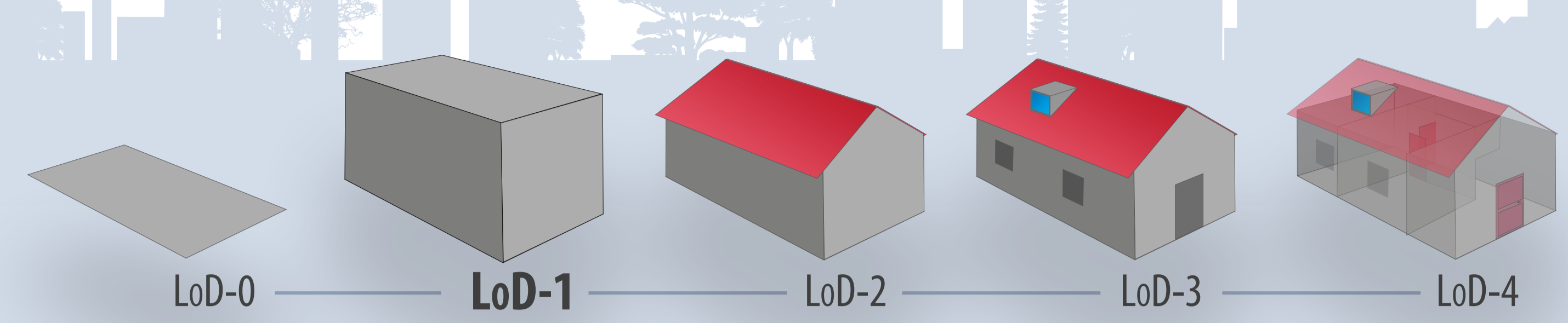
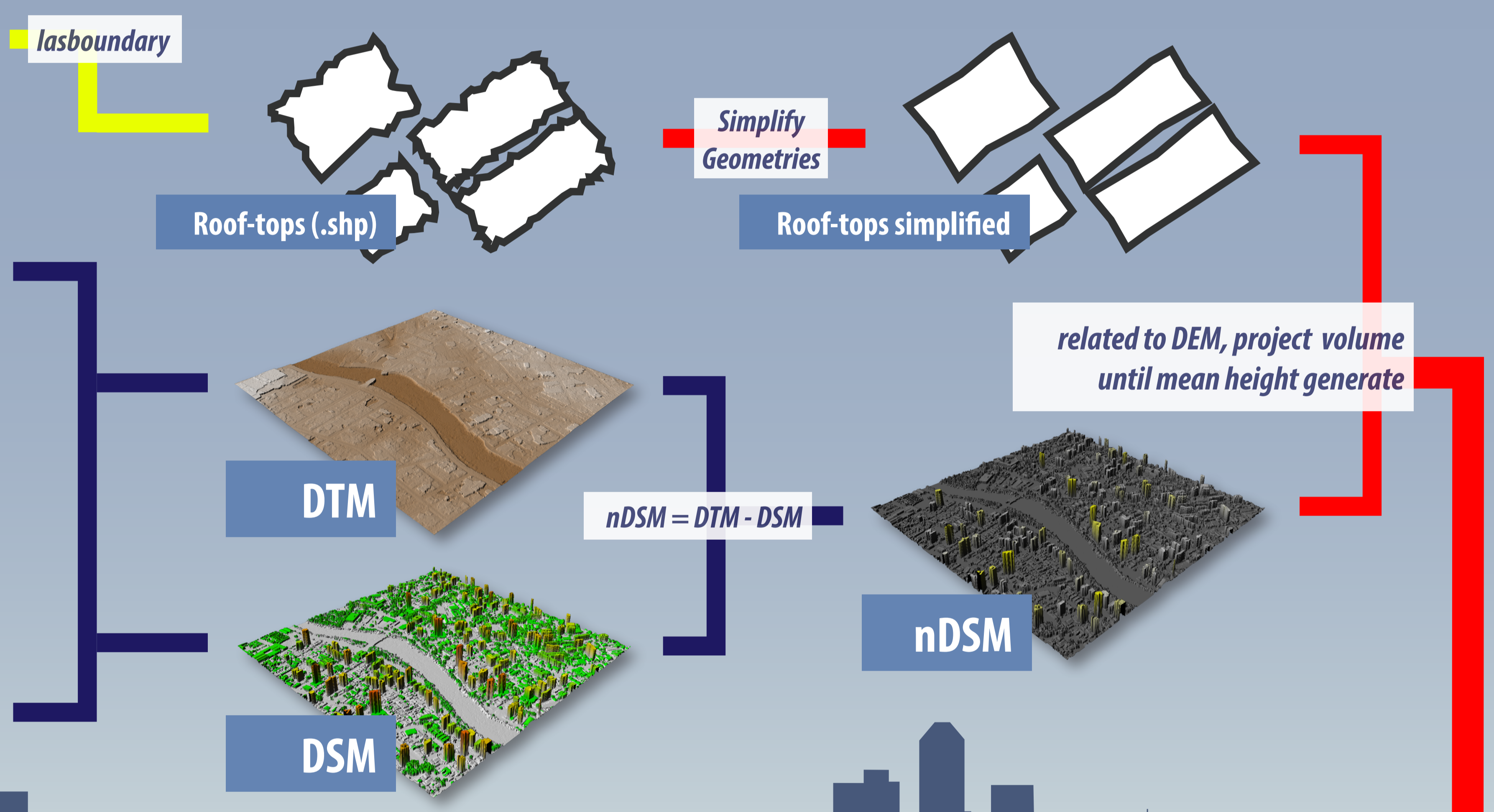
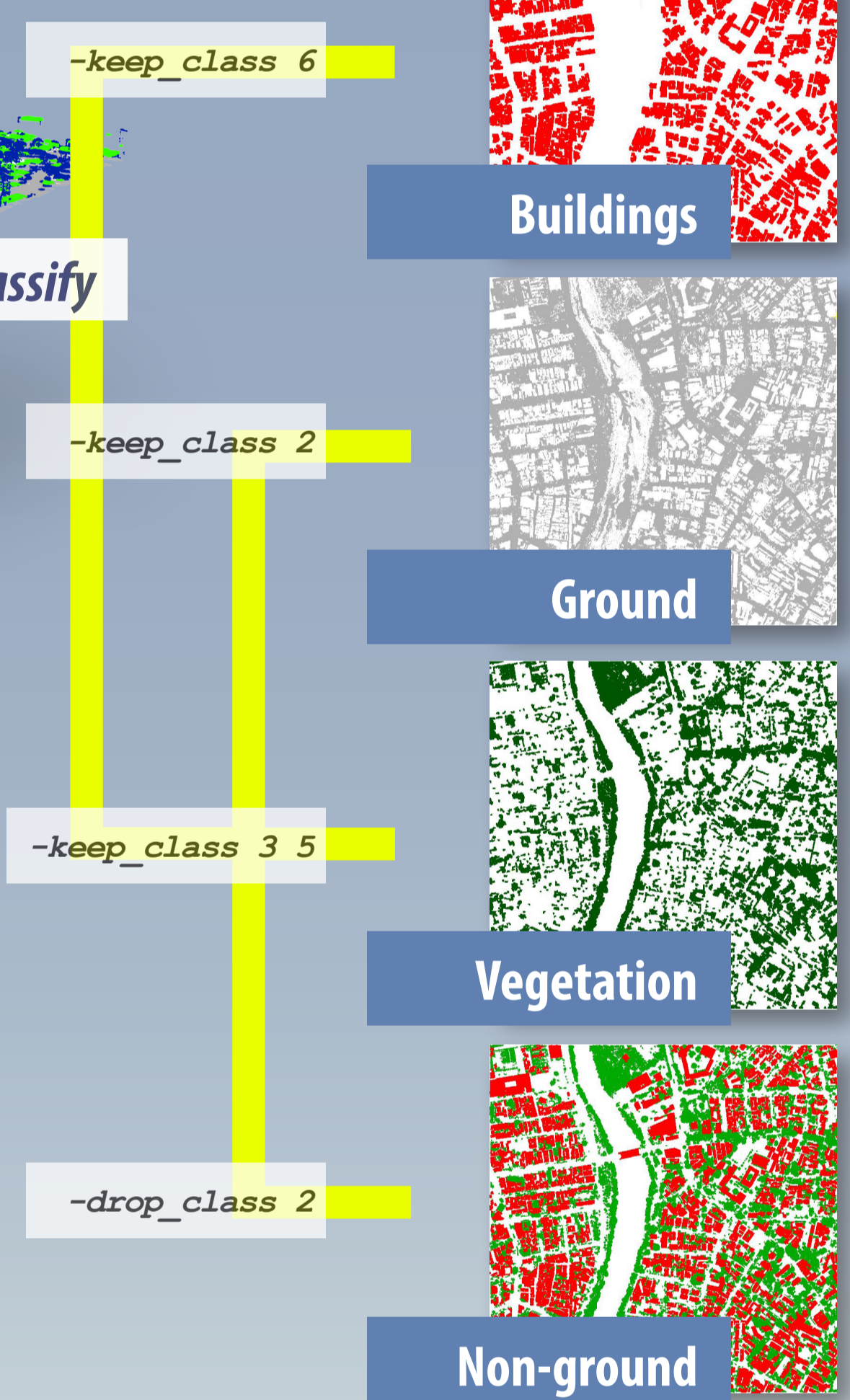
Present a methodology to reconstruct 3D buildings in low level of detail, thus, extract its geometry characteristics such as shape, volume, location, area, and topography height

METHODOLOGY

POINT CLOUD

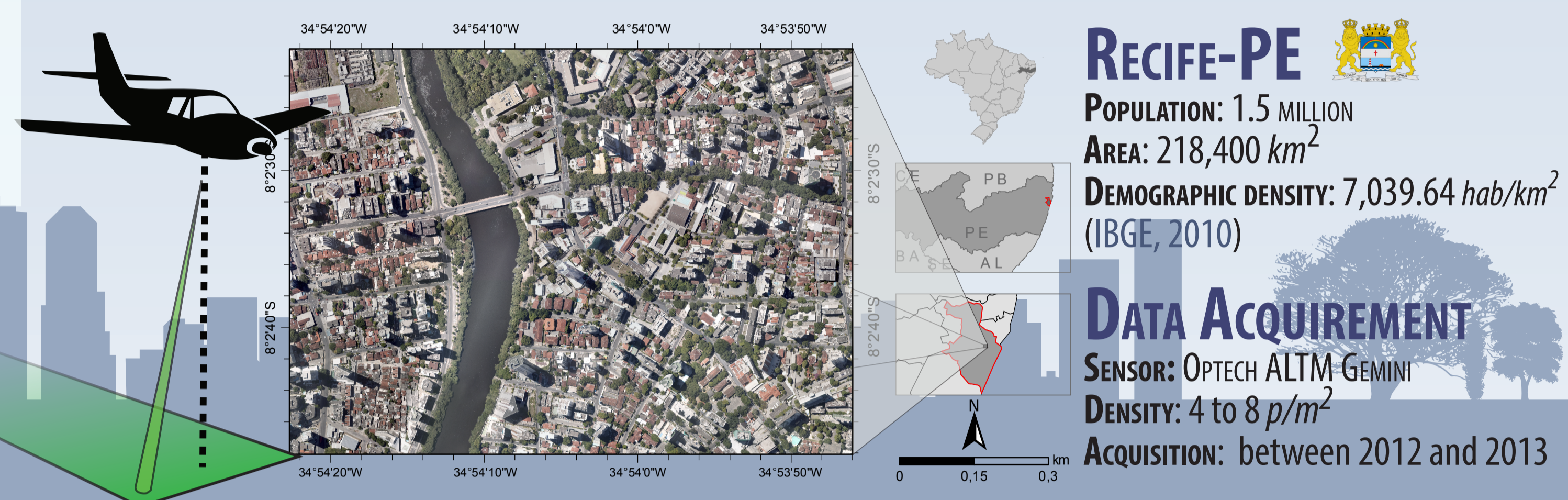


- LAStools¹
 - Surfer²
 - QGIS + GRASS³ + Qgis2threejs⁴
1. LAStools (rapidlasso GmbH). Open source (LGPL 2.1 license used). Available in <https://rapidlasso.com/lasools/>.
2. GoldenSoftware Surfer. A trial license was used in this work. Available in <http://www.goldensoftware.com>.
3. QuantumGIS + GRASS platform. Open source. Available in <http://www.qgis.org>.
4. Qgis2threejs plugin. A python based plugin for 3D visualization and reconstruction. Open Source. Available in <https://plugins.qgis.org/plugins/Qgis2threejs/>.



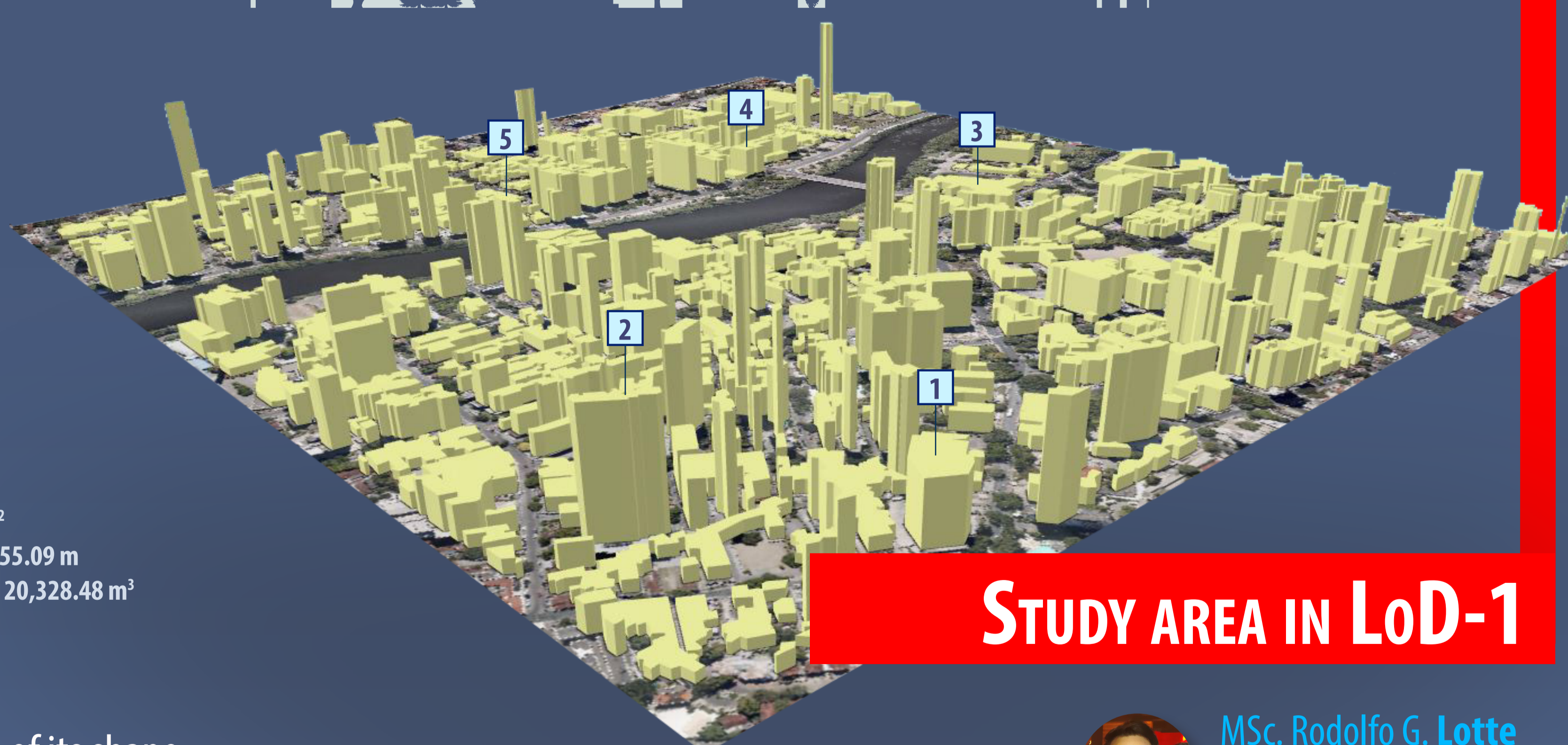
LEVELS OF DETAIL (LoD)

LoD-1
Representing the second level of detail, the LoD-1 corresponds to the horizontal and vertical representation of the buildings, with **straight lines** and **no openings**. It shows, mainly, its average height and spatial location (KOLBE et al., 2005).



RESULTS AND CONCLUSIONS

Building ID	Area (m²)	Average height (m)	Approx. volume (m³)
1	1696.69	28.01	63,240.02
2	488.23	53.77	26,763.79
3	3,452.18	6.68	23,029.55
4	634.12	19.45	12,533.46
5	368.55	55.09	20,328.48



- Extraction of geometries in **large scale** using LiDAR data
- **Low buildings** with vegetation surrounding its base, tends to present a bad representation of its shape
- **High buildings** tends to be **better** represented by the methodology presented
- **Airborne LiDAR** surveys usually are used to large demand, but it's highly probable it does not provide **more than LoD2**
- Considering the scale, the **geometries parameters** shows are satisfactory, however, it could present even more details

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