

# Road map to Basemap update and 3D representation

Omar Hili – Planning Authority





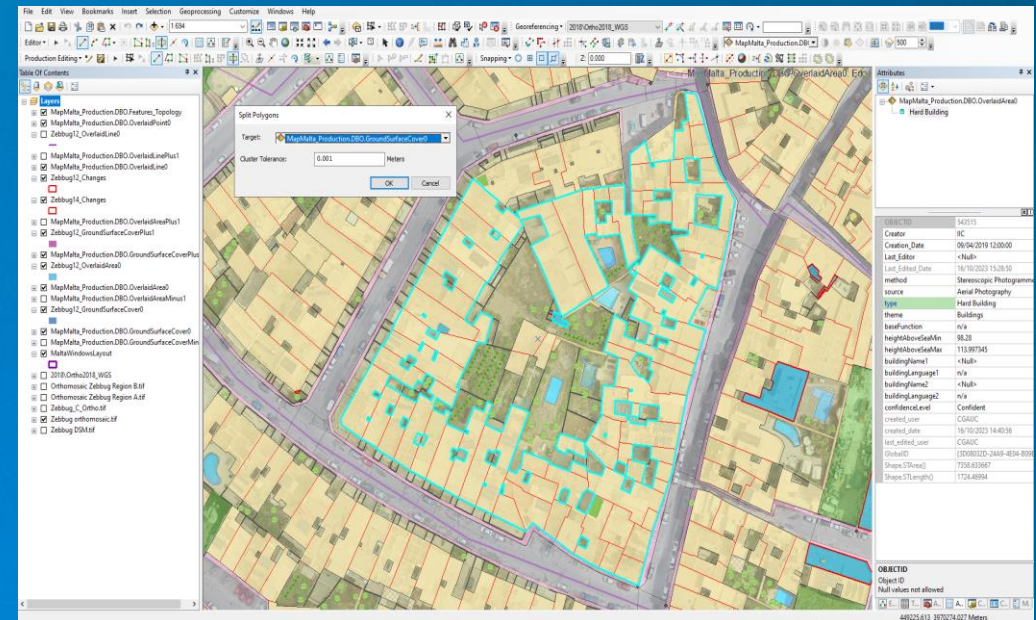
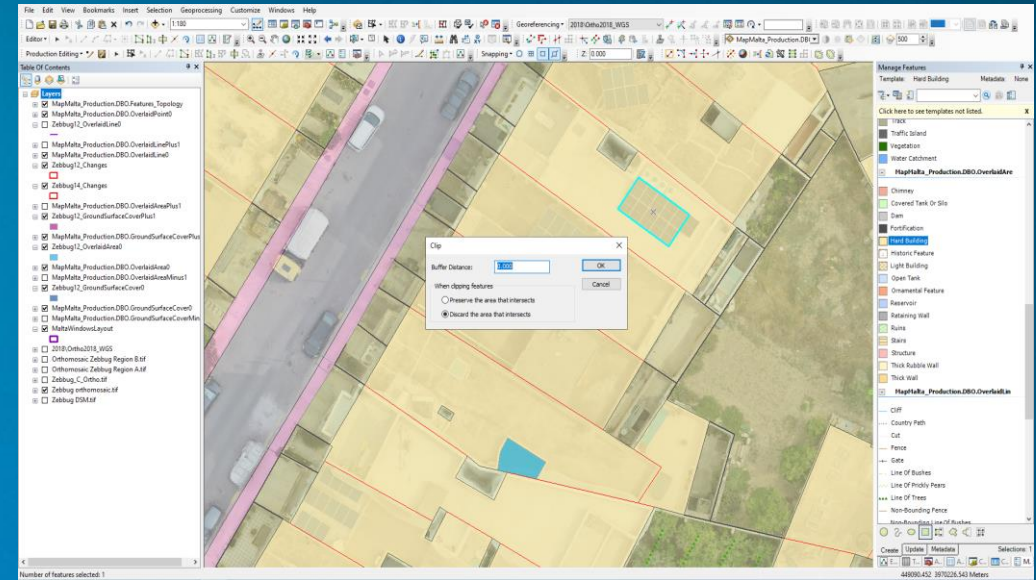
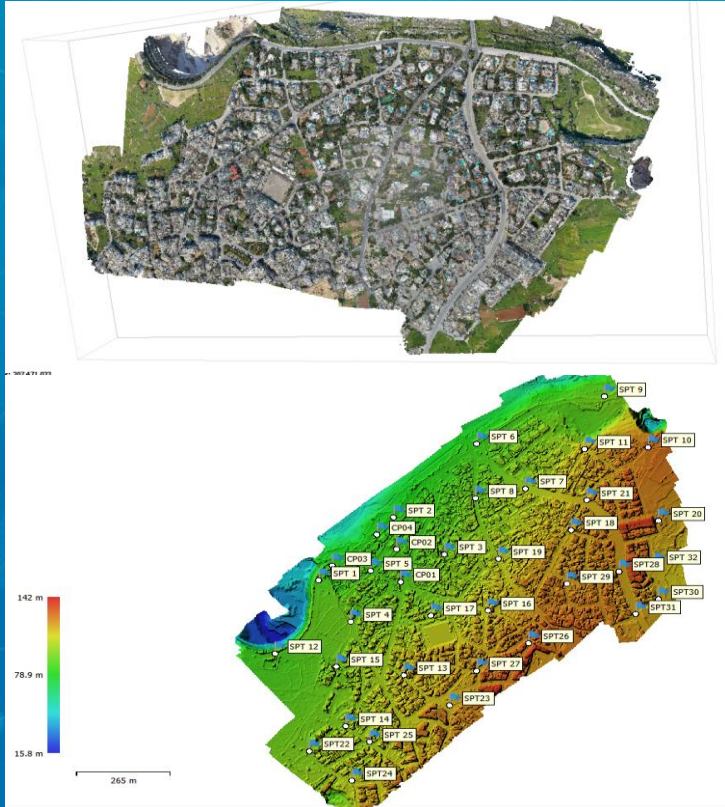
# Road map to Basemap update and 3D representation

Evolutionary process from Basemap to 3D visualisation

- Aerial imagery acquisition
- Imagery processing
- Update of basemap
- Publishing of services
- Publishing of scene layer
- ESRI API











PLANNING AUTHORITY

# 3D Portal

Planning Authority



Search Area/Streets



## 3D LayerList

Pick Colour

- ▶ Visuals & Graphics
- ▶ Ortho Imagery
- ▶ City Buildings
- ▶ Zoning
- ▶ 3D Models
  - ▶ Malta
  - ▶ Gozo
- ▶ Basemaps



2D

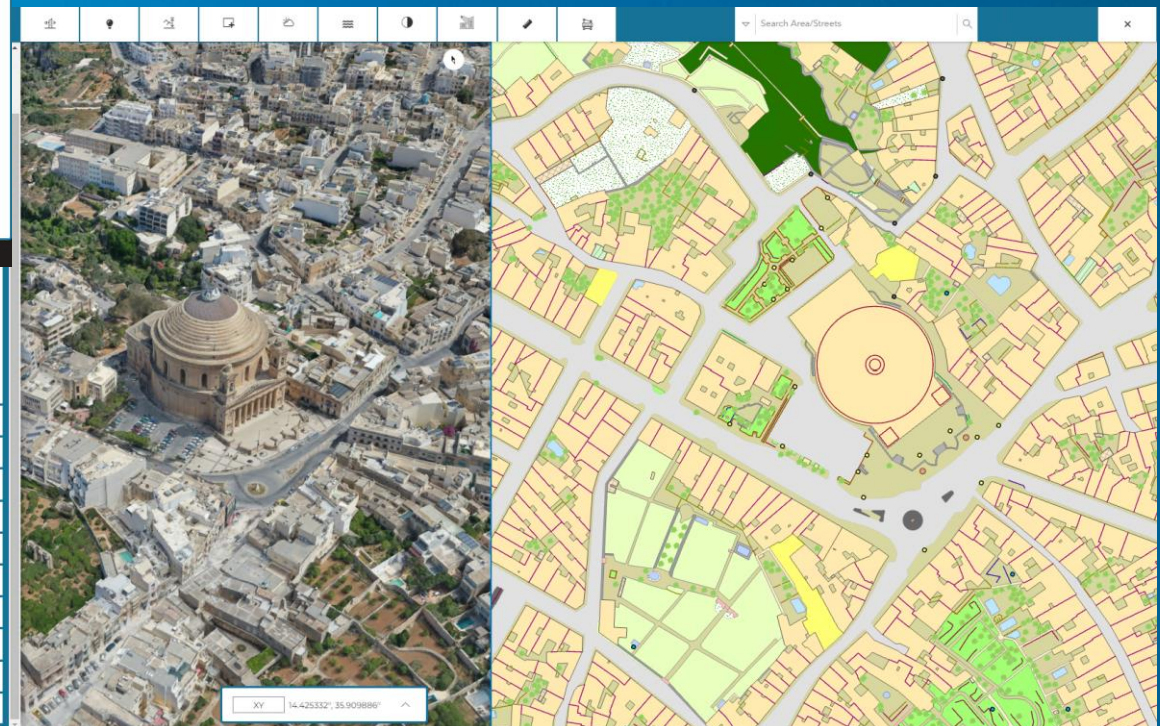
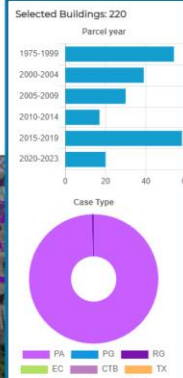
Legend



# RIAL VEHICLES (DRONES) AND PROCESSED



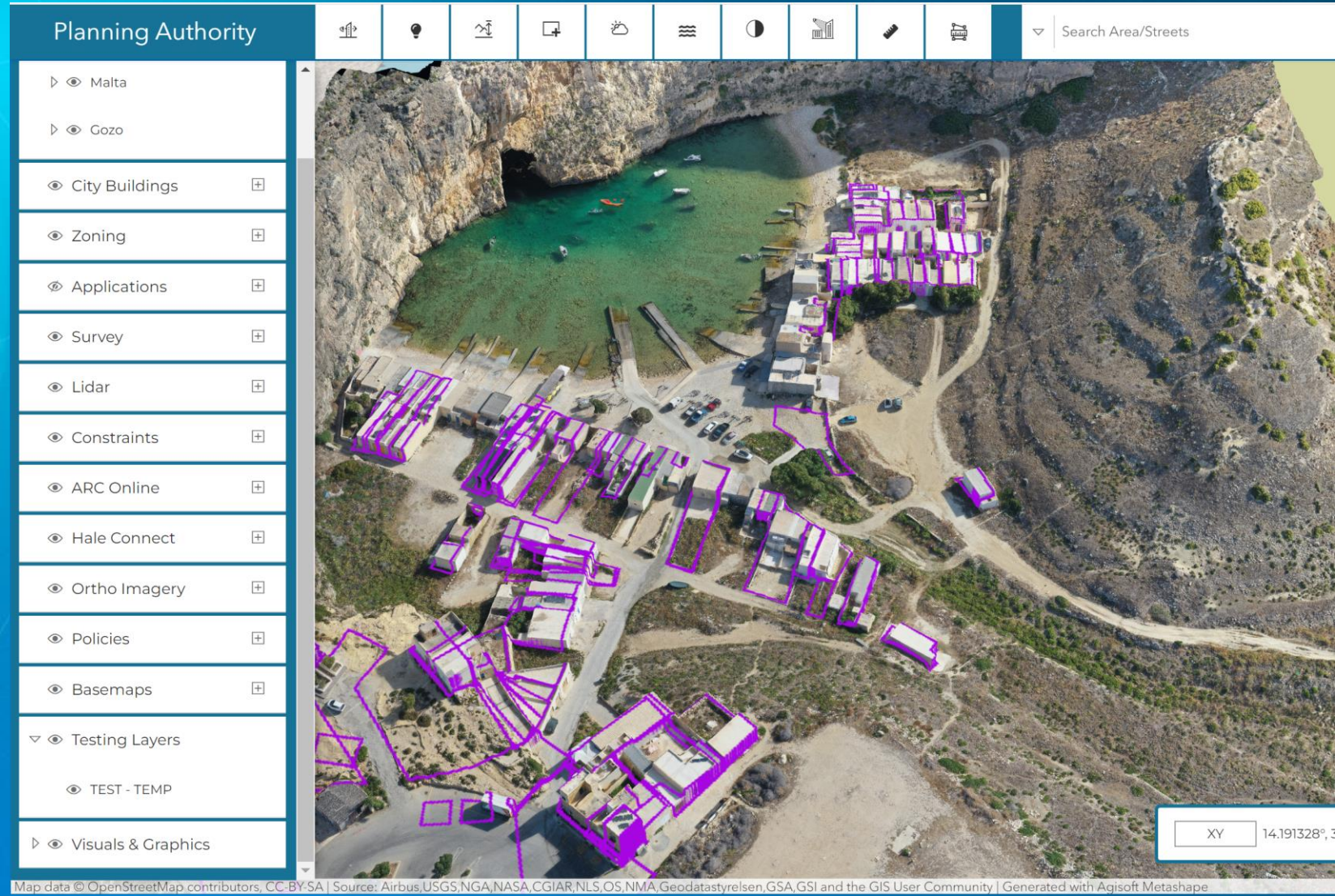
The screenshot displays the Planning Authority 3D LayerList interface. On the left, a sidebar titled "3D LayerList" contains a tree view with categories like "3d Models", "City Buildings", "Zoning", "Applications", "Survey", "Lidar", "Constraints", "ARC Online", "Hale Connect", "Ortho Imagery", "Policies", and "Basemaps". The main area shows a 3D aerial view of a city with buildings outlined in purple and blue. On the right, a panel titled "Query Parcel Layers" includes a "Query by geometry" section with a search bar and a "Clear" button. Below this, a "Selected Buildings: 220" section shows a bar chart of "Parcel year" ranges and a donut chart of "Case Type" distribution. The donut chart is divided into segments for PA, PO, R0, EC, CTB, TX, DS, and Other.





# Whats next ?

- Automation within Geomatics
- Imagery processing
- Identification of changes
- Updates







**Thank You**