PLANNING AUTHORITY

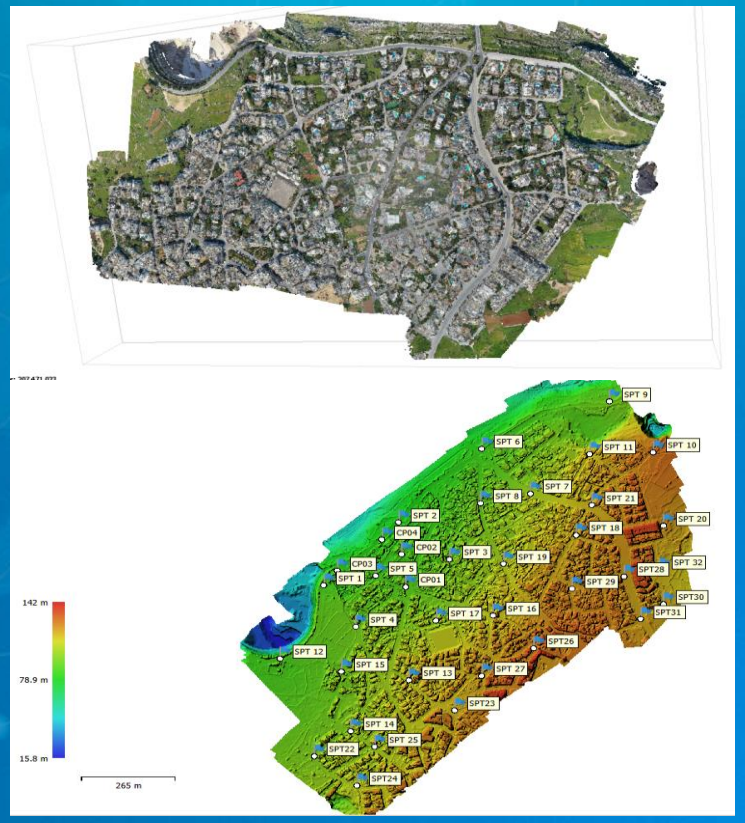
Road map to Basemap update and 3D representation

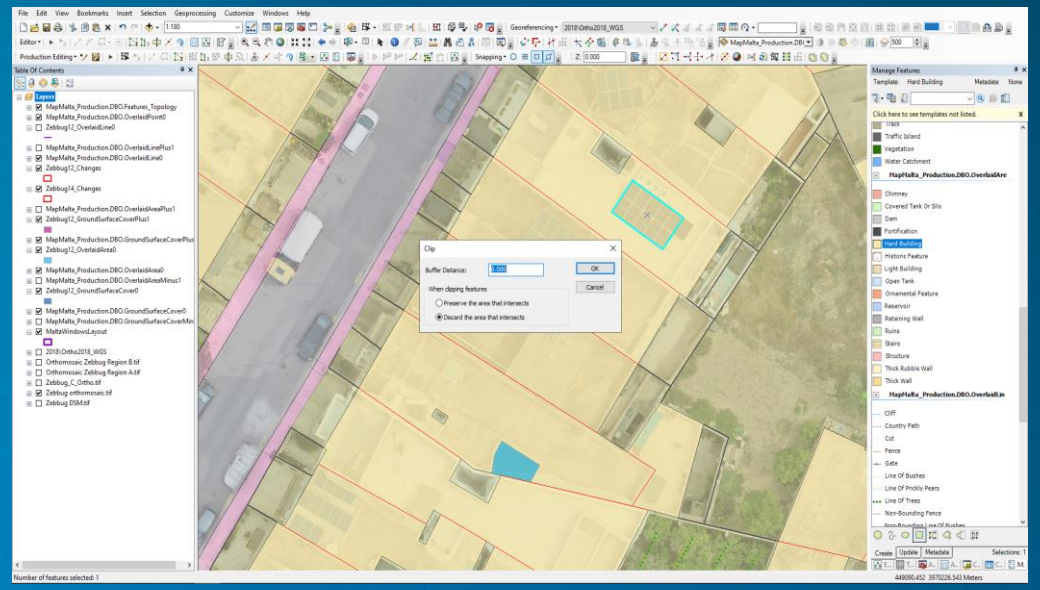
Omar Hili – Planning Authority

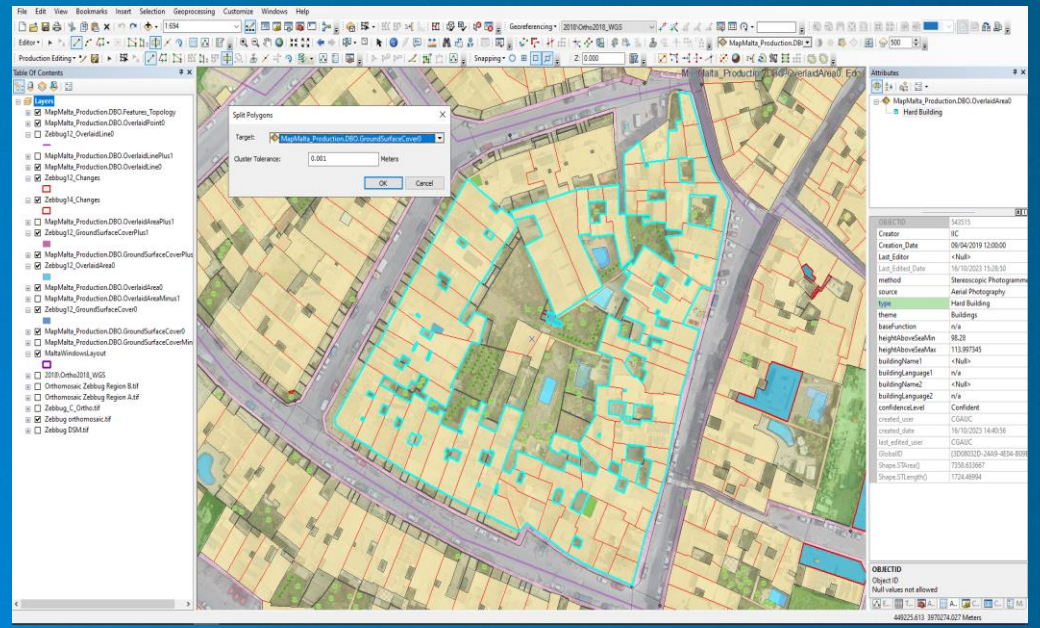
Road map to Basemap update and 3D representation

Evolutionary process from Basemap to 3D visualisation

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


SPT 9
SPT 6
SPT 11
SPT 10
SPT 8
SPT 7
SPT 21
SPT 2
SPT 18
SPT 20
CP04
CP02
SPT 3
SPT 19
CP03
SPT 5
SPT 1
CP01
SPT28
SPT 32
SPT 29
SPT30
SPT 17
SPT 16
SPT31
SPT 4
SPT26
SPT 12
SPT 15
SPT 13
SPT 27
SPT23
SPT 14
SPT 25
SPT22
SPT24
142 m
78.9 m
15.8 m
265 m


Clip
Buffer Distance:
OK
Cancel
When clipping features
Preserve the area that intersects
Discard the area that intersects

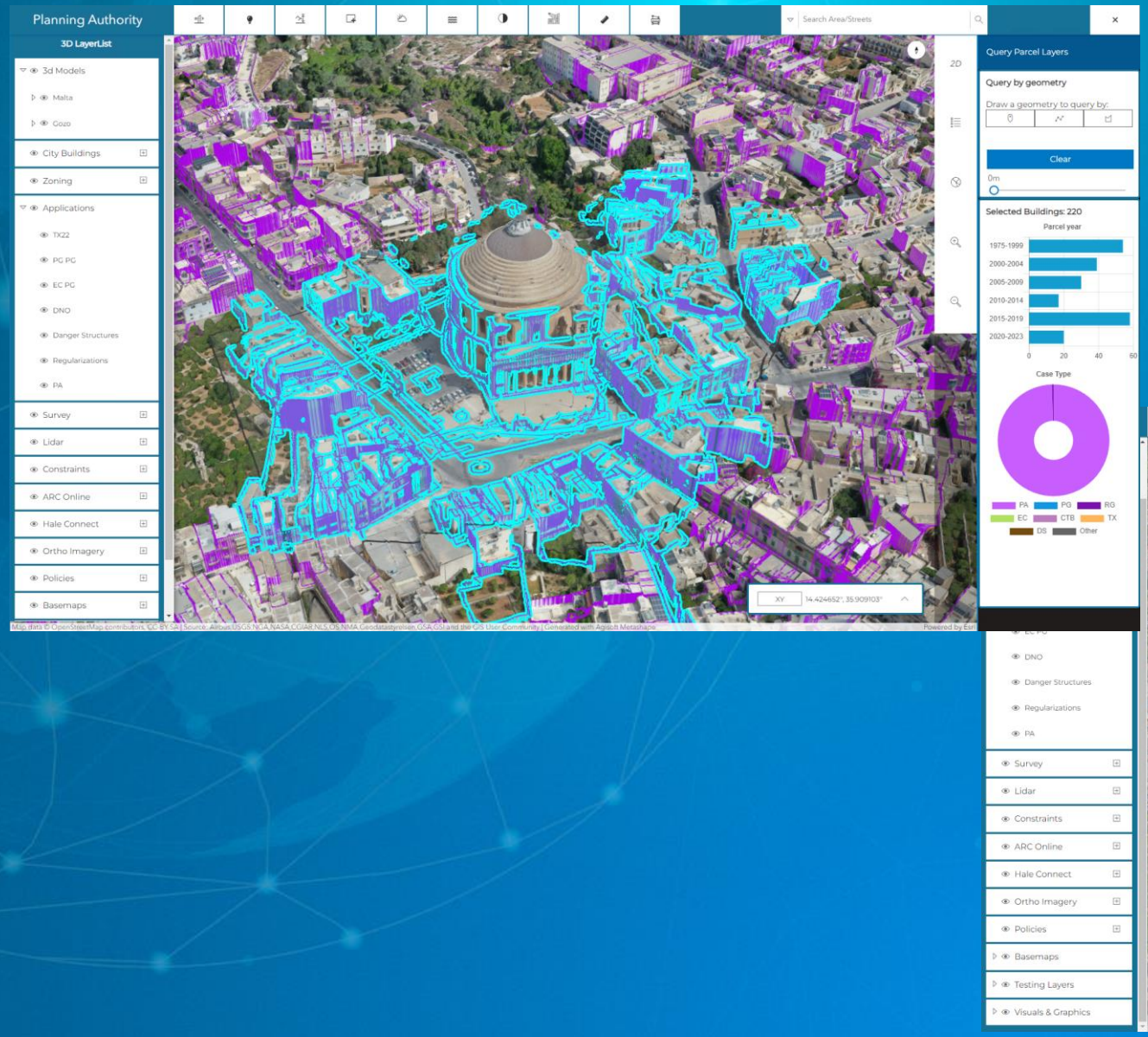

Split Polygons
Target:
Cluster Tolerance:
0.001
Meters
OK
Cancel

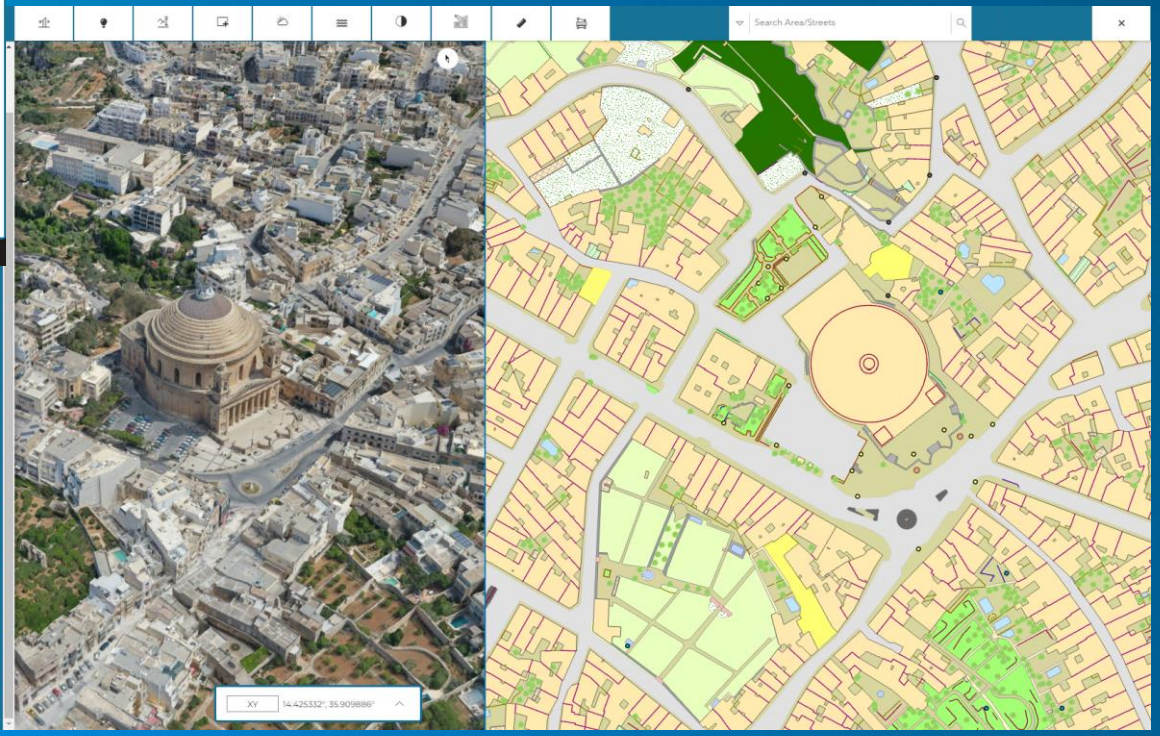
PLANNING AUTHORITY

3D Portal

RIAL VEHICLES (DRONES) AND PROCESSED

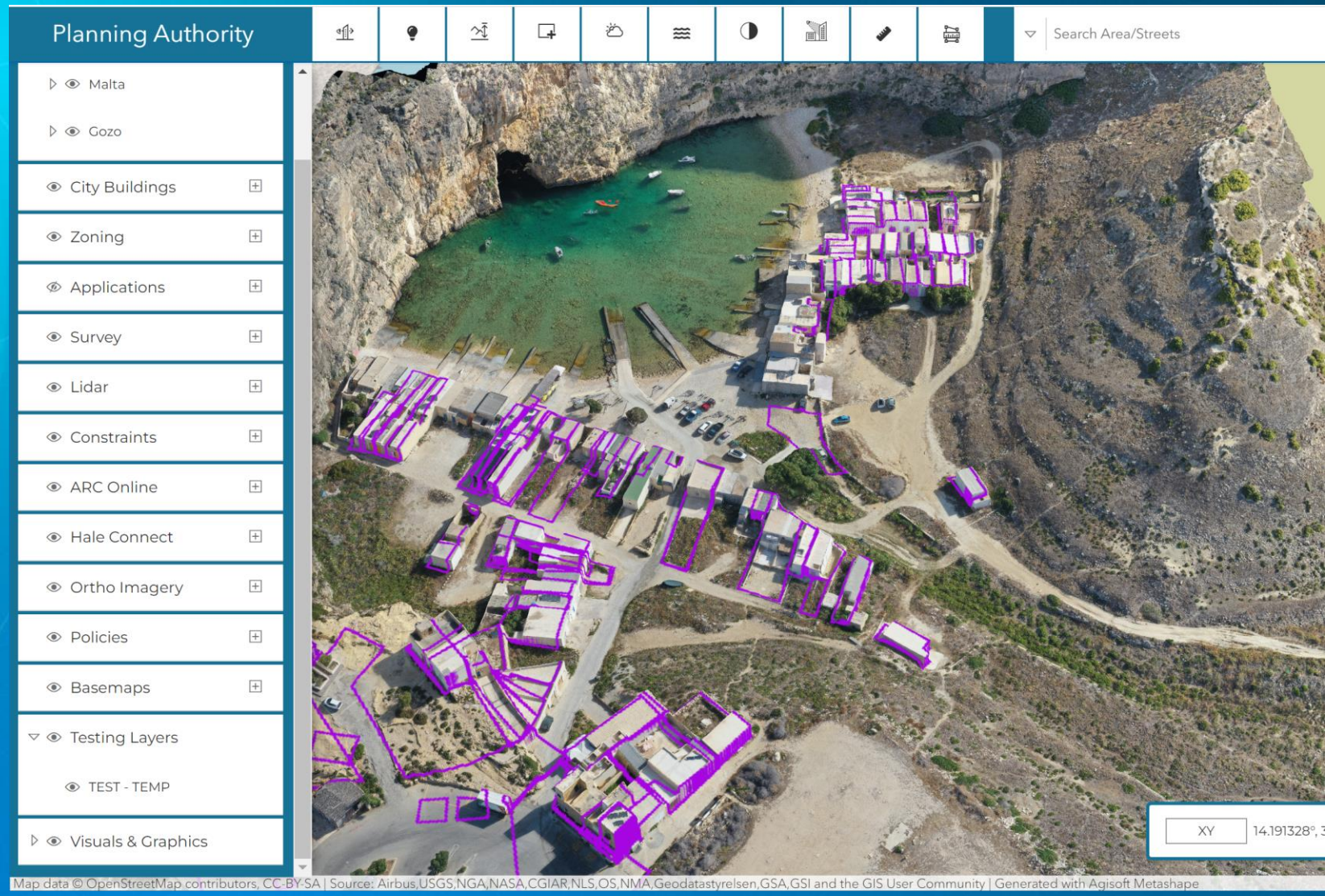
Additional Features





Whats next ?

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



Thank You