

Surveying the world of tomorrow -

Helsinki Finland 29 May - 2 June 2017

From digitalisation to augmented reality

#### Bologna's overview

- Wider Historical City Centre in the Word
- Longest Arcade in the World
- Towers
- Oldest University in the World
- Great cuisine
- Waterways







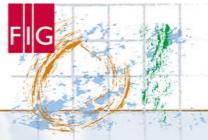












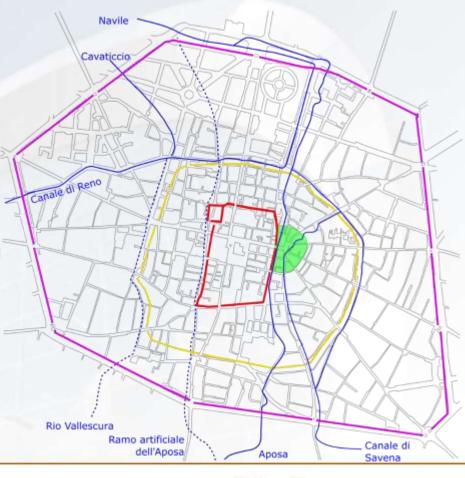
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#### **Aposa**

- The only natural waterway running underneath city centre
- Covered mainly with masonry vault
- Open public sewer till 1990s
  Now the public sewer is a closed system
- After maintenance works was opened to Tourism visits
- Now is closed to public







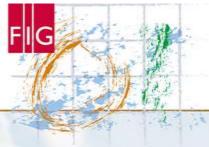












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#### Municipality main needs on Aposa

- Knowing where are the private insertions in public sewer and whom belong
- Tourism office wants to open to visits again
- Security sector needs to verify structure before open to public again







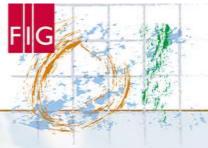












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#### Which solution to their problems?

- GIS for sewer private insertion
- Virtual Tour
- Cross sections of tunnel and above surroundings

**Georeferenced 3d virtual environment?** 





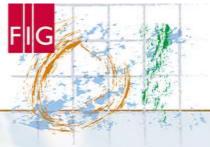












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#### **Environment Analysis**

- Mainly masonry built vaults
- Some arches along the path
- No regular tunnel section
- Different water level and risk of its sudden growth
- Only some sectors a adequately illuminated





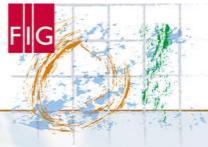












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- Close Range Photogrammetry
  - Near 200 camera positions
  - 8-10 pictures from every positions
  - Water level
  - Low illumination
  - Drift





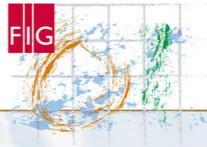












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From digitalisation to augmented reality

- Terrestrial Laser Scanner
  - Near 100 stations (2-10 mins per scan)
  - Hi relative accuracy
  - Water level
  - Low illumination
  - Drift





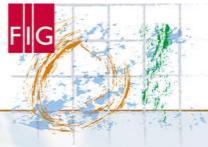












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From digitalisation to augmented reality

- Mobile Laser Scanner
  - Very rapid data acquisition
  - Concern about relative accuracy
  - Water level
  - Low illumination
  - Drift





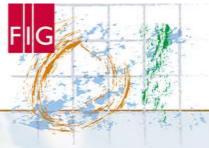












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- Common issues to face
  - Low Illumination
  - Water Level
  - Drift





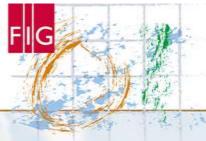












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#### **Preliminary tasks**

- Georeferencing survey markers and checkboards
  - Two polygonal with Total Station
  - Static GNNS positioning of starting and ending survey markers on ETRF2000









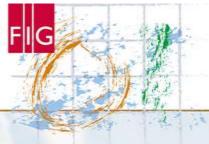












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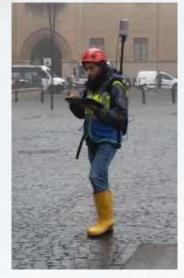
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#### **TLS** survey

- Topcon GLS-2000
- Z+F 5010
- Leica P30

#### **MLS** survey

- Gexcel Heron
- 3d Target Scanfly backpack













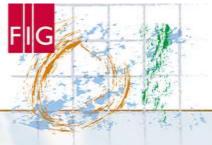












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#### First results

- TLS
  - a complete underground reflectance only point cloud
  - small full RGB point cloud zones
- MLS
  - only partial data was delivered
  - some fly trough video





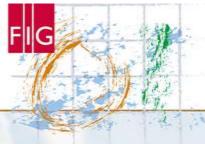












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#### Bologna's city centre



















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Private insertion

Closed system sewer













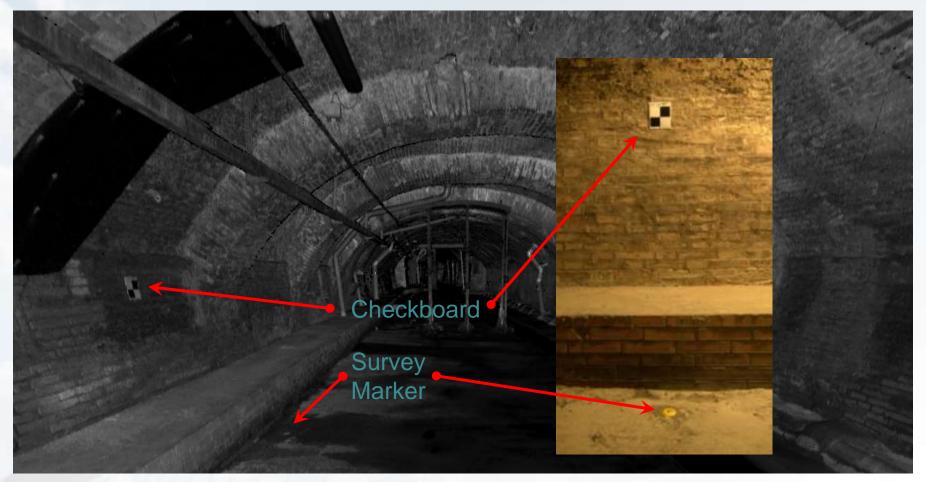




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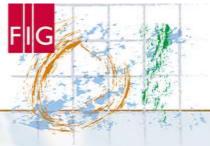












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#### **Compliance with aims of project**

- Georeferenced 3d environment
- GIS for sewer private insertion (Work in Progress)
- Virtual Tour (Work in Progress)
- Cross sections of tunnel and above surroundings (Work in Progress)





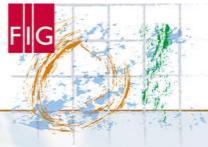












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#### Conclusions

- A correct illumination is mandatory to reach our goals
- Drift correction successful due to reference points trough the path
- At the moment TLS fits better the purpose
- Water is still a problem for data losses and security reasons





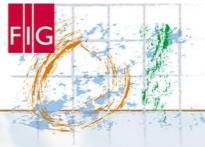












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#### Next steps

- Acquire a full RGB point cloud (linked to lighting solution)
- Plan the scanning of above environment
- Augmented reality environment creation
- learn how to stop water!





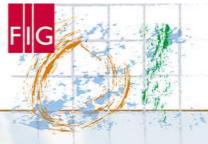








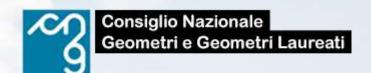




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# Thanks for your attention!



Many thanks to Geomatics Commission of Collegio Geometri e Geometri Laureati di Bologna

Chair: Geom. Gualtiero Parmeggiani, Vice Chair: Geom. Luca Dal Buono

Members: Geom. Fabio Negroni, Geom. Vito Casanova, Geom. Davide Scheda, Geom. Valentina Tinti, Geom. Massimo

Guerrieri, Geom. Davide Savastano.













