# Simplification of 3D Building Data

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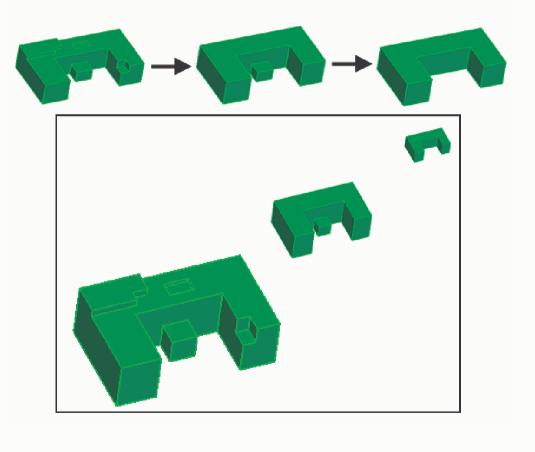
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### Introduction

Level of Detail (LOD) concept: The further an object is away, the less detail is needed





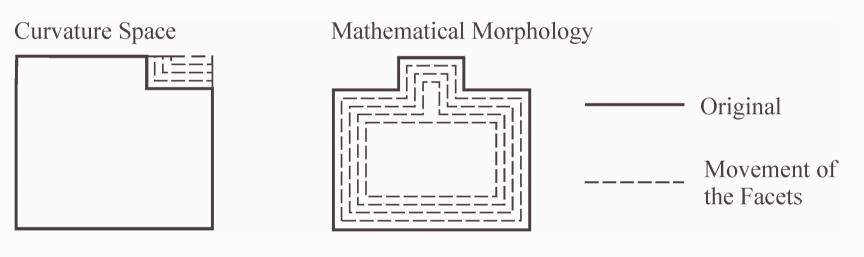
## Introduction

- <u>Goal:</u> Automatical derivation of coarser 3D building models (using scale-space theory)
- Input data: VRML-scenes or Sat-files
- <u>Process</u>: C++ and ACIS Geometric Modeler (http://www.spatial.com)



## **Scale-Spaces and Simplification**

 <u>Scale-spaces for vector data</u>: Shifting of elements (edges for 2D, facets for 3D) inwards or outwards



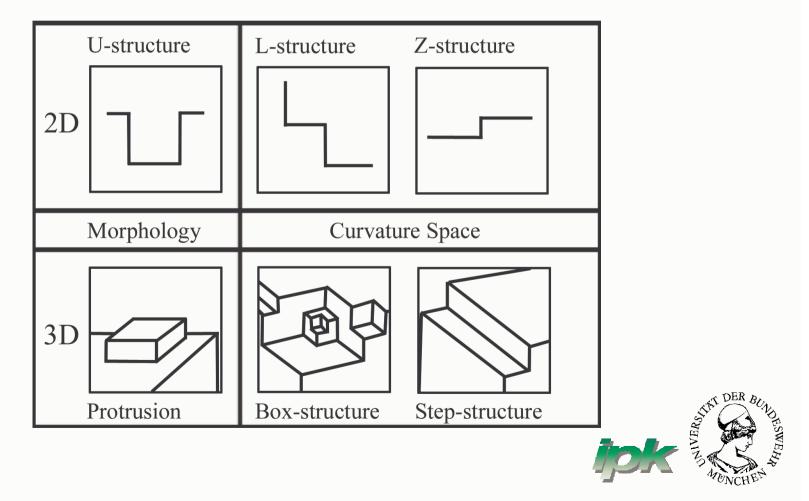
only specific elements shifted

all elements shifted



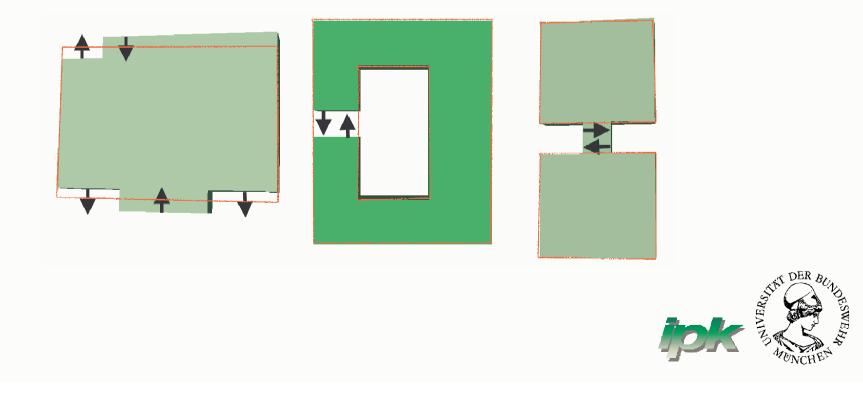
## **Scale-Spaces and Simplification**

• Mathematical morphology and curvature space are needed for different structures

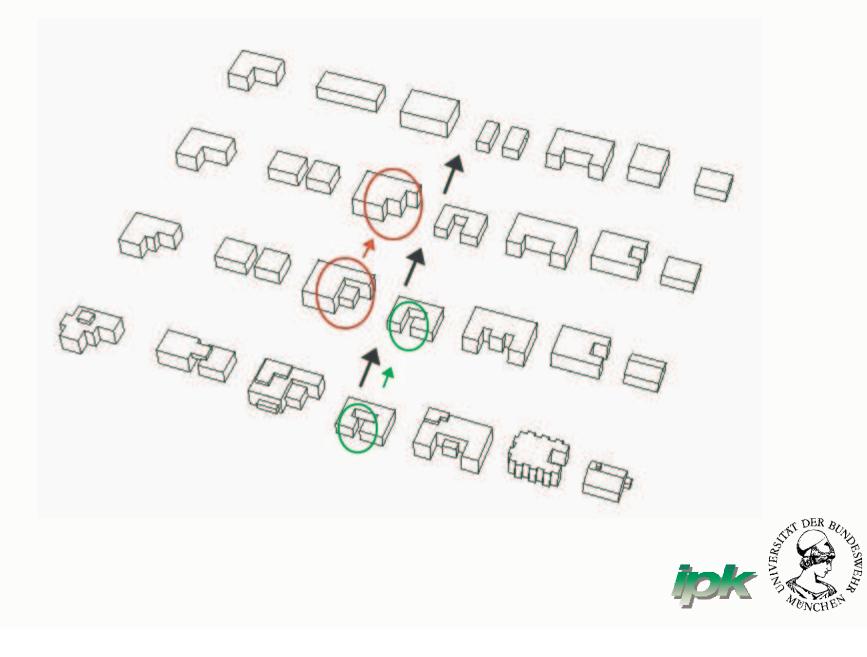


## Parallel Shift

 Approach combining advantages of mathematical morphology and curvature space: Shifting of facets when parallel and under specified distance



### **Results for Parallel Shift**



## Squaring

 Simplification works well mainly for orthogonal structures

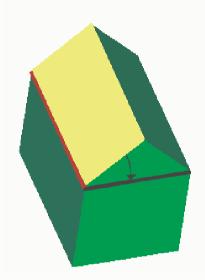
 $\Rightarrow$  procedure for squaring needed

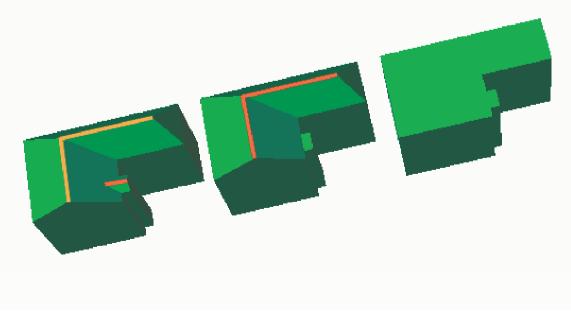
- Squaring of 3D objects not trivial
   ⇒ main directions have to be taken into account
   ⇒ differentiation between roof-squaring and wall-squaring
- Focus on roof-squaring



## **Roof-Squaring**

- <u>Analysis of roof-facets</u>: connected ridge-lines ⇒ roof-units ⇒ selection of smallest roof-unit
- <u>Squaring</u>: rotation of selected rooffacets around eave- or ridge-lines (tapering)



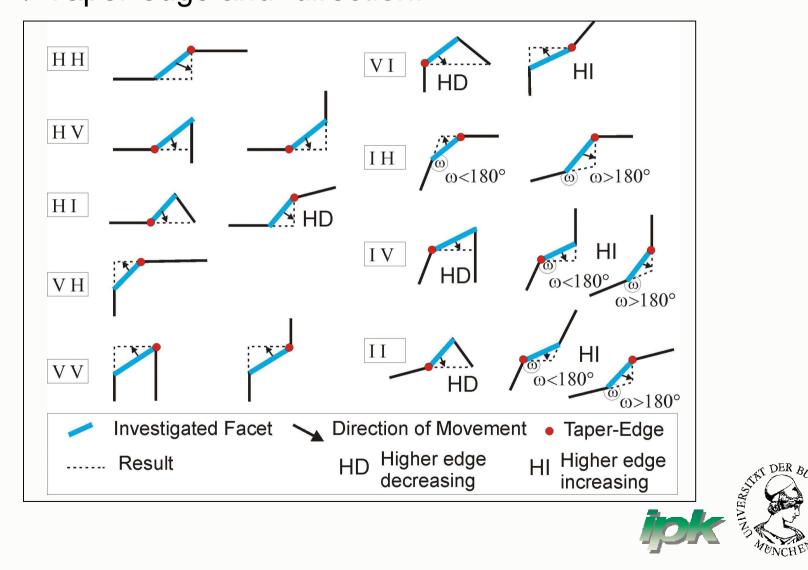


red: smallest roof-unit, yellow: larger roofunit

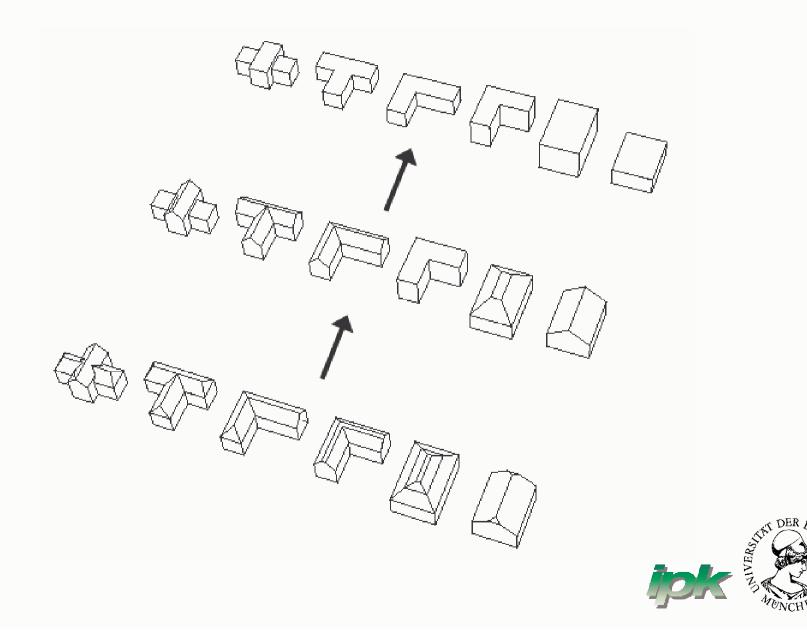


## **Roof-Squaring**

Relations of individual roof-facets to neighbored facets  $\Rightarrow$  Taper-edge and -direction:



### **Results for Roof-Squaring**



## Conclusions

#### Status:

- Simplification of orthogonal structures works for a set of test buildings
- Squaring of roof-structures works for a set of test buildings

#### To be done:

- Methods and constraints for symmetrie maintenance and height-scaling
- Semantic characterization of buildings ⇔
   Determination of parameters for the operations
- Wall-squaring



## **Problem of Parallel Shift**

• Symmetry maintenance not guaranteed

