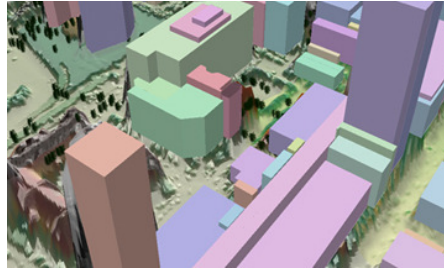


Overwatch Geospatial Product Workshop

Fri, Aug. 8

9 a.m.-4 p.m.



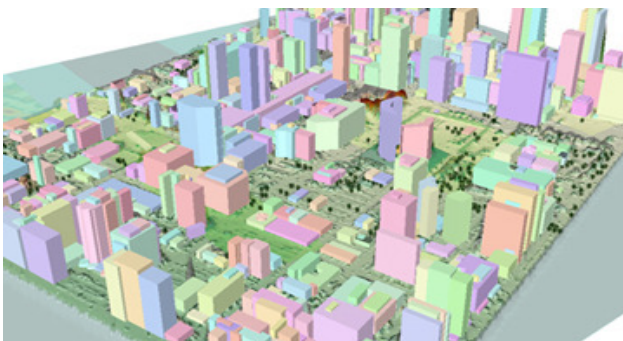
San Diego State
University

Building 3D City Models from Imagery and LIDAR

Attendees will learn a variety of skills for extracting, editing, visualizing & publishing 3D City models using LIDAR & imagery data. Designed as a hands-on workshop where you will be taught the workflow for creating a 3D urban model, the course is built around the Overwatch Geospatial toolsets for ArcGIS: Feature Analyst®, LIDAR Analyst® & Urban Analyst™.

Specific techniques to be taught include:

- Extraction of a Bare Earth grid from airborne LIDAR
- Modification of the Bare Earth layer to remove artifacts
- Extraction of 3D building rooflines from airborne LIDAR including simple and multi-component buildings
- Extraction of individual trees and tree canopies from LIDAR
- Workflow techniques for integrating LIDAR and satellite imagery to extract urban features such as water bodies, land-use or land-cover types, and other features.
- Techniques and tools for collecting linear features such as roads, trails, railroad tracks etc. from imagery using RoadTracker
- Introduction to 3D models and data formats such as OpenFlight
- The use of textures and imagery for building 3D city models
- Visualization and analysis of urban environments
- Publishing results to Google Earth



Register now to reserve
your spot!

DON'T DIGITIZE...ANALYZE.



Email Marilyn Lee at
mlee@overwatch.textron.com for more
information on the workshop and registration.