Site View Reconstruction for Urban Planning Using ArcGIS, Google Sketch up and Google Earth A Case Study of the University of Nigeria Enugu Campus

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#### Introduction

- 3D computer visualization of our world is becoming common place, appearing on the internet through popular map and geospatial information sites.
- Engineers and planners are becoming interested in the computer modeling of the environment to allow better visualization, greater understanding of the world, and for enhancing their decision making processes
- In urban planning domain advancement in computer technology and information technologies (I.T.) has contributed to the shaping of new trends in the process of urban planning (Johanna, 2008).
- Traditionally, urban planning involves the physical structure of development, generally following a master plan

### Introduction

- However, when considering urban planning as a community decision- making process, participation and communication ar fundamental to the process.
- Public participation in the decisions taken about the projects is many times insufficiently promoted and excludes some community groups (Innes and Booher, 2004, Kingston, *et al.*, 2000)
- It is not uncommon that difficulties arise in understanding the urban environment and spatial relationships when plans are presented on 2-D maps or artists' impressions.
- Photo realistic 3D Scene reconstruction of an urban Scenario and visualization can enhance collaborative planning process by serving as a collaborative environment where users can actively take part in the decision-making process

- Public participation in the decisions taken about Urban projects is many times insufficiently promoted and excludes some groups
- Difficulties in understanding the urban environment and spatial relationships when plans are presented on 2-D maps or artists' impressions.
- Cost and Complexity of reconstructing 3D Urban environment
- The solution is to reconstruct Photo realistic 3D model of an urban scenario



• To reconstruct photorealistic 3D model of an urban scenario or built environment using simple modeling tools

• To visualize the model in a 3D environment such Google Earth

#### **Study Area**





## **Materials**

- Dataset used for modeling
  - Digitized 2.5D map of the study area.
  - Ikonos satellite image covering the study area.
  - Shuttle Rader Topographic Mission (SRTM).
  - Attribute dataset (height of building, Names , elevation Values)

#### Tools

Hardware: HP Pavilion laptop with the following specifications

- 2 giga bytes RAM size)
- Core 2 Duo Intel processor of 2 giga bytes clock speed each
- 150 giga bytes of hard drive

Software:

- ArcGIS 9.2(GIS software)
- Google Sketch up 7.1( 3D modeling/Authoring Software)
- Adobe Photoshop CS4
- Google Sketchup ESRI Plug-in
- Google Earth

#### **Methodology**



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# Conclusion

- The study Presented concepts related to 3D modeling and visualization and some simple 3D modeling Tools
- Explored the effective use of 3D modeling for visualization of urban scenario using the University of Nigeria Enugu campus as a case study
- Demonstrate that simple photorealistic 3D model of urban built environment can be reconstructed with ArcGIS, Google Sketchup, and Google Earth
- The generated model can be used in evaluating design proposals
- Provide opportunity for urban planners and university official to properly visualize urban Scenario and making the right decision

