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Creating 3D city models from LiDAR & Remote sensing data

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Geospatial and Remote Sensing markets are witnessing exponential growth of LiDAR acquisition, implementation of high-resolution national elevation mapping initiatives such as the USGS 3D Elevation Program, and the emergence of new sensors and systems revolutionizing the adoption of point-cloud and other 3D remote sensing data. As agencies worldwide plan to be more resilience, intelligent, and sustainable, this remote sensing data serves as the foundation for migrating from 2D to 3D GIS. This presentation provides an overview of the state of the market, how to classify, extract derivatives, and create Smart 3D City Models from LiDAR. It will also showcase real-world case studies of these techniques being implemented by Government Agencies to help plan for and solve problems that their agencies face such as Storm Surge, Sea Level Rise, Flooding, Planning & Urban Design, and Economic Development. The Presentation will also disclose new approaches for sharing, communicating, and collaborating with remote sensing and the 2D and 3D derivatives online and via immersive experiences in augmented reality and virtual reality. You will leave this presentation with the knowledge required to efficiently create your smart 3D City from LiDAR and an overview of new cutting edge GIS and Remote Sensing capabilities.

Biography

At Esri, Geoff Taylor supports the movie, TV, gaming, government, and architectural industries with their 3D GIS needs & implementation. He develop tools for 3D, GeoDesign, Resilience, Imagery, LiDAR, and Feature Extraction at Esri and also serve as a Tech Evangelist for these capabilities. He constantly bridges Esri technology into new emerging markets.

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