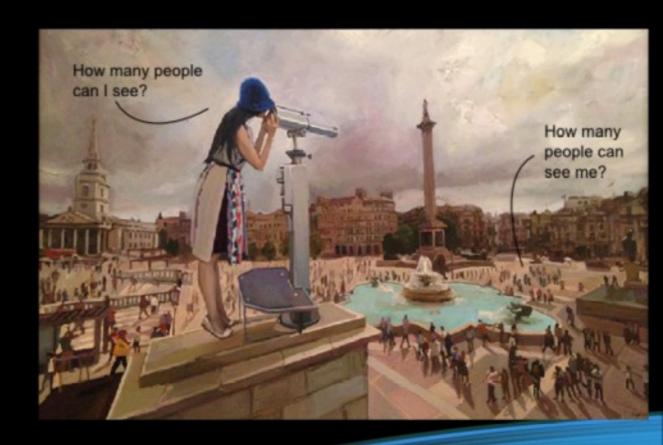
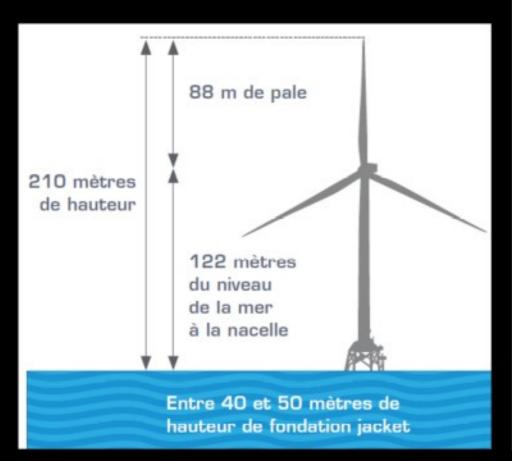
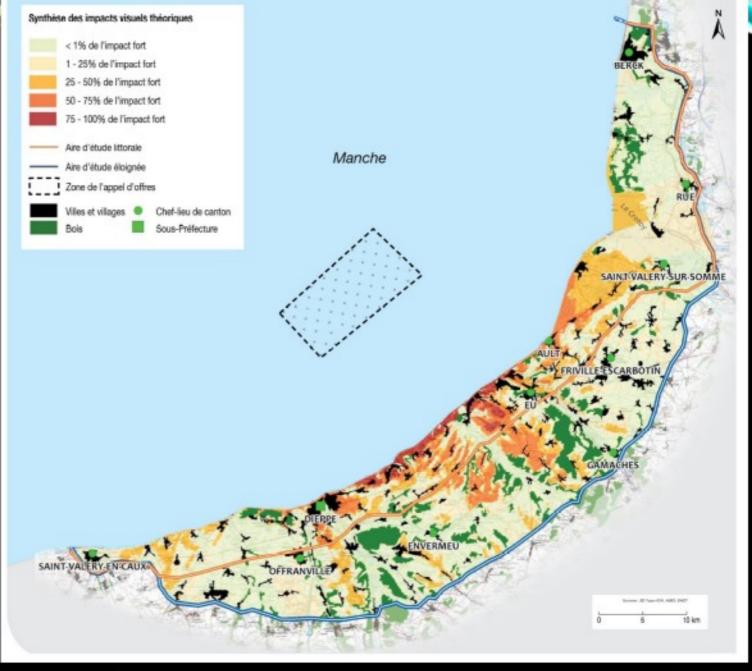
# VISIBILITY ANALYSIS PLUGIN POUR QGIS : RETOUR D'EXPÉRIENCE

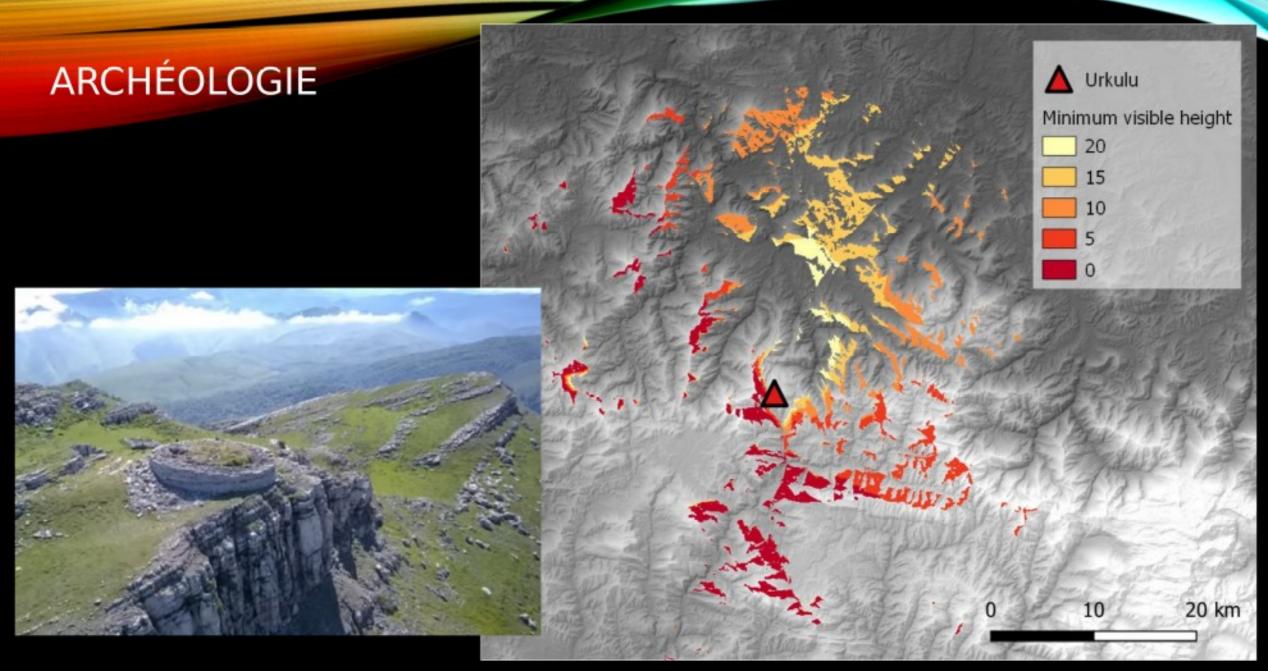
Zoran Čučković, Université de Bourgogne Franche-Comté



### AMÉNAGEMENT ET URBANISME







### QGIS VISIBILITY ANALYSIS PLUGIN

- Entretenu depuis 2014
- Intégré dans la Processing toolbox
- Près de 90000 téléchargements
- QGIS (« Featured plugin »)

CE ICCIOI IUDIC



LAStools

Lat Lon tools

Models 🌺

qgis2web

SAGA

Scripts

Terrain shading

Visibility analysis

Analysis

Tepth below horizon

Intervisibility network

Total viewshed

\* Viewshed

Wisibility index

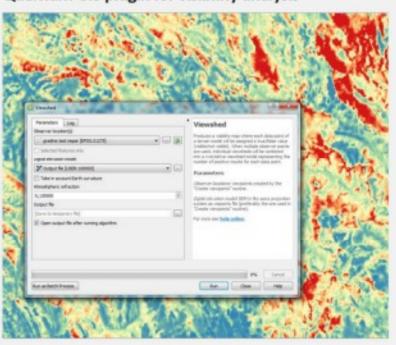
Create viewpoints

\* Create viewpoints

#### **QGIS Visibility Analysis**

Quantum GIS plugin for visibility analysis

#### Quantum GIS plugin for visibility analysis



#### Introduction

Viewshed analysis plugin for QGIS calculates visible surface from a given observer point over a digital elevation model. The plugin is intended for more complex modelling, such as the depth below the visible horizon or generation of intervisibility networks between groups of points. It is particularly performant for multiple viewshed calculations form a set of fixed points. Licence: GNU GPL v.3

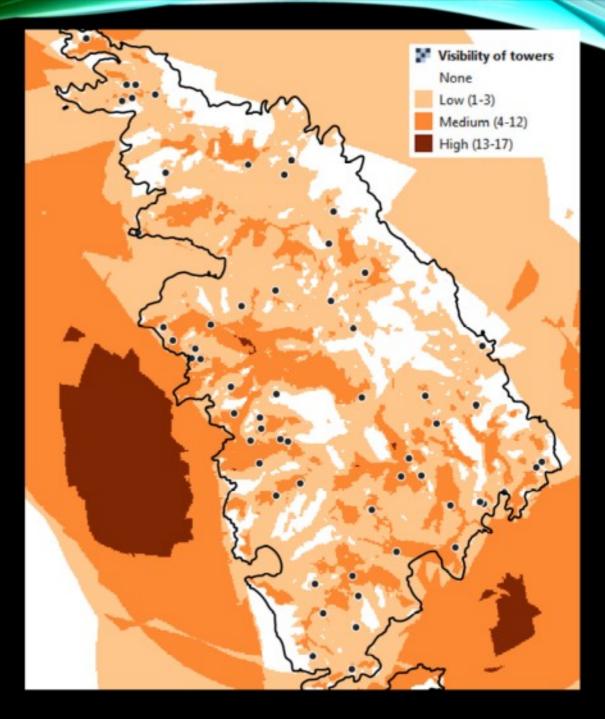
If you encounter problems, please read on geographic projections before submitting an issue.

#### Current stable version: 1.0

- + Supported QGIS version: 3.x
- Help & documentation

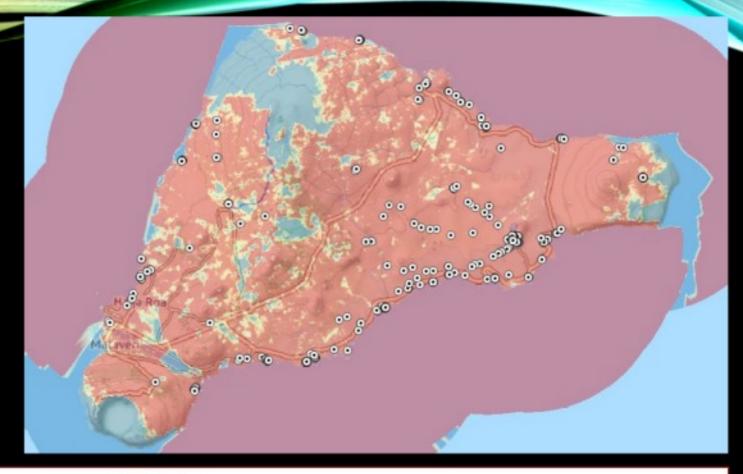
## CHAMP DE VUE (VIEWSHED)

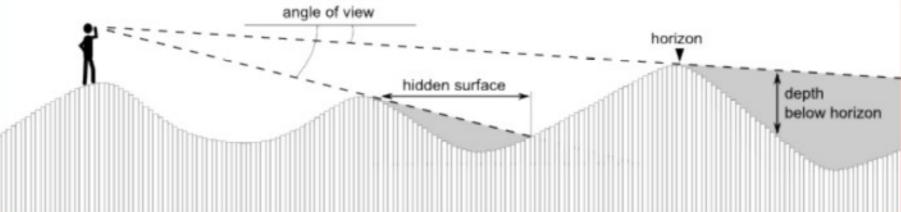


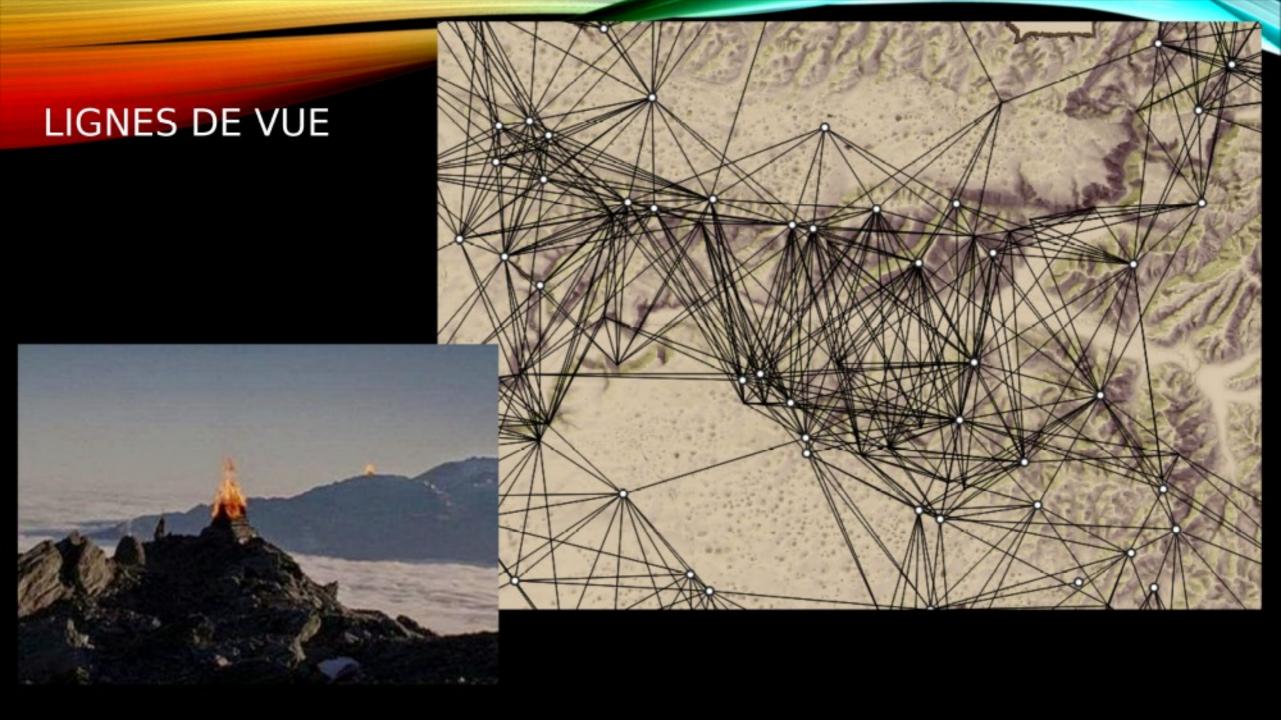


### PROFONDEUR SOUS LA LIGNE D'HORIZON

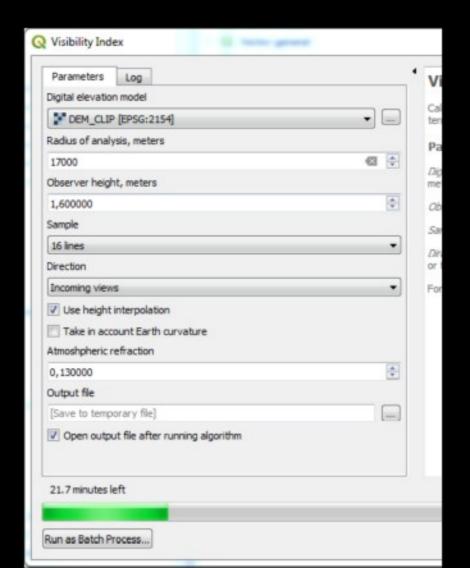






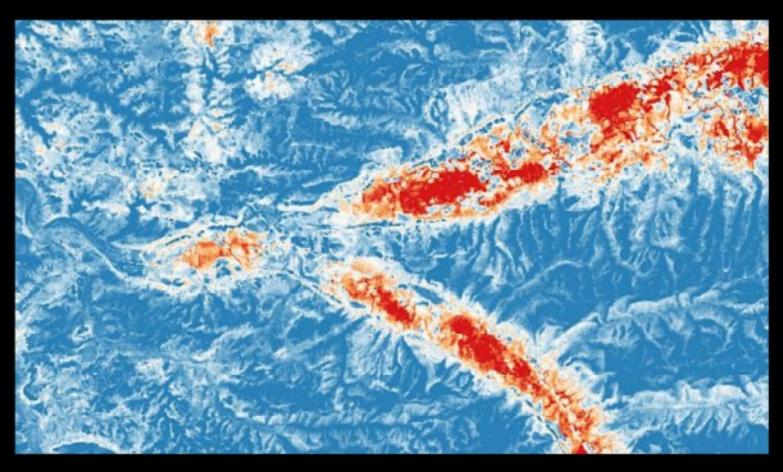


#### INDICE DE VISIBILITÉ (VISIBILITÉ TOTALE)

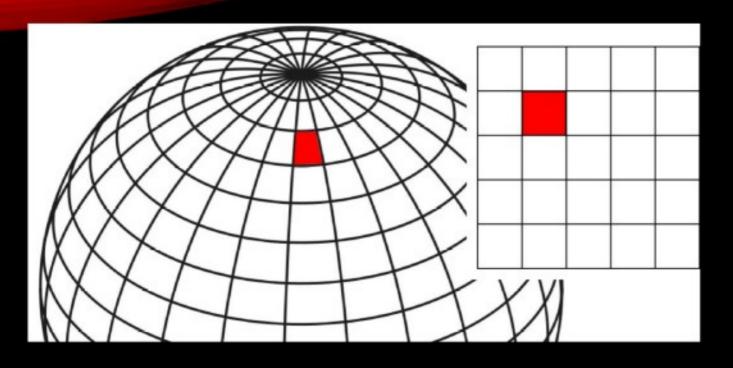


Le « graal »...

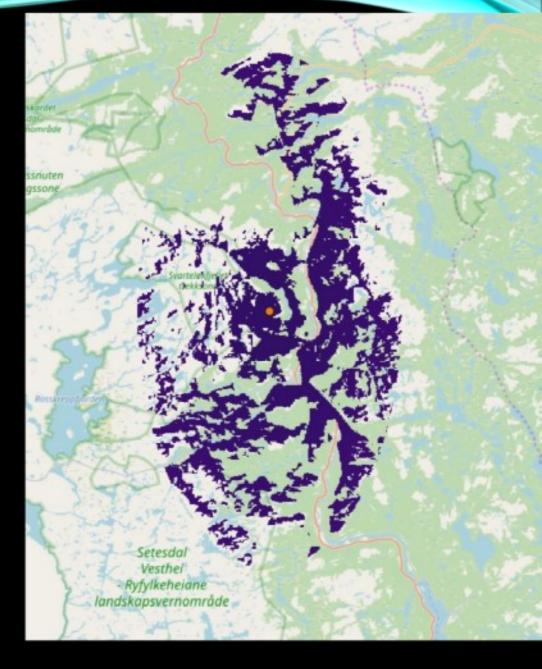
- Gillings 2015: 300 heures pour 70k points
- QGIS Visibility Analysis: 1/2 h pour 5 millions de points



### PROBLÈME N° 1 : PROJECTIONS !



- 9/10 erreurs : données non-projetées
- 90% d'analyses se font sans égard au système de projection!
- Analyse d'image en QGIS : tout est faux !



# AVANT DE SIGNALER UN DÉFAUT, RÉFLÉCHISSEZ: AVEZ-VOUS BIEN PROJETÉ VOS DONNÉES ?







# MERCI DE VOTRE ATTENTION

Pour plus d'infos : LandscapeArchaeology.org

How many people can I see? How many people can see me?

Zoran Čučković, Université de Bourgogne Franche-Comté

(www.nadiatsakova.com)

