

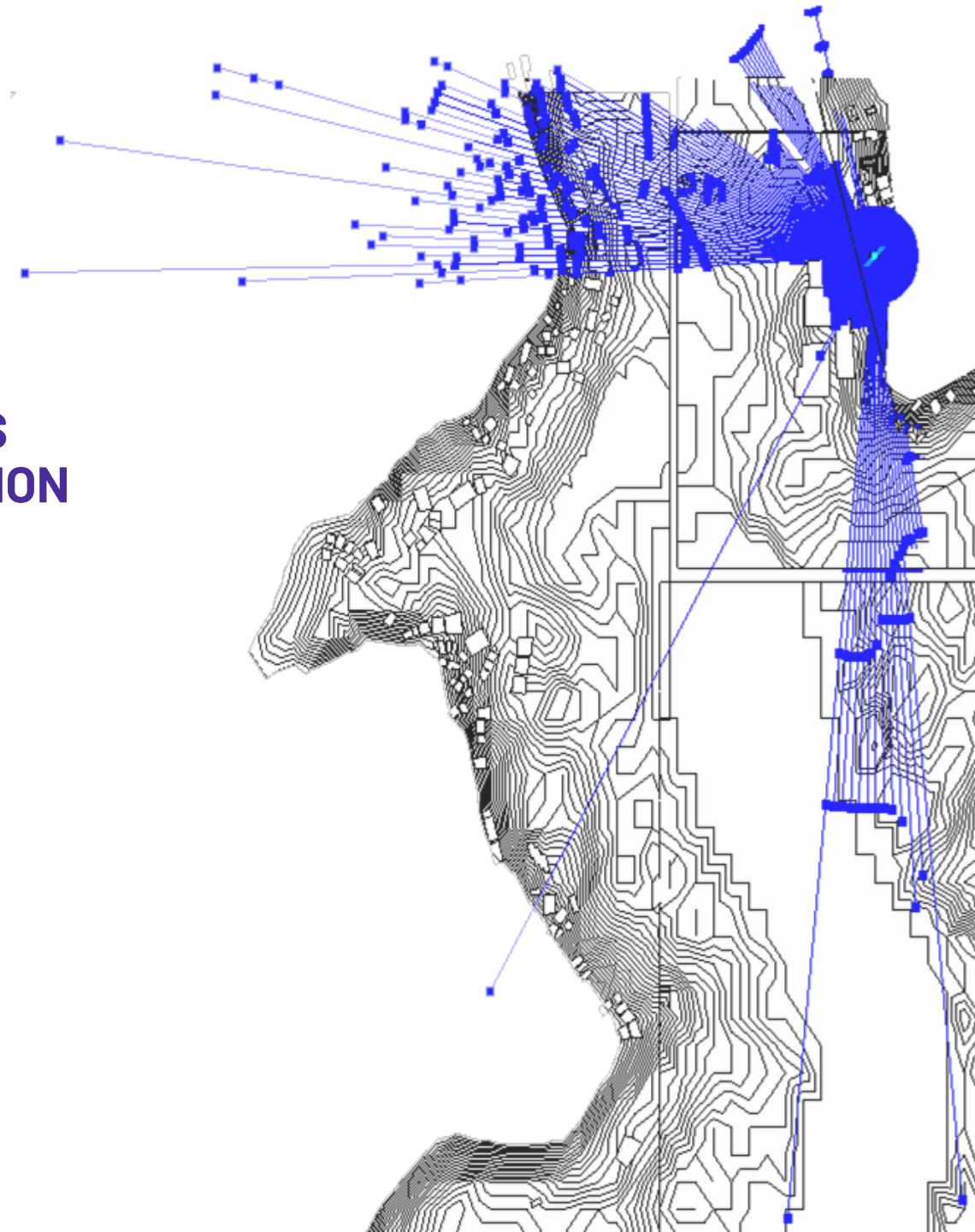
3D VISIBILITY ANALYSES USING BIM & GIS INTEGRATION

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OUTLINE I

1. Introduction

visibility, visibility analysis, usage, problem, aim

2. Method

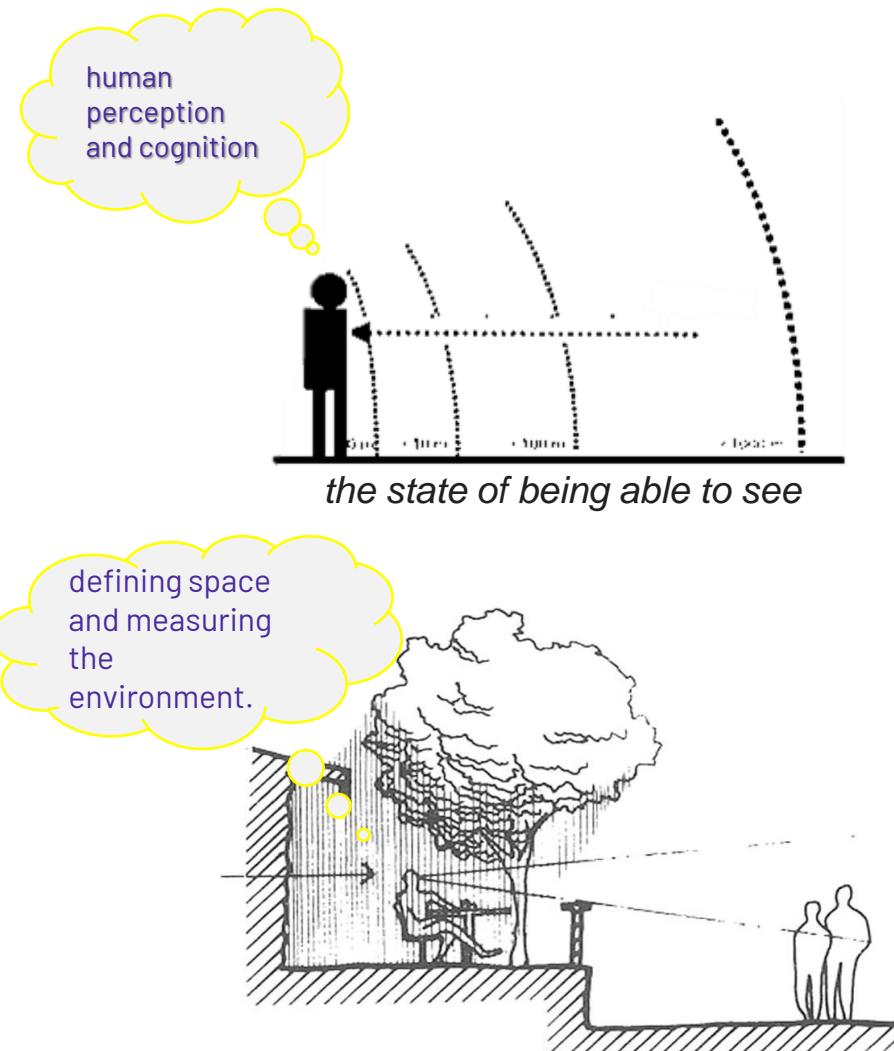
Open Data Sources, BIM –GIS Integration, 3D isovists, Study Area

3. Results

Visibility Analysis, Study Area

4. Discussion & Conclusion

Challenges, Contributions

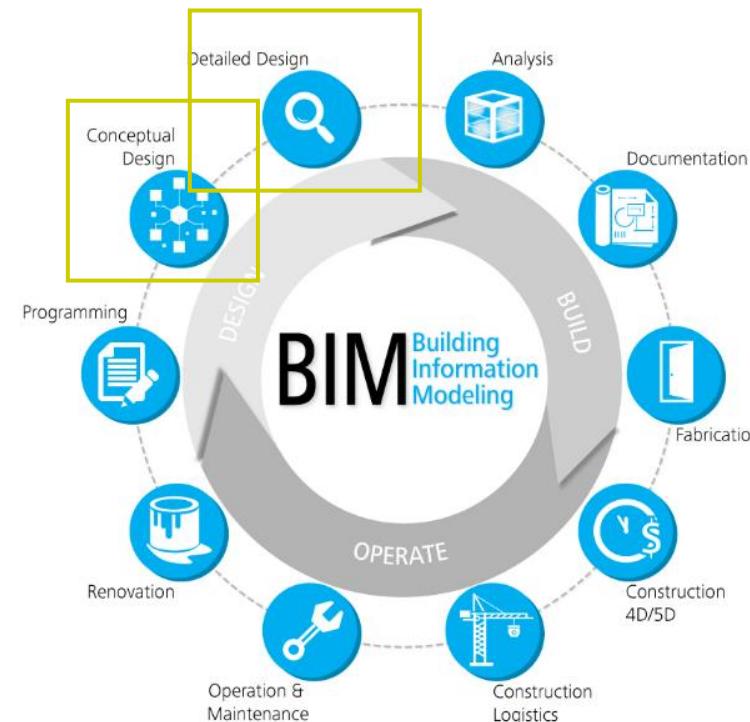
View**Building valuation**

People prefer *larger view* rather than narrow view.

People prefer *visually comfortable buildings*



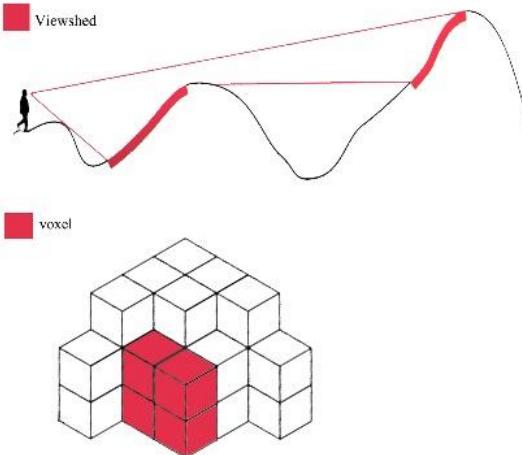
examining the current urban model and the building model simultaneously is needed.



to evaluate goodwill, creating a (3D) urban model is needed

BIM and GIS information is needed to combine for evaluating building and built environment relationships

3- Visibility Usage Methods



Search - focused on

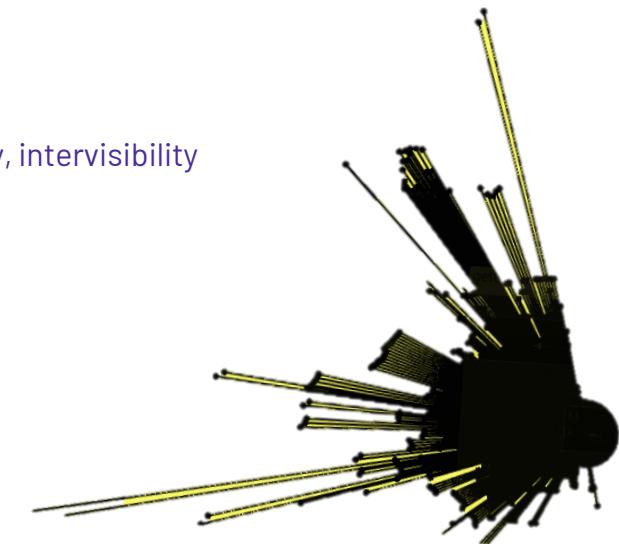
- visual openness, visual exposure, visual comfort, view clarity, and view quality, intervisibility

Method

- isovists is one of the most used visibility analysis method
- grid-based analysis using 2D grids or 3D voxels (Morello and Ratty ,2009,
- Fisher Gewirtzman,2013)
- MATLAB custom component heatmaps

Environmental data

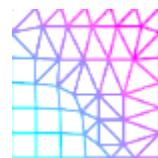
- Environmental data is also changed for analysis such as meshes, surfaces, polygons, points, polyhedral or voxels etc.



a set of all points that is visible from a specific observer point within the environment".

4- Problem

depthMapX



DeCodingSpaces Toolbox

for Grasshopper



- calculation method for the isovists is strict.*
- Visibility is analysed in different topics*
- AEC sector professionals need calculation method in BIM*
- Visual openness indexes need precisely calculate*

These methods are strict and the calculation is aimed to create in BIM

Therefore, in this study, visibility was examined through 3-dimensional (3D) isovists, which are thought to represent the human perception of vision.

View

People prefer *larger view* rather than narrow view.



* View of a narrow canal in Venice



* Large view in Venice

View

The presence of *high-rise buildings* and *obstruction of view* has *negative effect on the prices of the building.* Guliker et al., 2022



* Hong Kong "Architecture of Density"



**

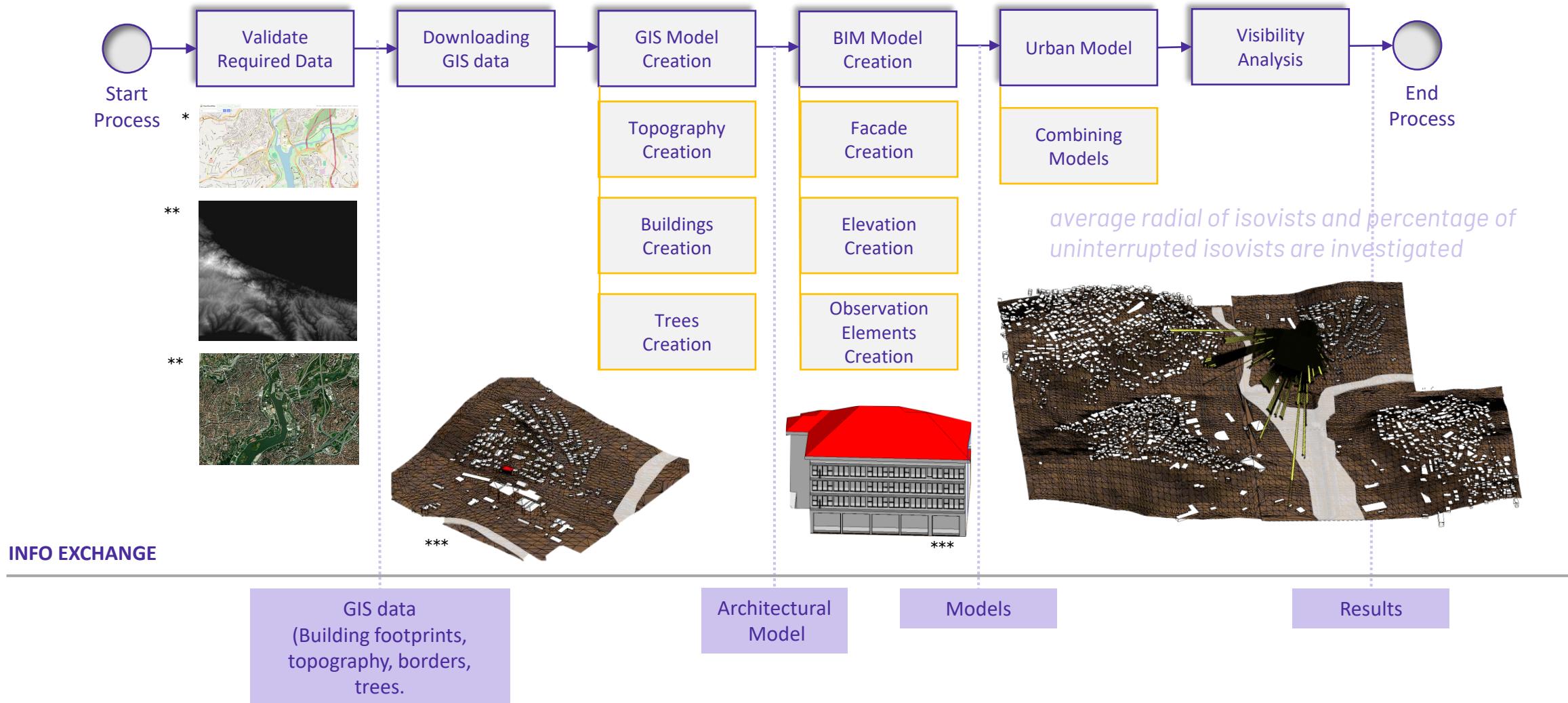


Kowloon walled city, Hong Kong - was considered the densest settlement on earth



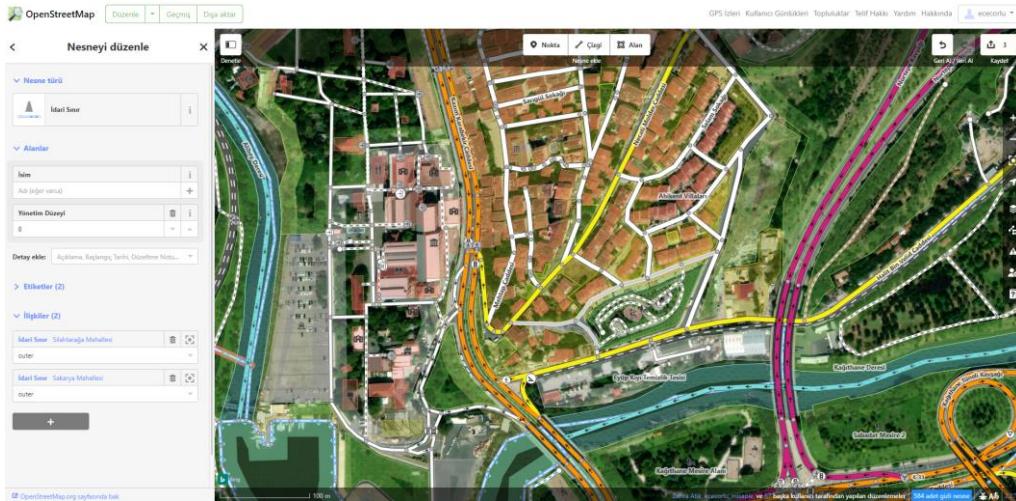
**

BIM GIS INTEGRATION PROCESS



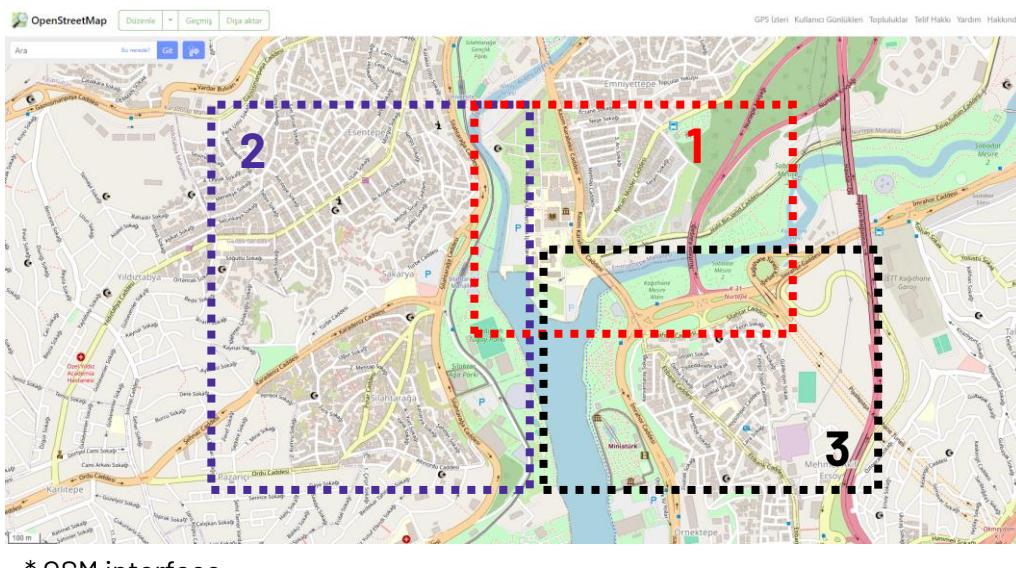
OPEN DATA SOURCES | CADASTRAL DATA

1- editing cadastral data

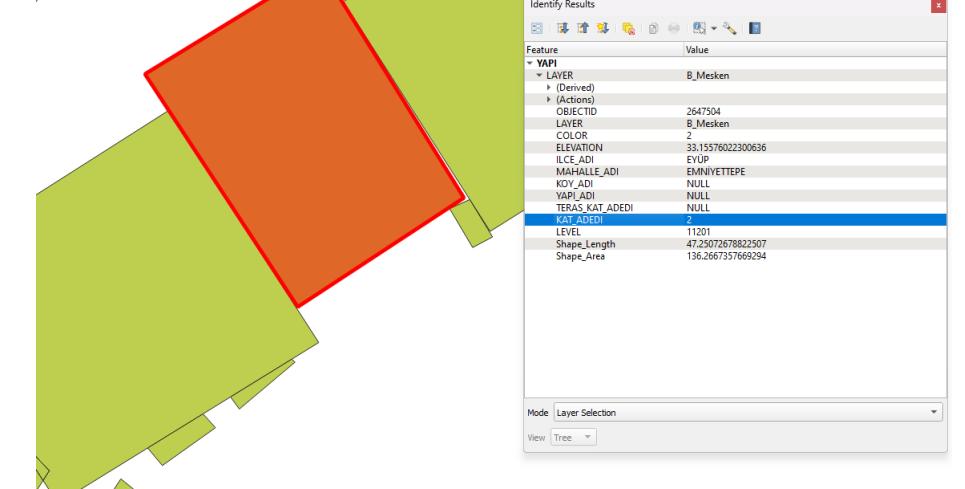
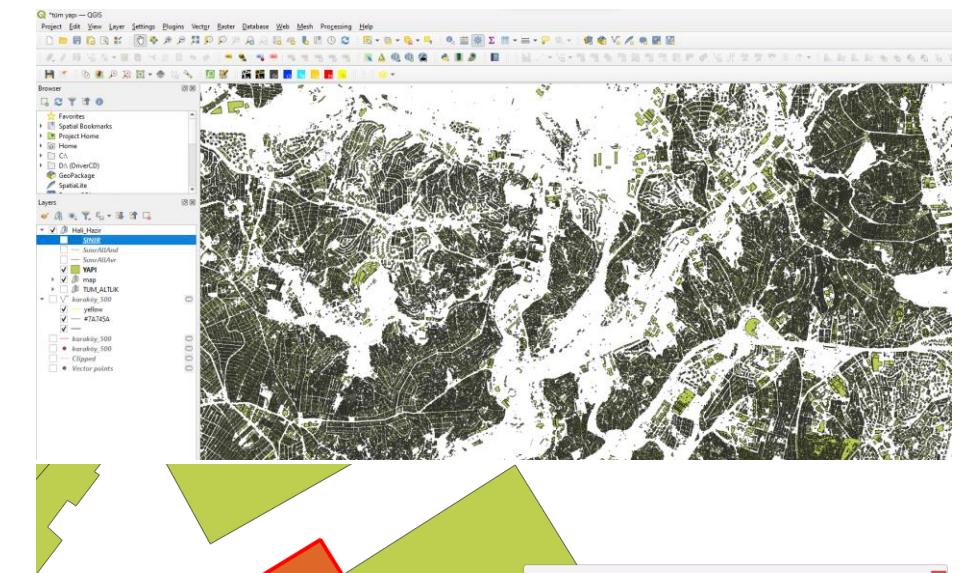


* trees building footprints are added manually on OSM

1- downloading cadastral data



* OSM interface



** height values are added from local sources

OPEN DATA SOURCES | DEM

1- Digital Elevation Data



EarthExplorer

Search Criteria Data Sets Additional Criteria Results

2. Select Your Data Set(s)

Select the boxes for the data set(s) you want to search. When done selecting data sets, click the Additional Criteria or Results buttons below. Click the plus sign next to the category name to show a list of data sets.

Use Data Set Prefilter: (Inherit This?)

Data Set Search:

This data set list is cached for performance. If your user permissions have changed or you are not seeing an expected dataset, click here to refresh your list.

Aerial Imagery

AVHRR

CEOS Legacy

Commercial Satellites

Declassified Data

Digital Elevation

- SRTM 1 Arc-Second Global
- SRTM Non-Void Filled
- SRTM Void Filled
- SRTM Water Body Data

Digital Line Graphs

Clear All Selected Additional Criteria Results

Search Criteria Summary (Show)

(41° 04' 51" N, 28° 58' 01" E) Options

The provided maps are not for purchase or for download; they are to be used as a guide for reference and search purposes only; they are not owned or managed by the USGS.

Shuttle Radar Topography Mission (SRTM) 1 Arc-Second Global over Istanbul, ~ 30 meters resolution

2- downloading dem

Data Set

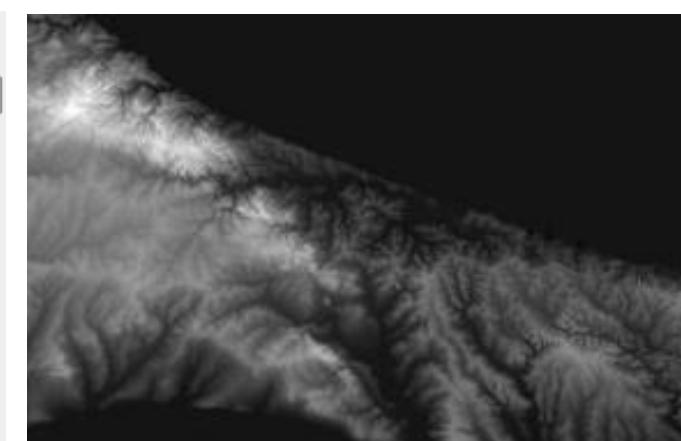
Click here to export your results »

SRTM 1 Arc-Second Global

« First < Previous 1 of 1 Next > Last »

Displaying 1 - 1 of 1

Entity ID: SRTM1N41E028V3
Publication Date: 2014-09-23 00:00:00-05
Resolution: 1-ARC
Coordinates: 41, 28



Georeferenced Tagged Image File Format (GeoTIFF)

Study Area

3D VISIBILITY ANALYSES USING BIM & GIS INTEGRATION



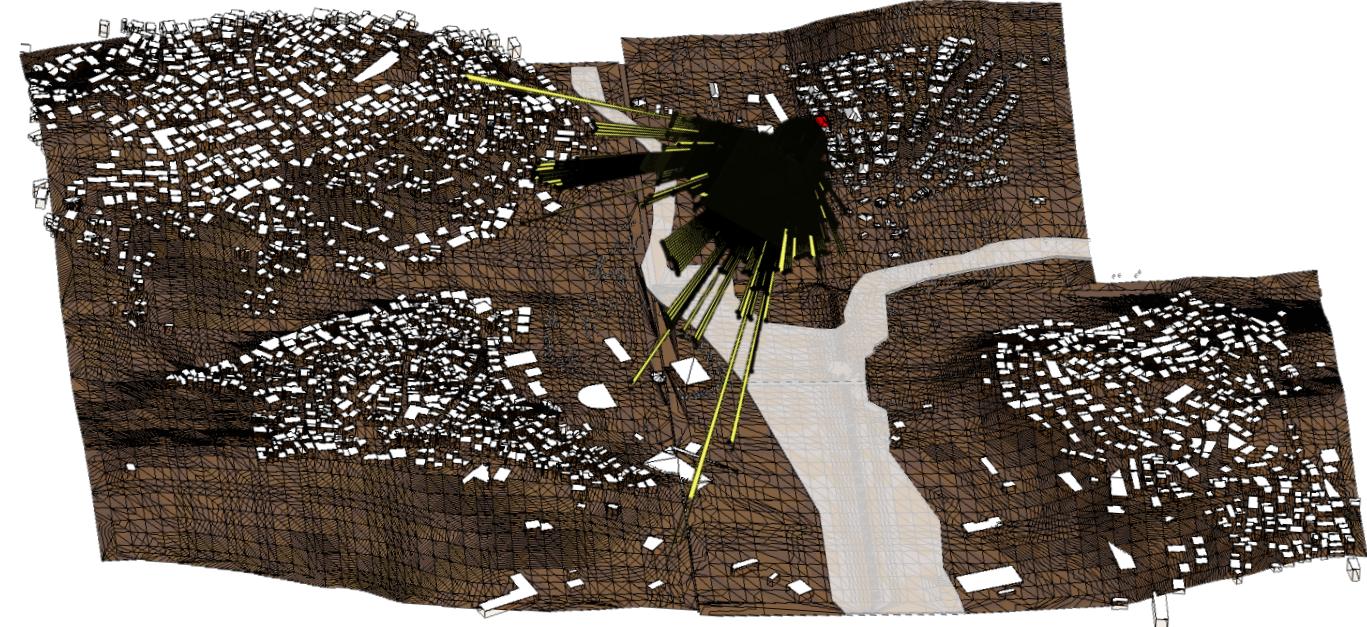
Istanbul, Türkiye



Golden Horn

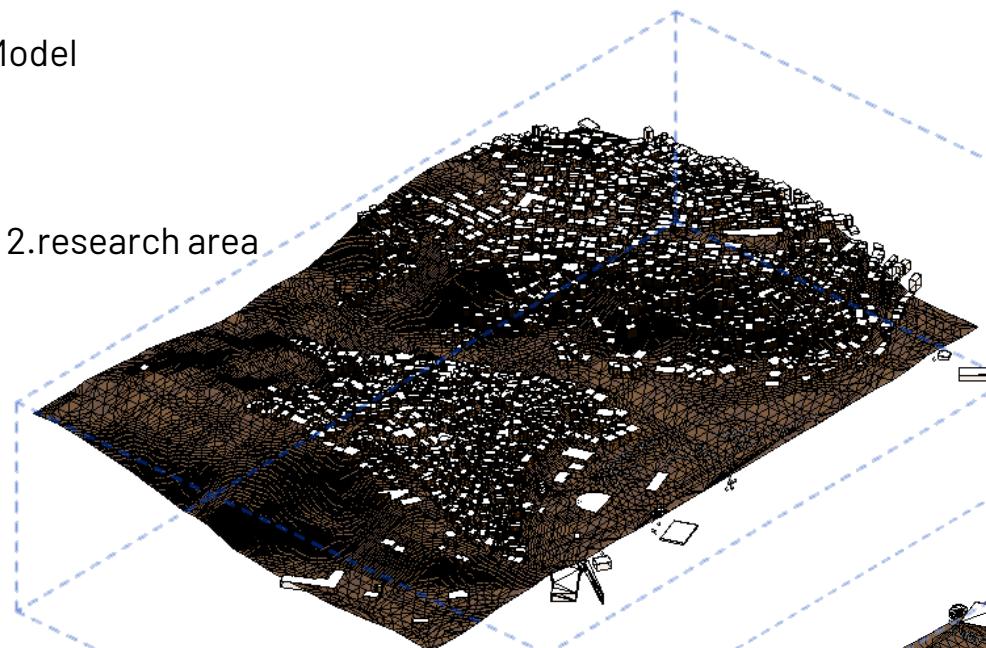


Study Area

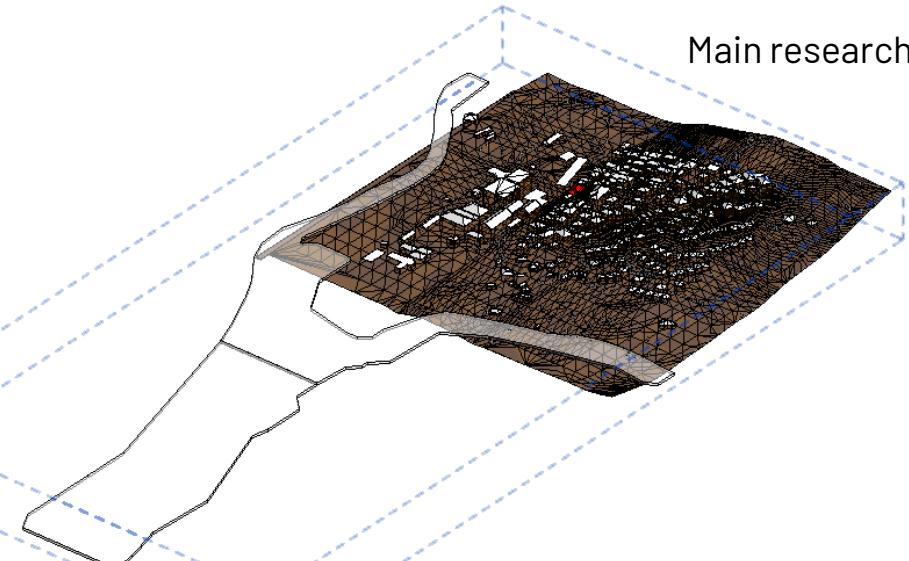


BIM | GIS INTEGRATION

Model



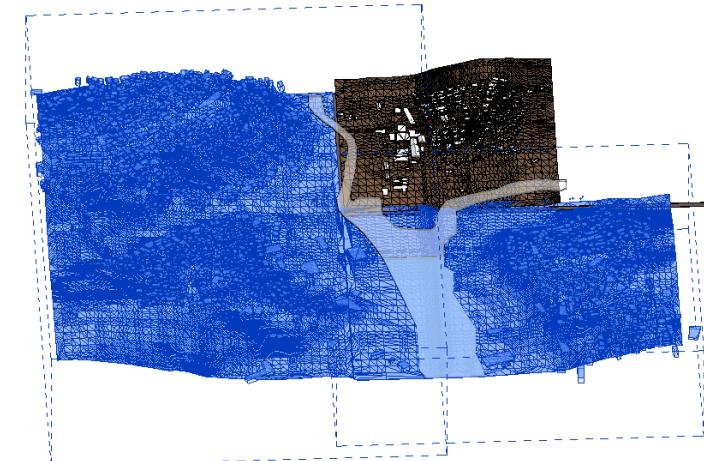
Main research area



3. research area

GIS models are created separately due to heavy load data.

Combination for detailed analysis



BIM | GIS INTEGRATION

1- Topography

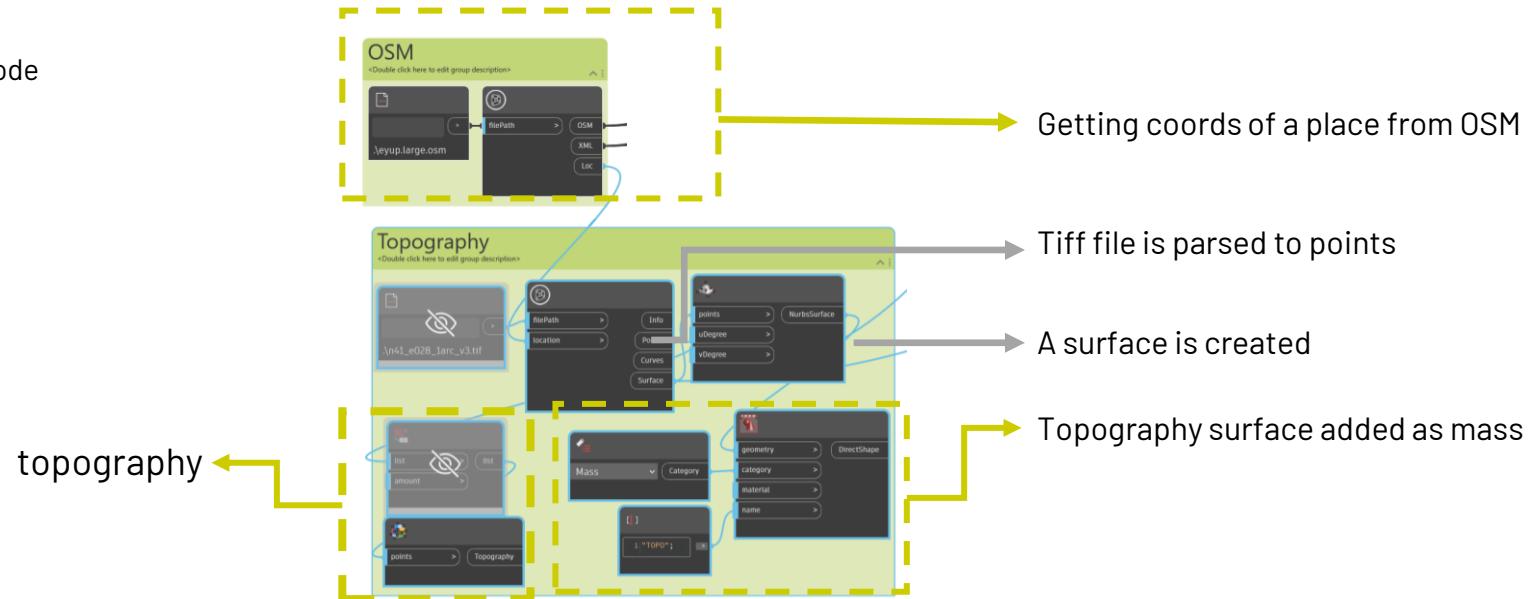


*3D



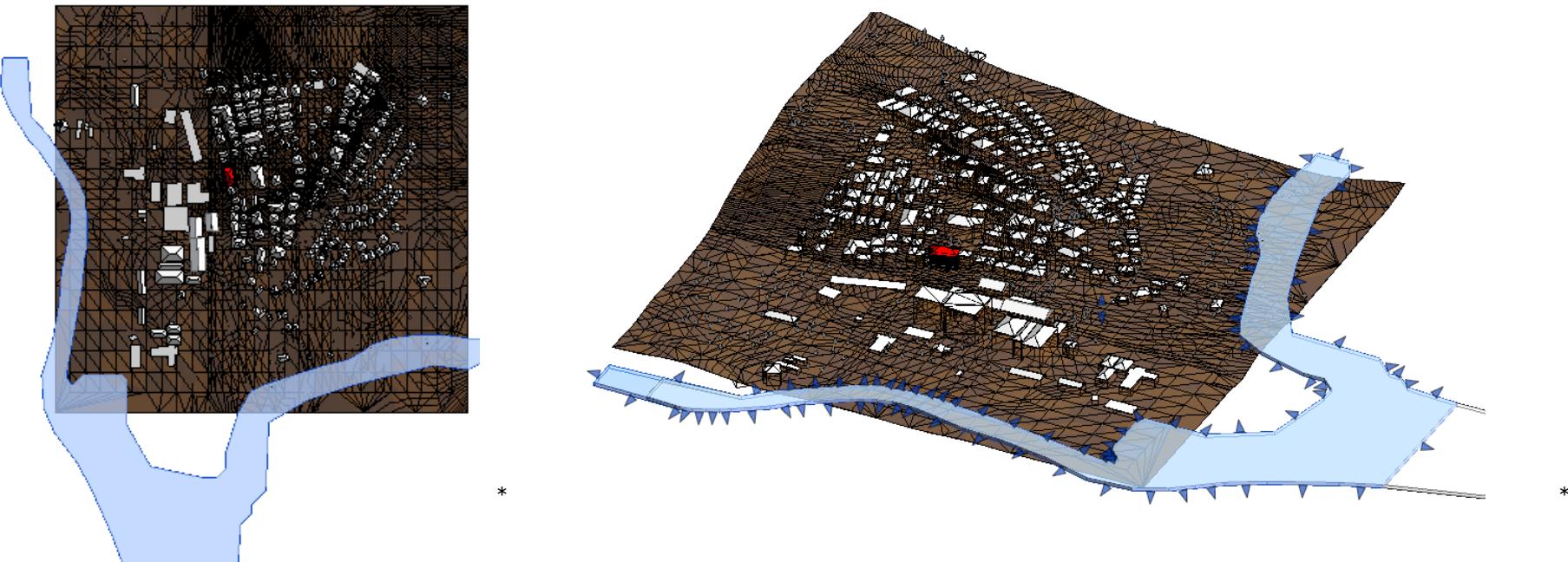
*section

Code

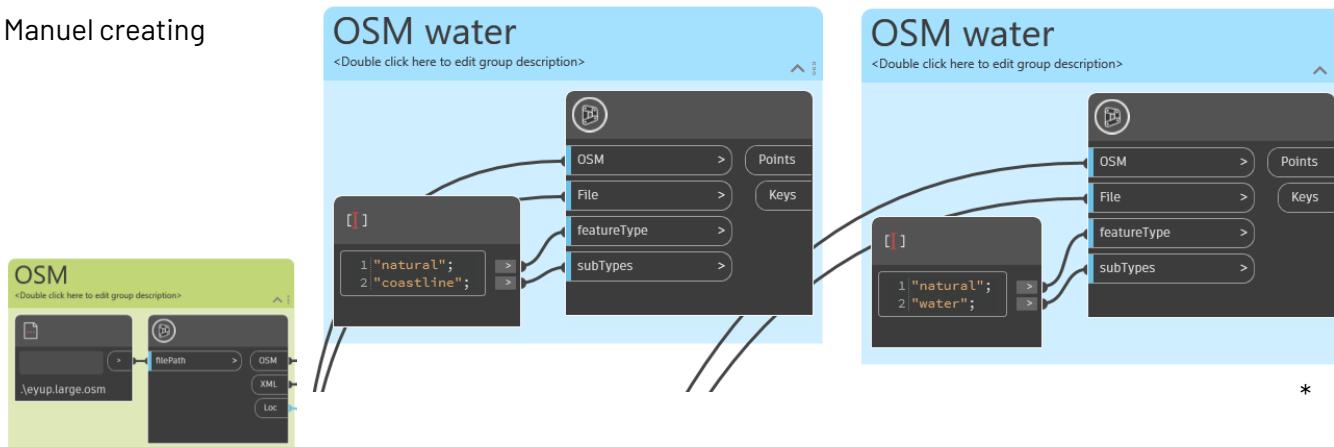


BIM | GIS INTEGRATION

2- Topography borders



Manuel creating



Points are created and a mass is drawn from that points

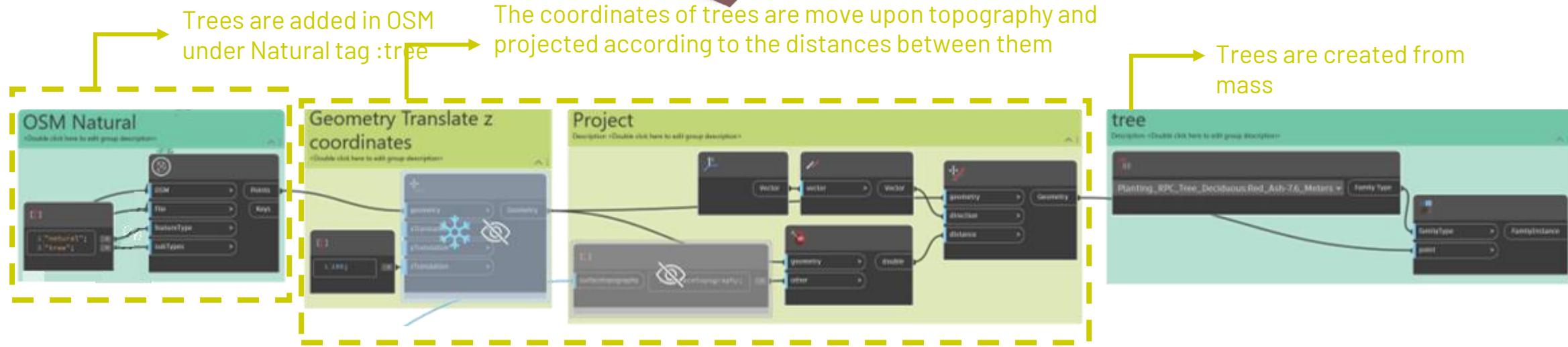
BIM | GIS INTEGRATION

3-Trees

Level 1
0

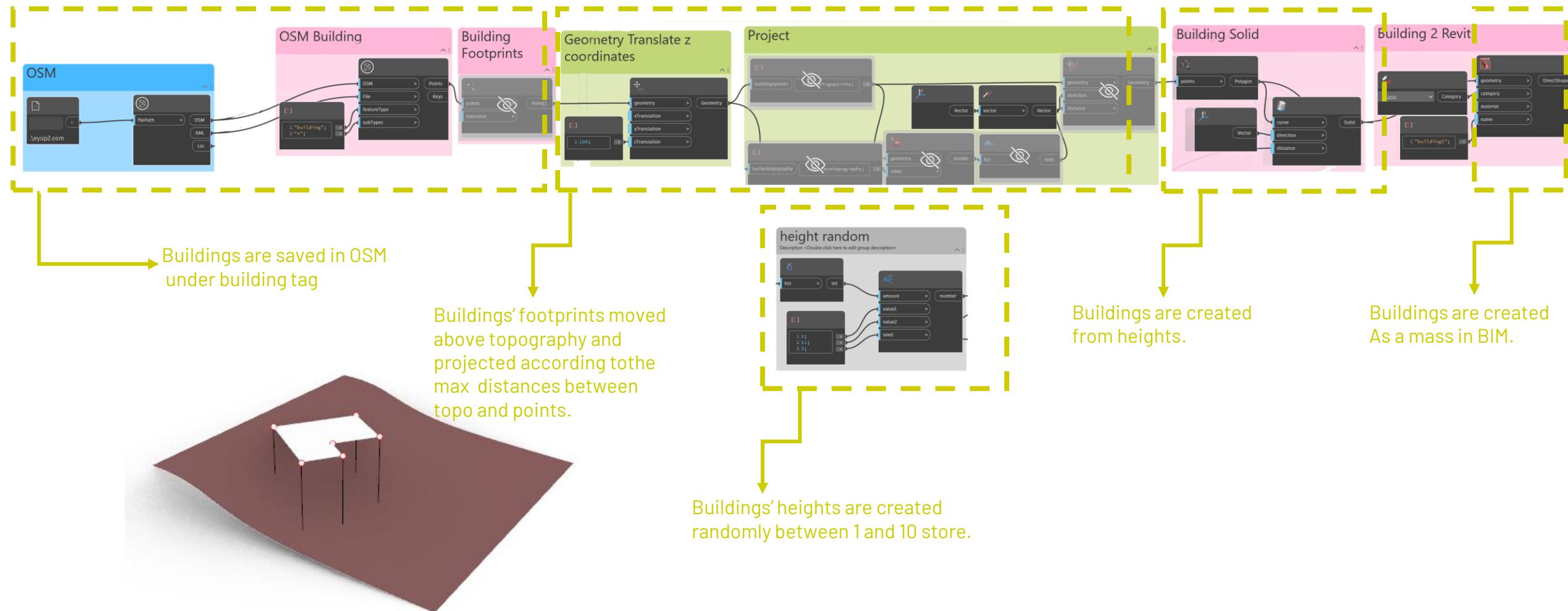
The original mass to create all of the Trees

Code



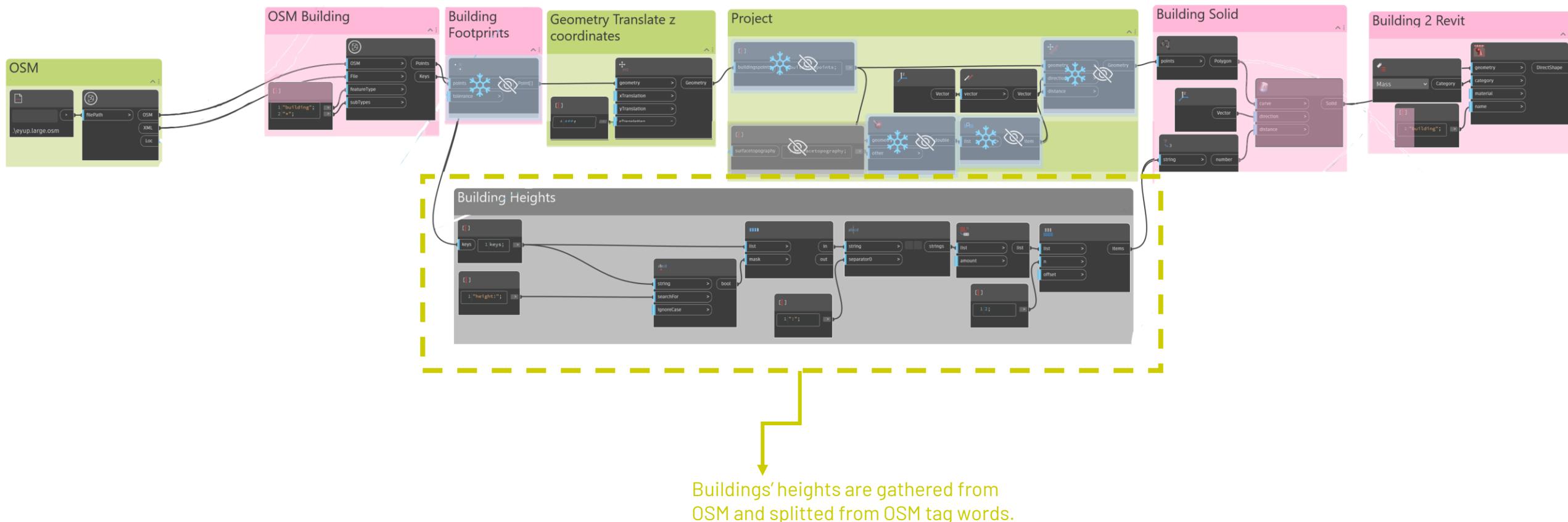
BIM | GIS INTEGRATION

4- Creating Buildings (which located far from study area) without height



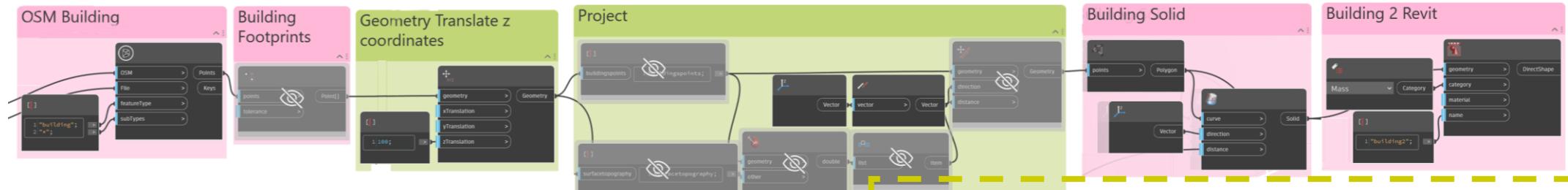
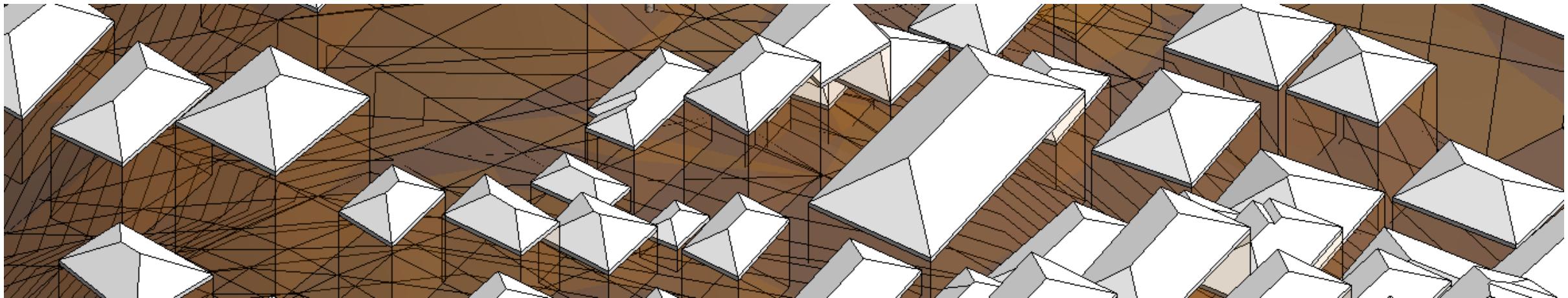
BIM | GIS INTEGRATION

5- Creating Buildings near research area with right Height values

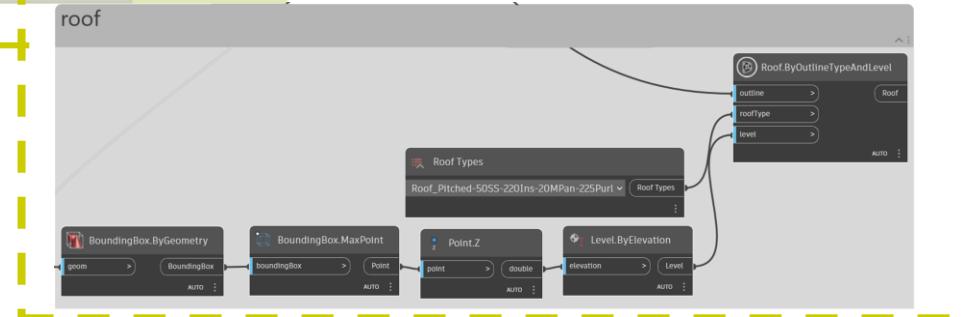


BIM | GIS INTEGRATION

1- Buildings' Roof

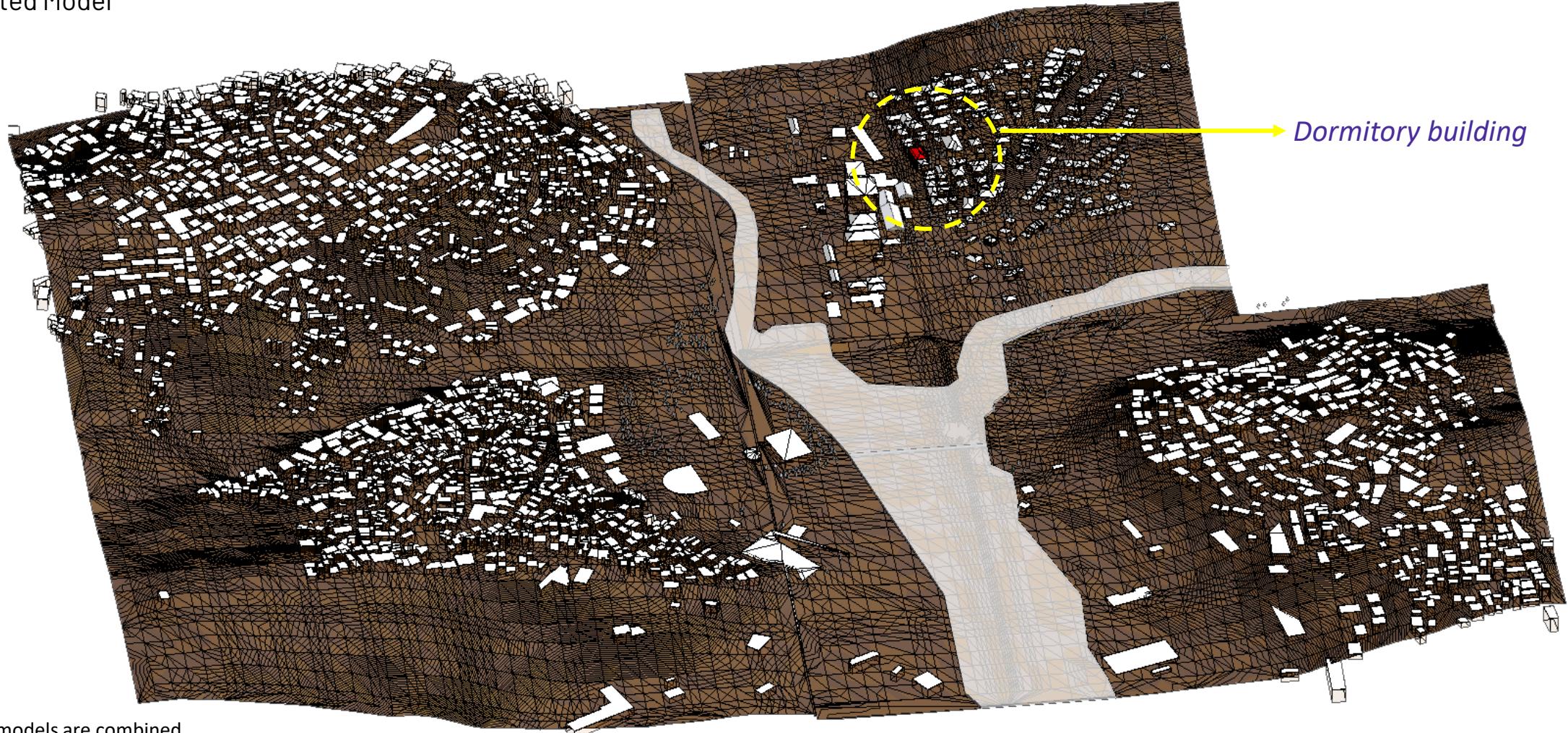


From Buildings' footprints roof footprints are created. Roof elevation is created from top elevation of the buildings.



BIM | GIS INTEGRATION

Integrated Model



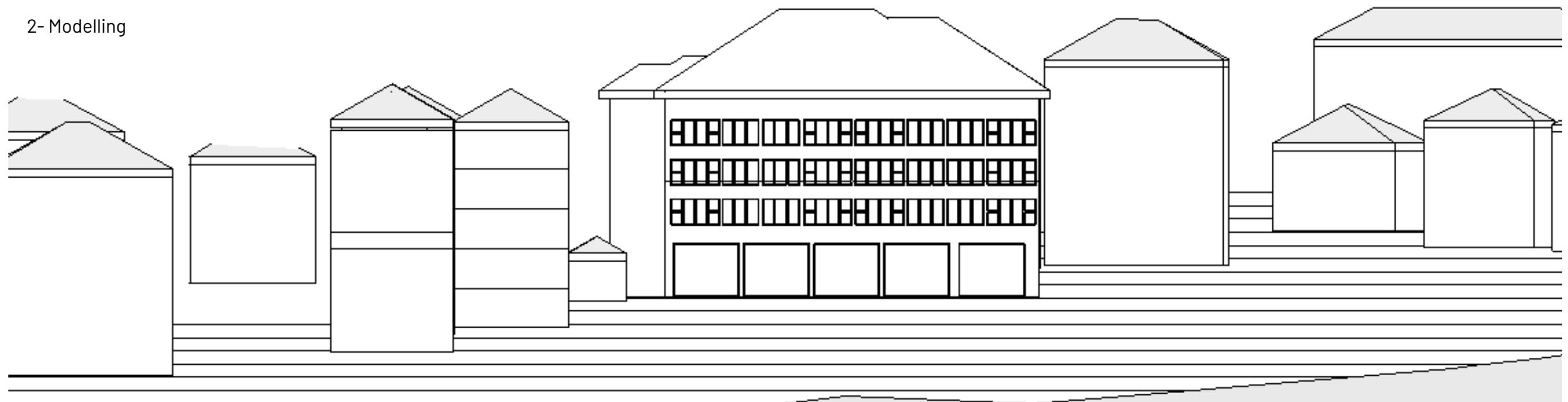
GIS models are combined.

BIM | BUILDING MODELLING

1- Buildings' Facade



2- Modelling

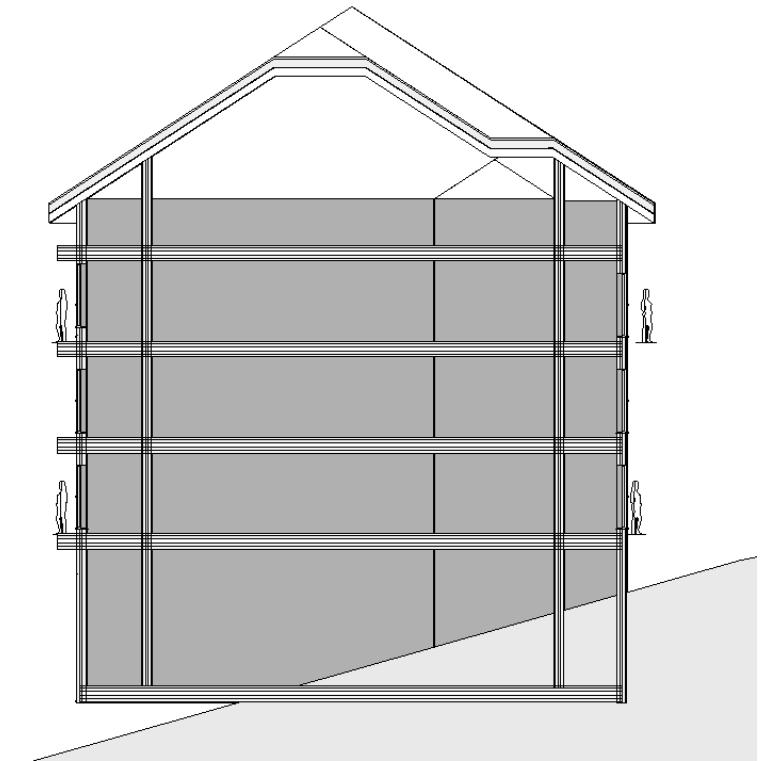
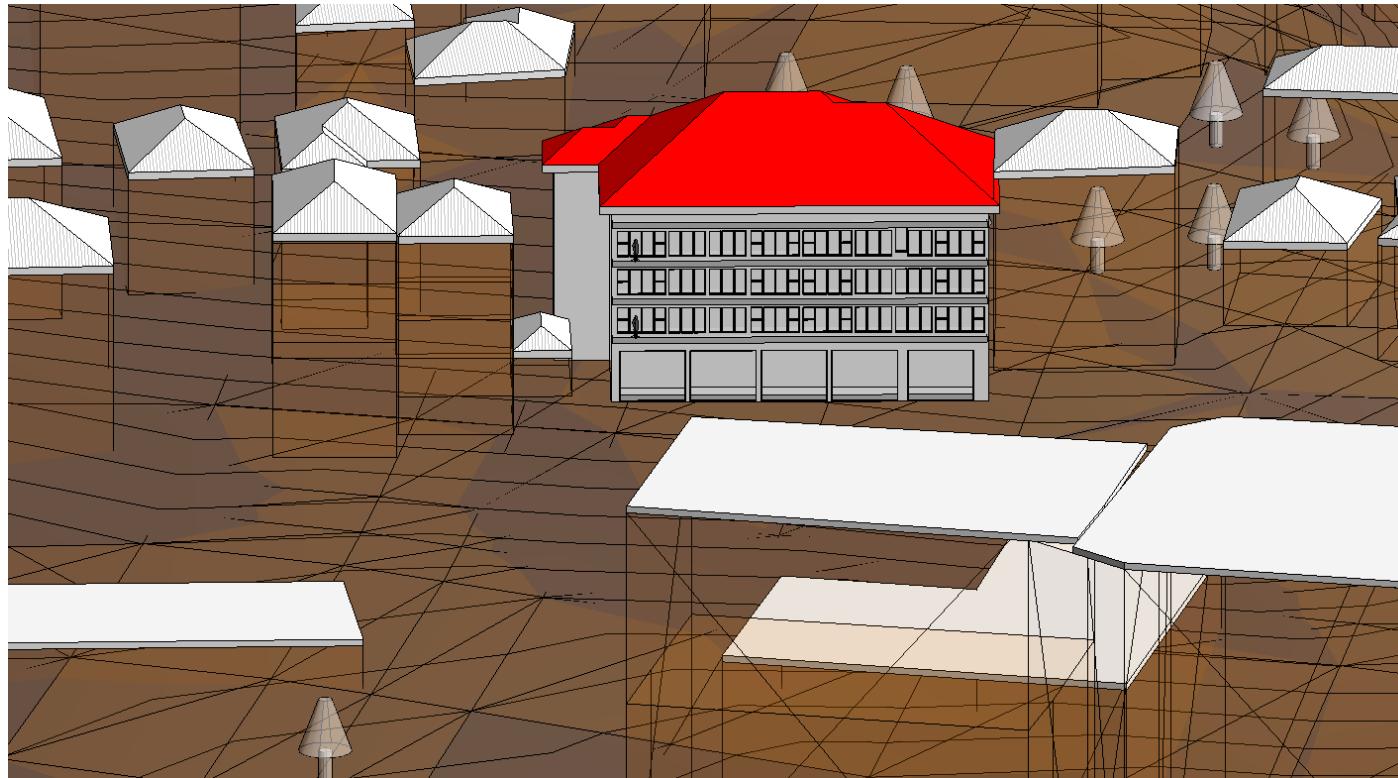


*

Dormitory's facade is modelled as seen in the photo in BIM.

BIM | Building Modelling

2- Modelling



Building was modelled in Level Of Development 200.
Window openings and elevations are added.

Visibility I Equations

1- Visual Openness 1

$$VO1 = \frac{(\sum_{i=1}^{n1} l_i + \sum_{i=1}^{n2} r)}{(n1 + n2)}$$

where

Σ = Sum

VO = Visual Openness

I = Length of isovists

r = specified distance value (maximum visible distance)

n_1 =the number of isovists collided onto objects

n_2 = the number of isovists that do not collide with objects (which was cropped at the specified distance)

the sum of length of isovists
that collided onto objects

- + the multiplication the number of isovists that don't collided on any objects by an r distance

“The mean of isovists’ lengths” =

the total number of isovists

Visibility | Equations

2 - Visual Openness 2

What percentage of the rays do not hit an object?

$$VO_2 = 100 - \frac{x}{n} \times 100, \quad (2)$$

where

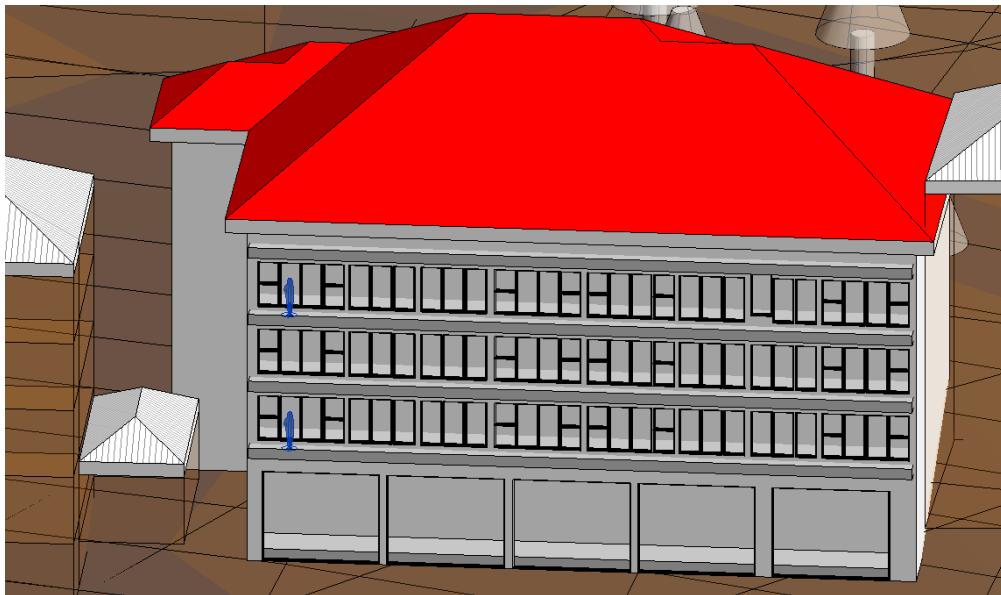
x = the number of isovists collided on built environment in a specified distance

n = the number of isovists created from vantage point

"The percentage of non-collided isovists" = $100 - \frac{\text{the number of isovists collided on built environment}}{\text{the total number of isovists}} \times 100$

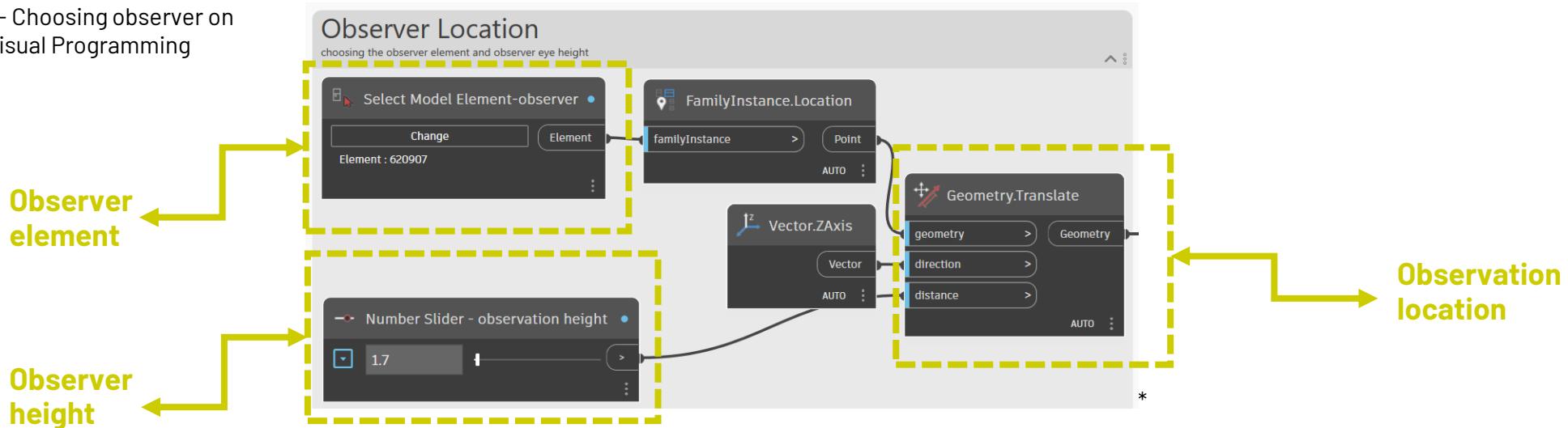
BIM | VISIBILITY ANALYSIS

1- Observation point



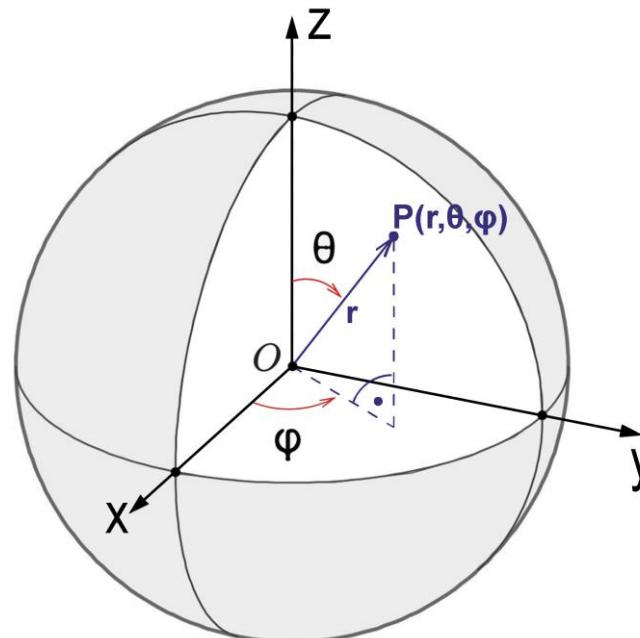
- The observer elements are seen as blue
- Front facade 2. and 4. floors

2- Choosing observer on Visual Programming



BIM | VISIBILITY ANALYSIS

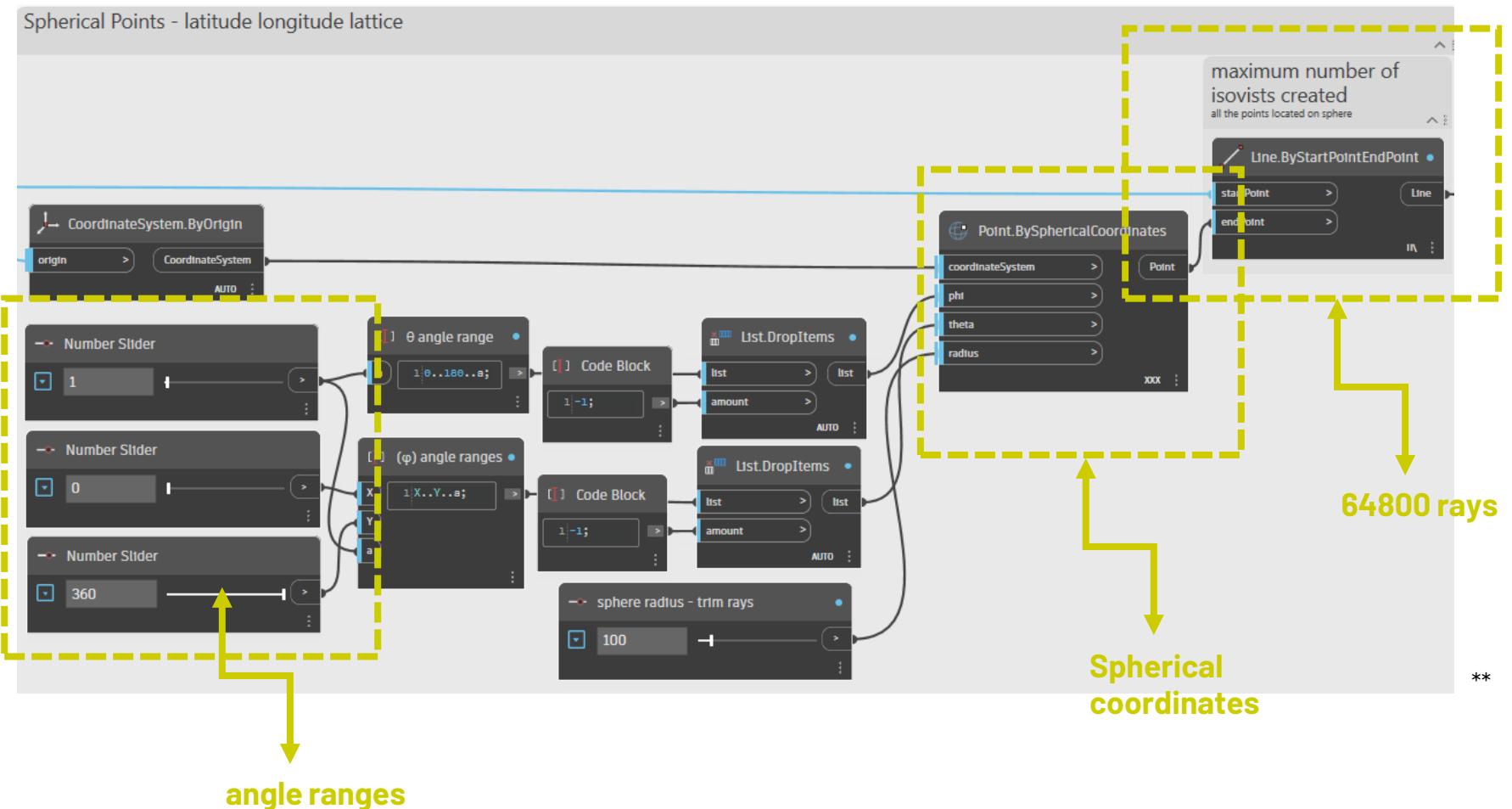
1- Spherical Coordinates
To create 3D Isovists' direction



* Higher number of points
More accurate results.

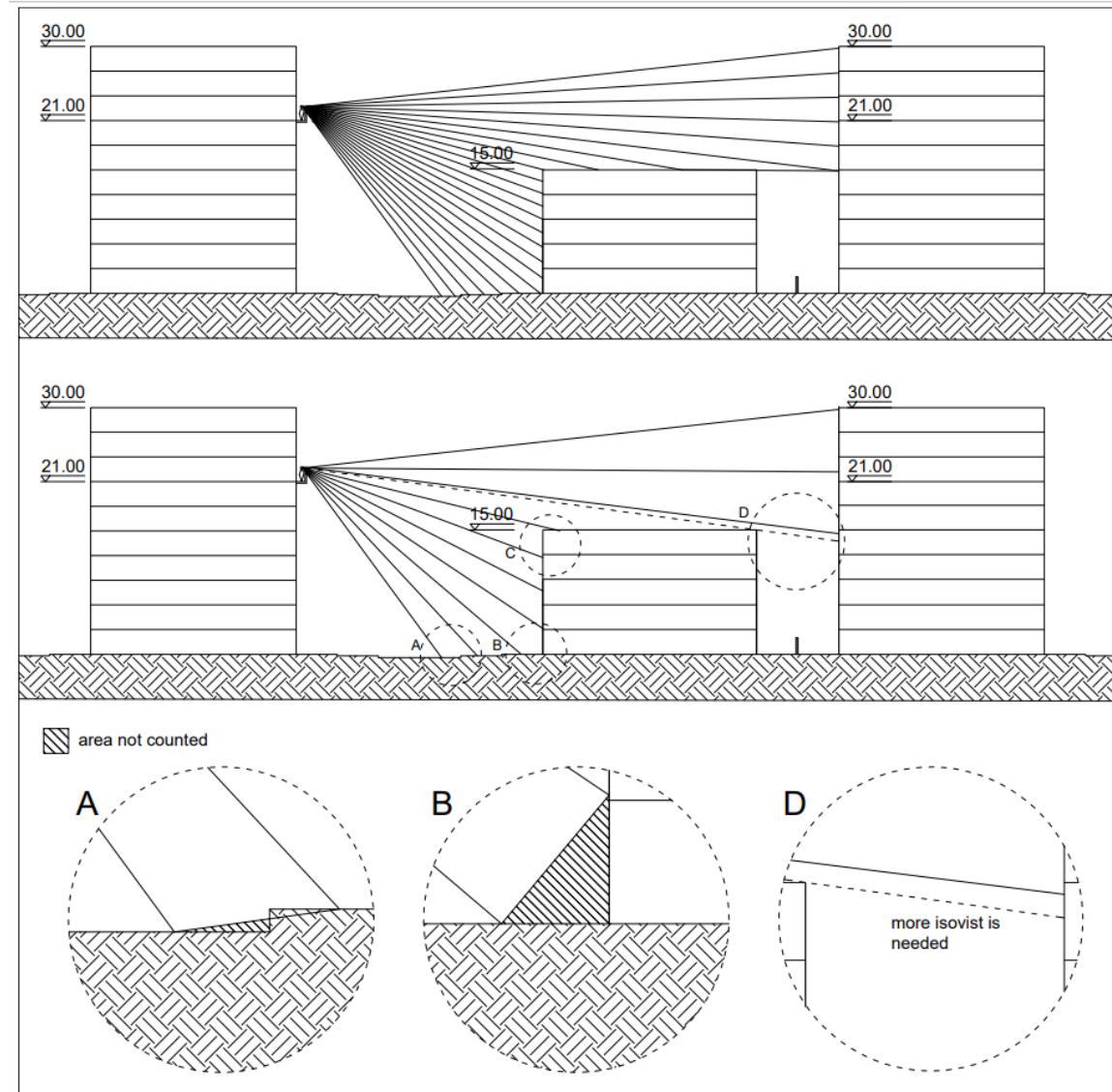
2- Creating Spherical Coordinates on Visual Programming

Good precision is reached when 64800 tracing rays created to execute analysis (Suleiman et al., 2011).



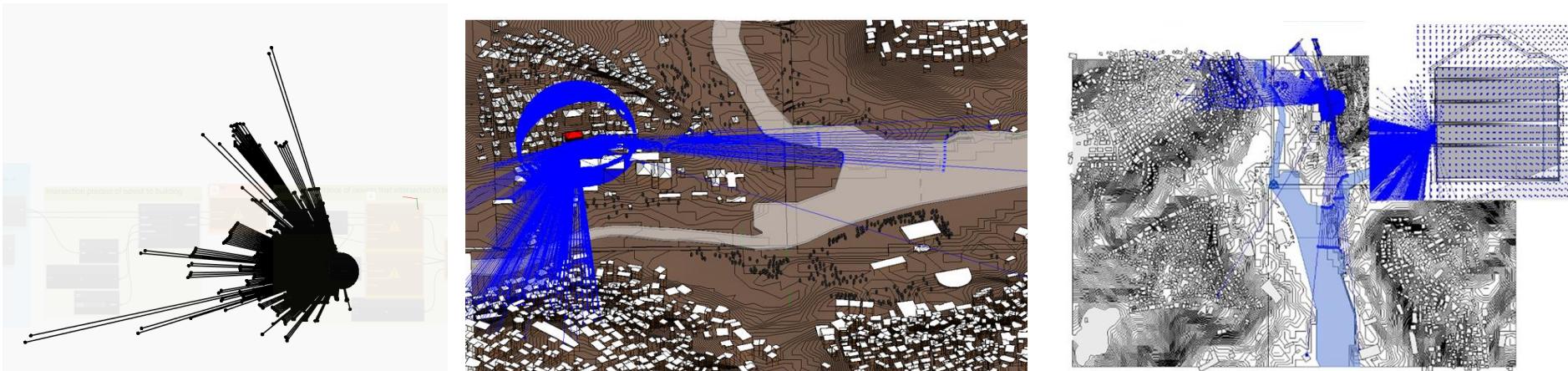
BIM | VISIBILITY ANALYSIS

More isovists create
more precise results

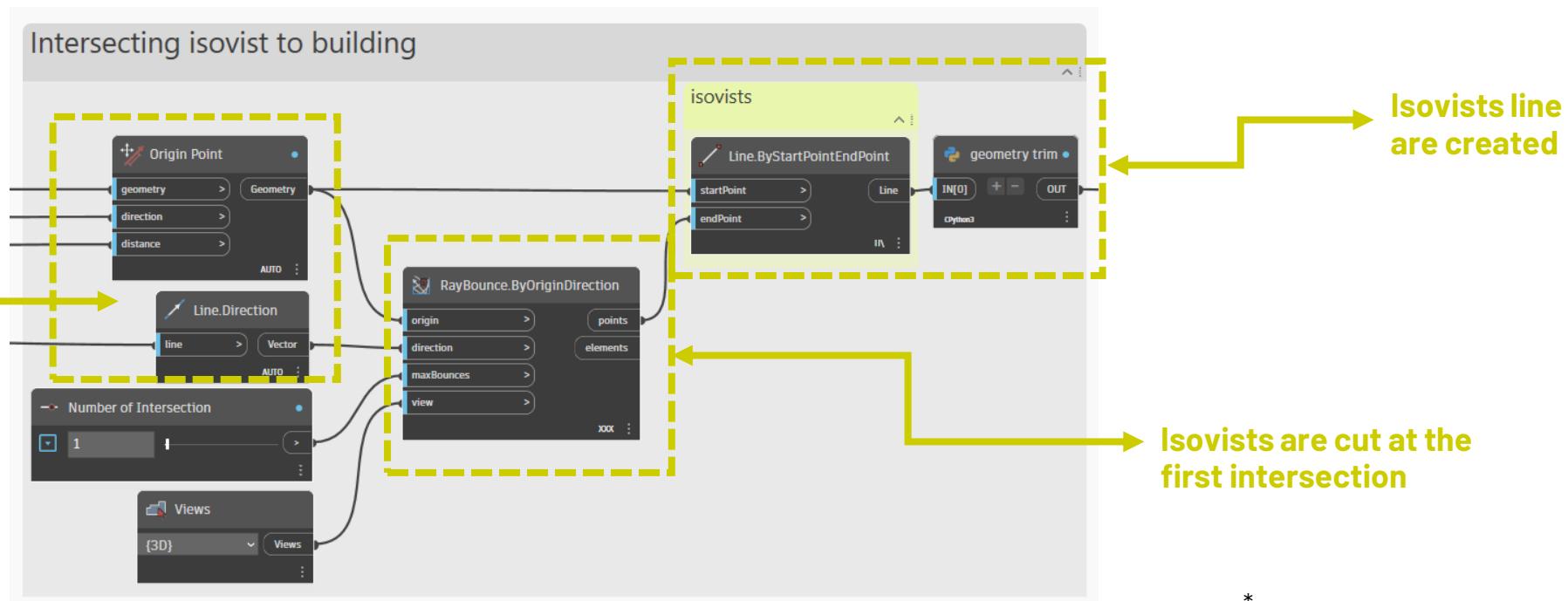


BIM | VISIBILITY ANALYSIS

1- Isovists

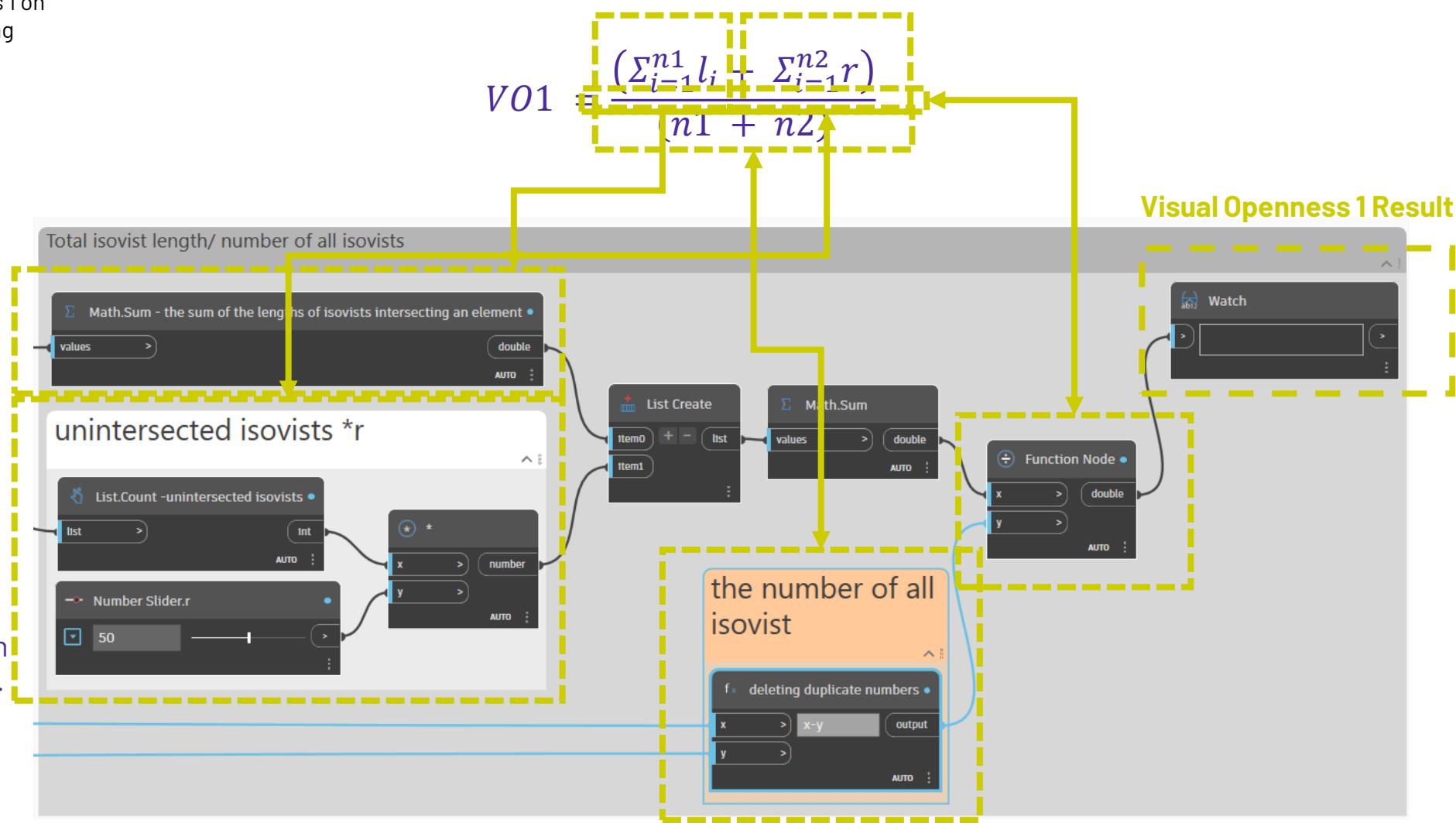


2- Finding the intersection point on Visual Programming



BIM | VISIBILITY ANALYSIS

2- Visual Openness 1 on Visual Programming

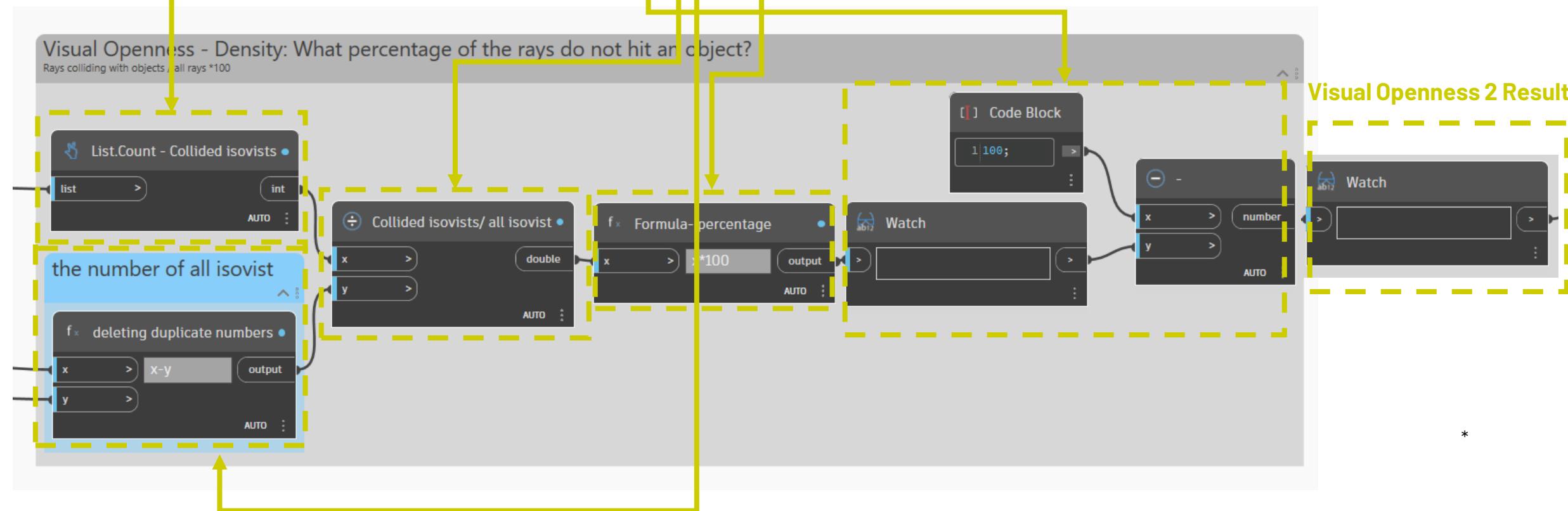


The specified distance is given by user demand.

BIM | VISIBILITY ANALYSIS

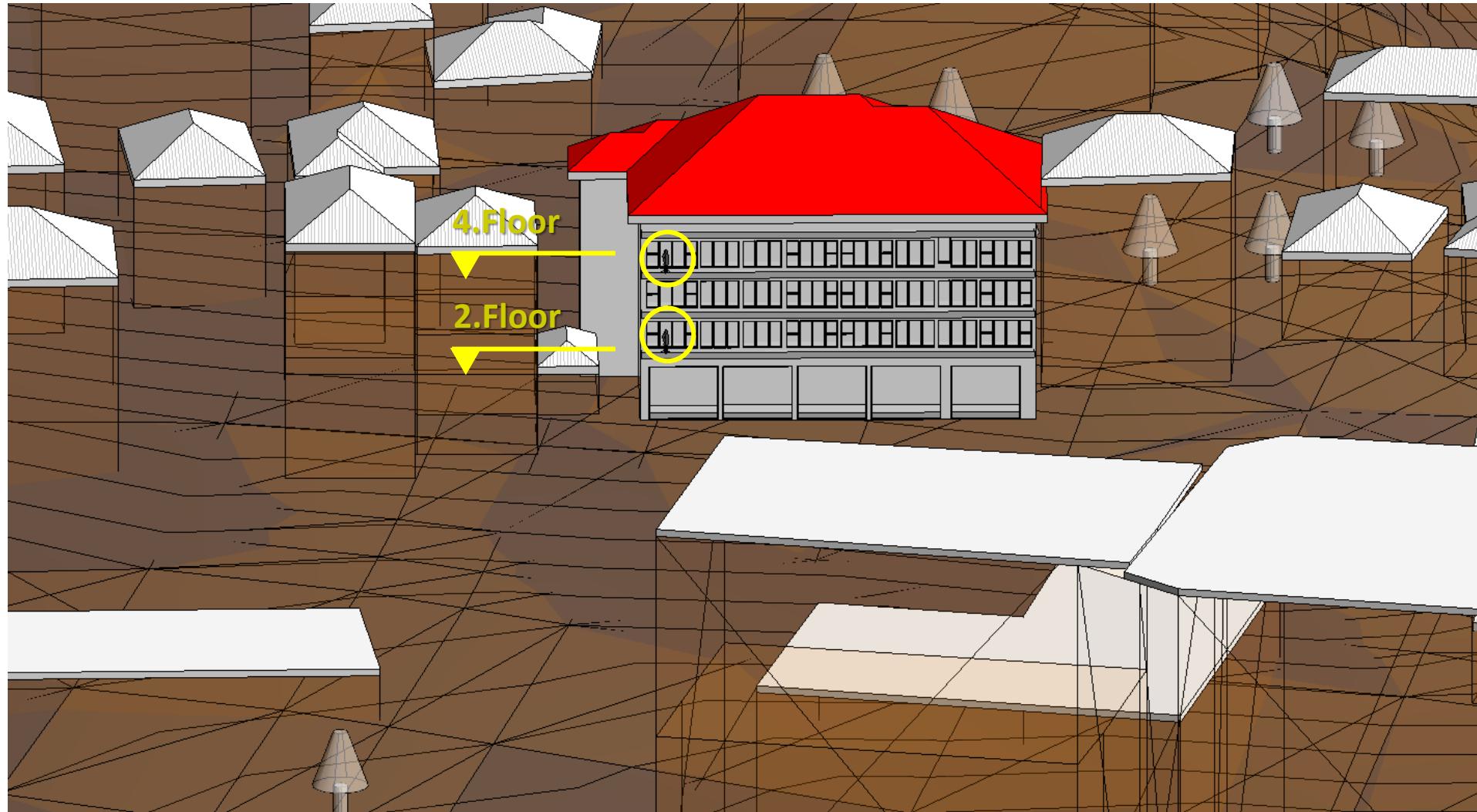
2- Visual Openness
2 on Visual
Programming

$$VO_2 = \frac{x}{n} \times 100$$



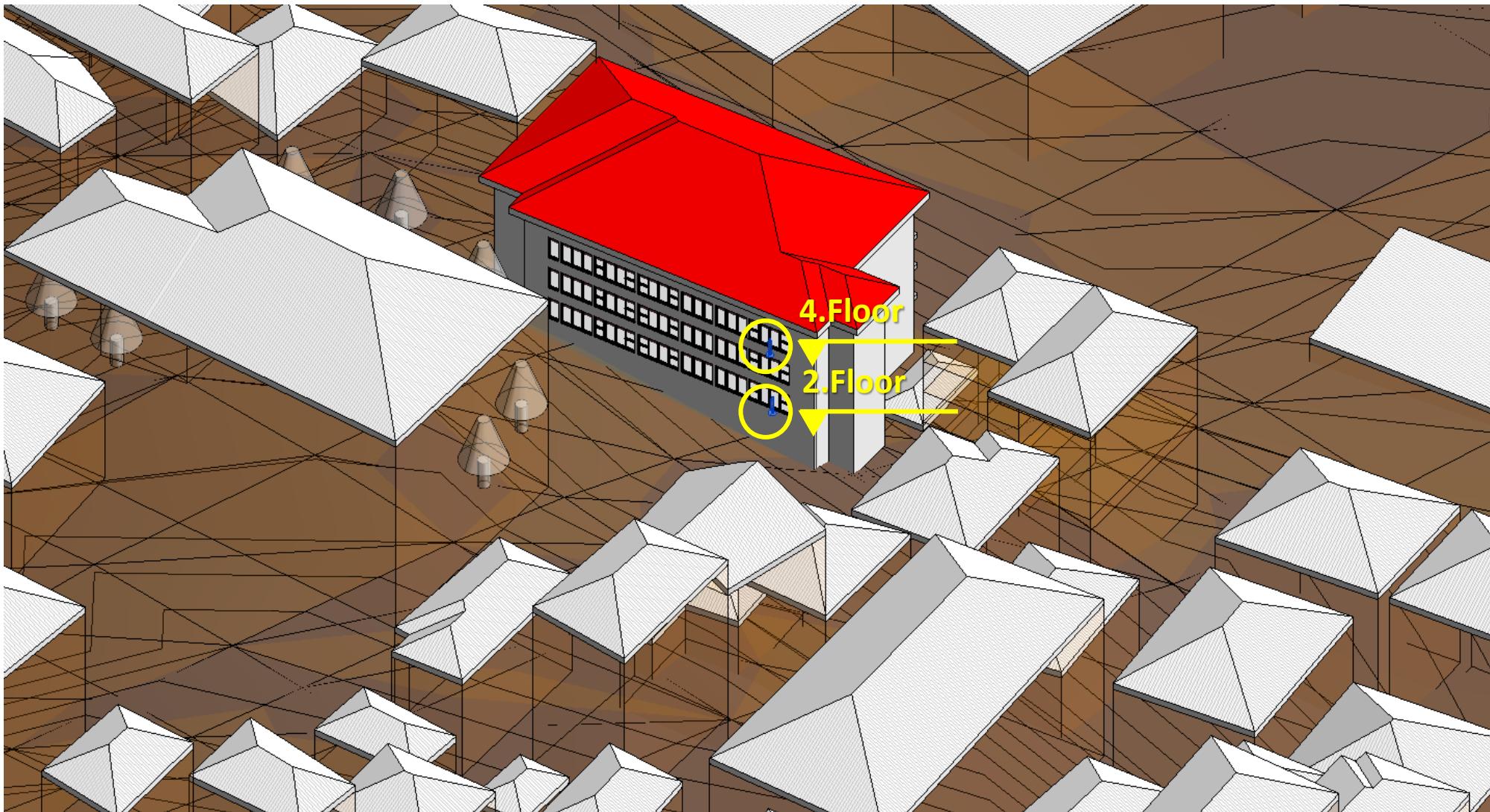
BIM | VISIBILITY ANALYSIS

Front Facade



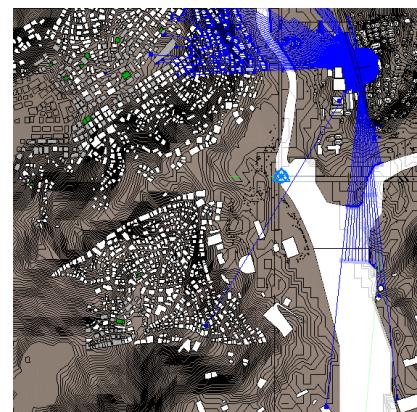
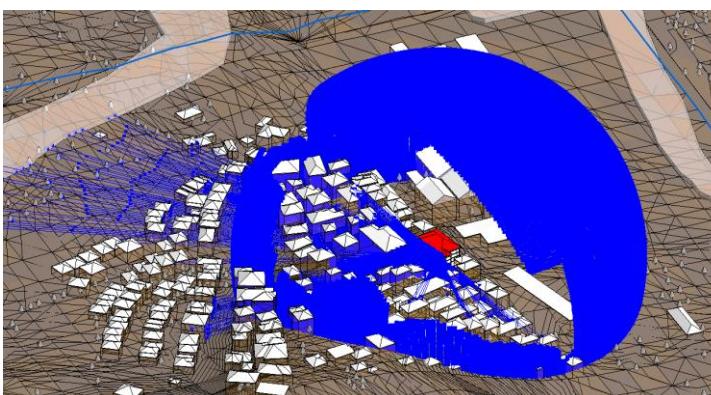
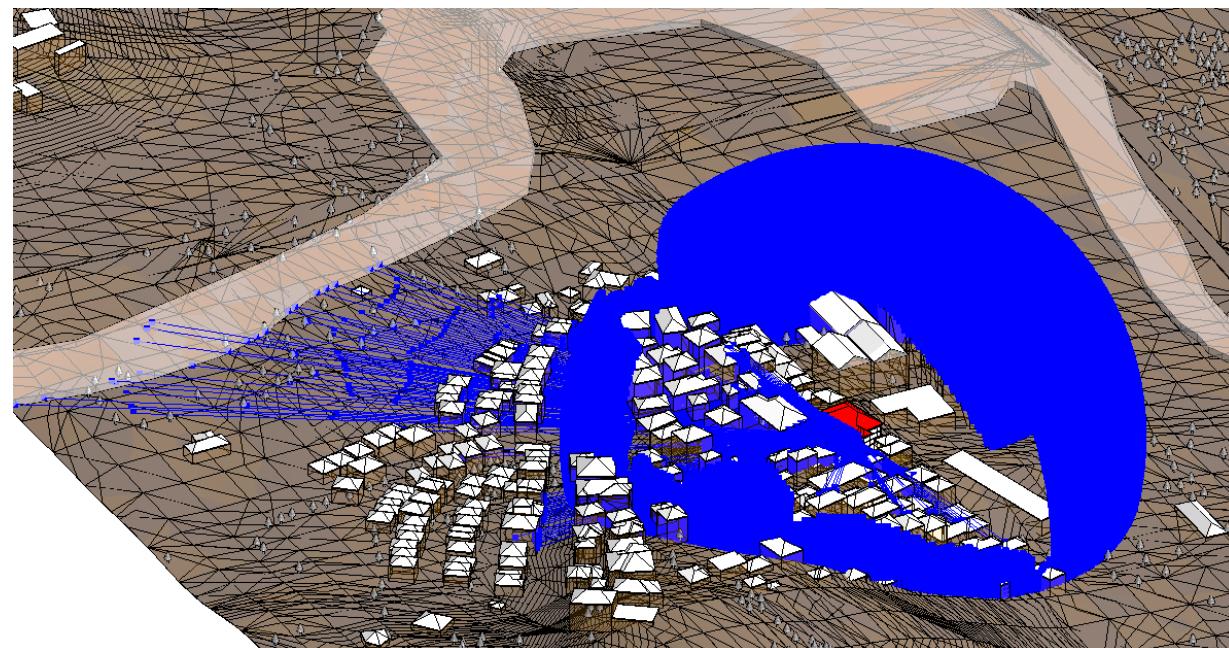
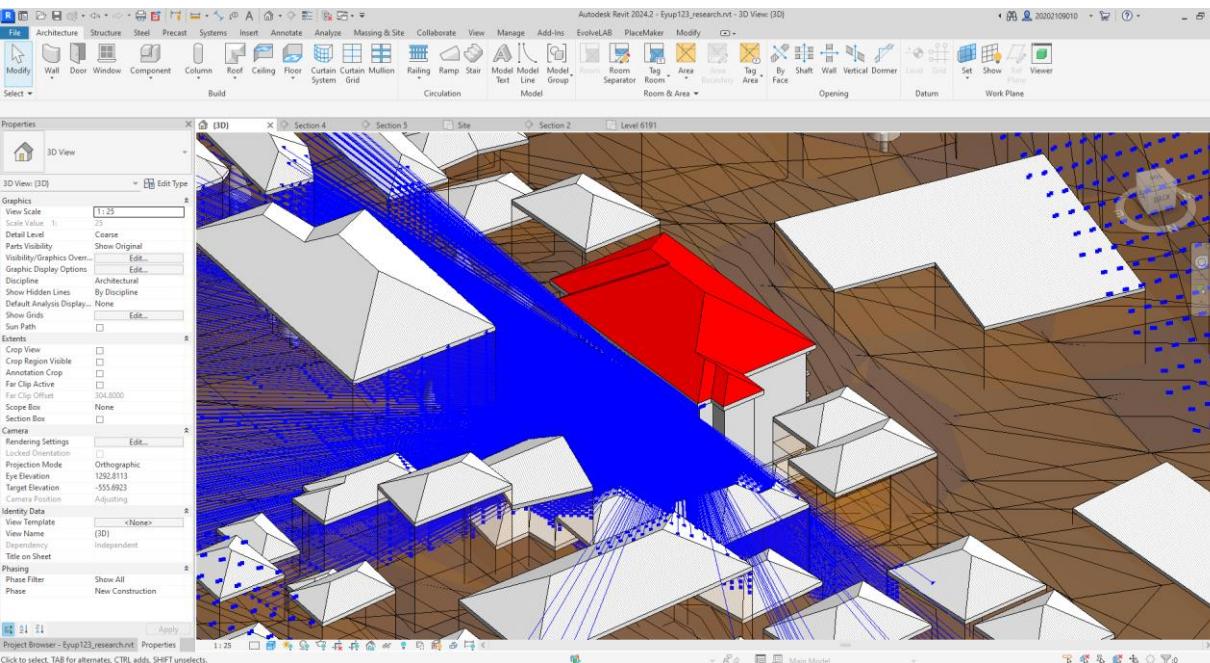
BIM | VISIBILITY ANALYSIS

Rear Facade



BIM | VISIBILITY ANALYSIS

Rear facade 4th floor visibility analysis



3. RESULTS

Visibility Analysis	Visual Openness 1	Visual Openness 2	
Research area	50m	150m	Limitless view
Rooms			People prefer larger view Obtaining a higher number of visual openness index indicating that building user comfort is higher
Front Facade Level 2	16.9851739589	38.47188612162	19.7654320988
Front Facade Level 4	18.3212858964336	40.5939256769614	20.0385802469136
Rear Facade Level 2	13.7073006160997	29.3414669437961	15.1867283950617
Rear Facade Level 4	15.6576877715483	31.8949260212159	AEC sector professionals and building users can make decision from this value.

"The mean of isovists' lengths"

+ VO1 the longer visible area +

"The percentage of non-collided isovists"

- Non-collided isovists are reaching further and hitting objects.
- The higher number more open visible area +
- Density is less.

3. DISCUSSION

3D VISIBILITY ANALYSES USING BIM & GIS INTEGRATION

Contributions

workflow 3D urban model
open-source resources (method valid every location in the World)
data combined on BIM software
+ 3D isovists in BIM
+ visibility evaluation method in BIM
+ digitalization in real estate evaluation + visibility
? view factor in early stages
+ BIM uses
opportunity to examine different qualities

differences

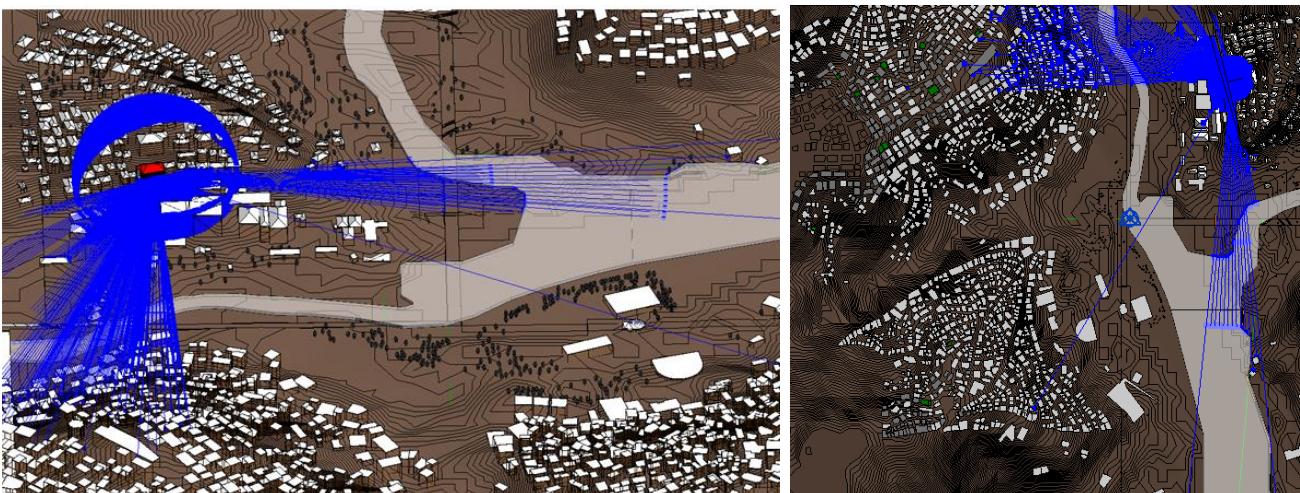
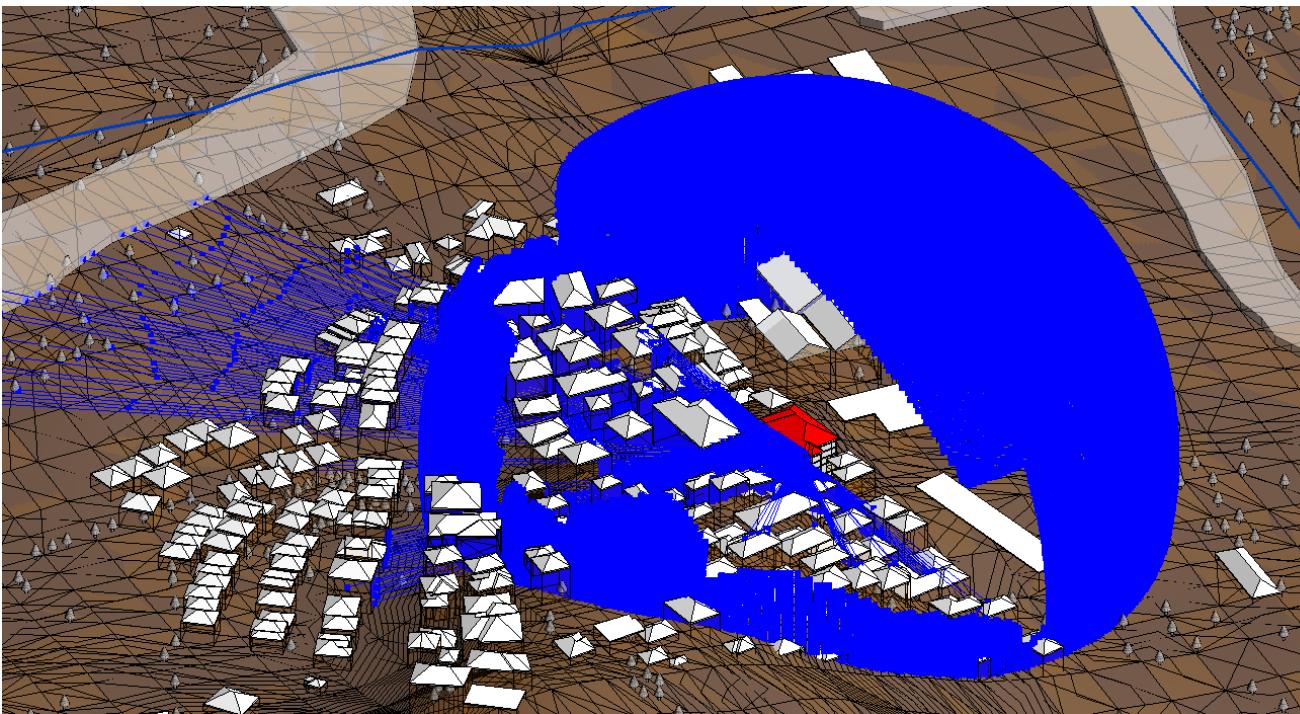
calculating the indexes in BIM
in an urban area with sloped topography

to create a sufficient result

Number of spherical coord. Points +
OSM data should increased from local sources.
DSM might be used if possible.

Cons

Long analysis period.
software upgrades
higher environment info leads crashes
in an urban area with sloped topography
100% accuracy is hardly possible – due to OSM VGI and DEM- DSM



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Thank you.



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