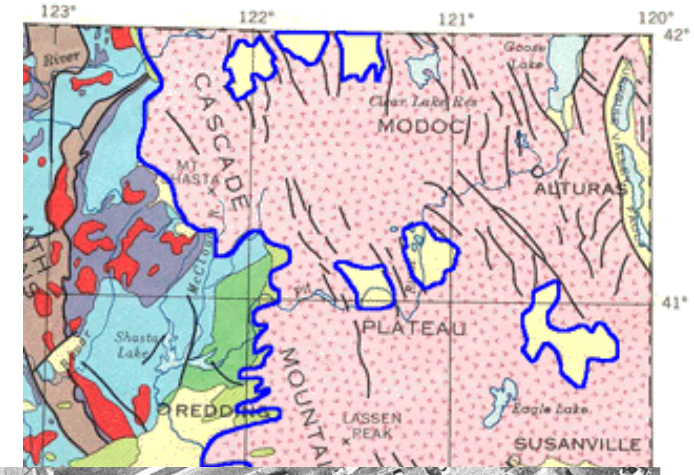
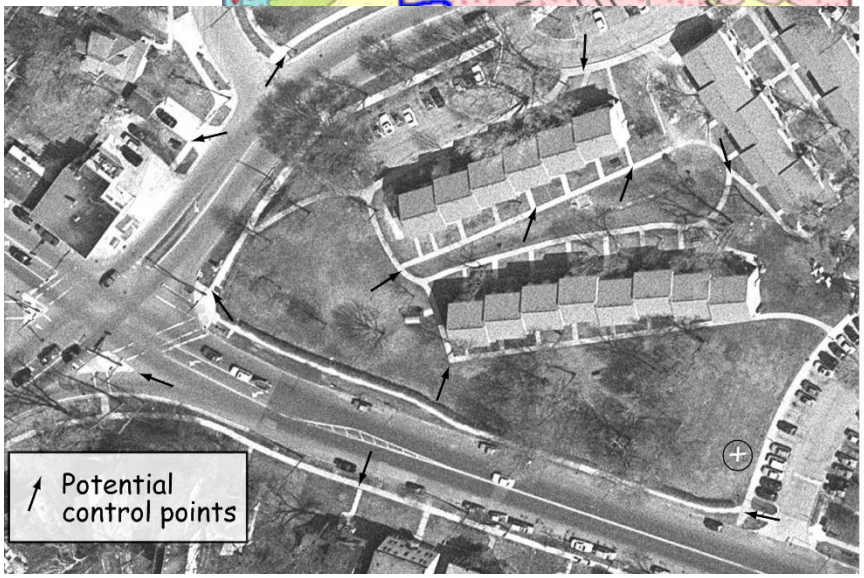
데이터 정확도와 분석

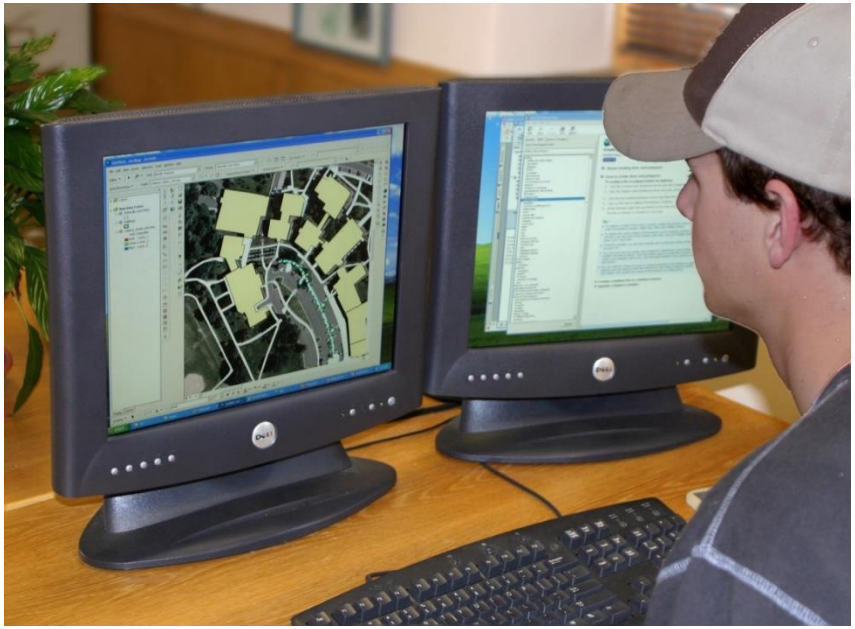
Data Accuracy and Analysis

데이터 정확도

Digitizing







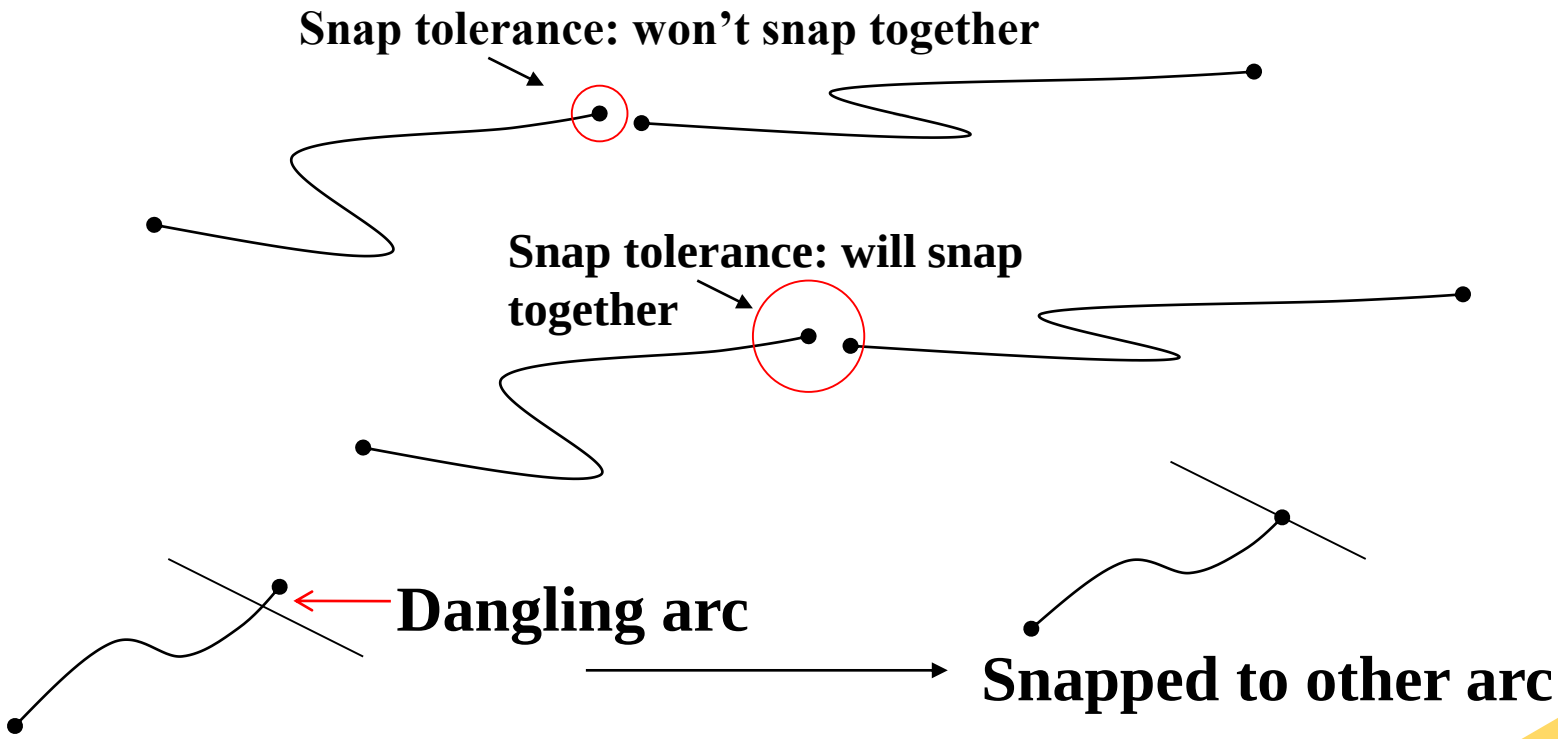
디지털화하려면 실제 좌표로 변환 할 수 있는 제어점(Control points) 정의

Drone 사진에서 응용

데이터 정확도

Digitizing

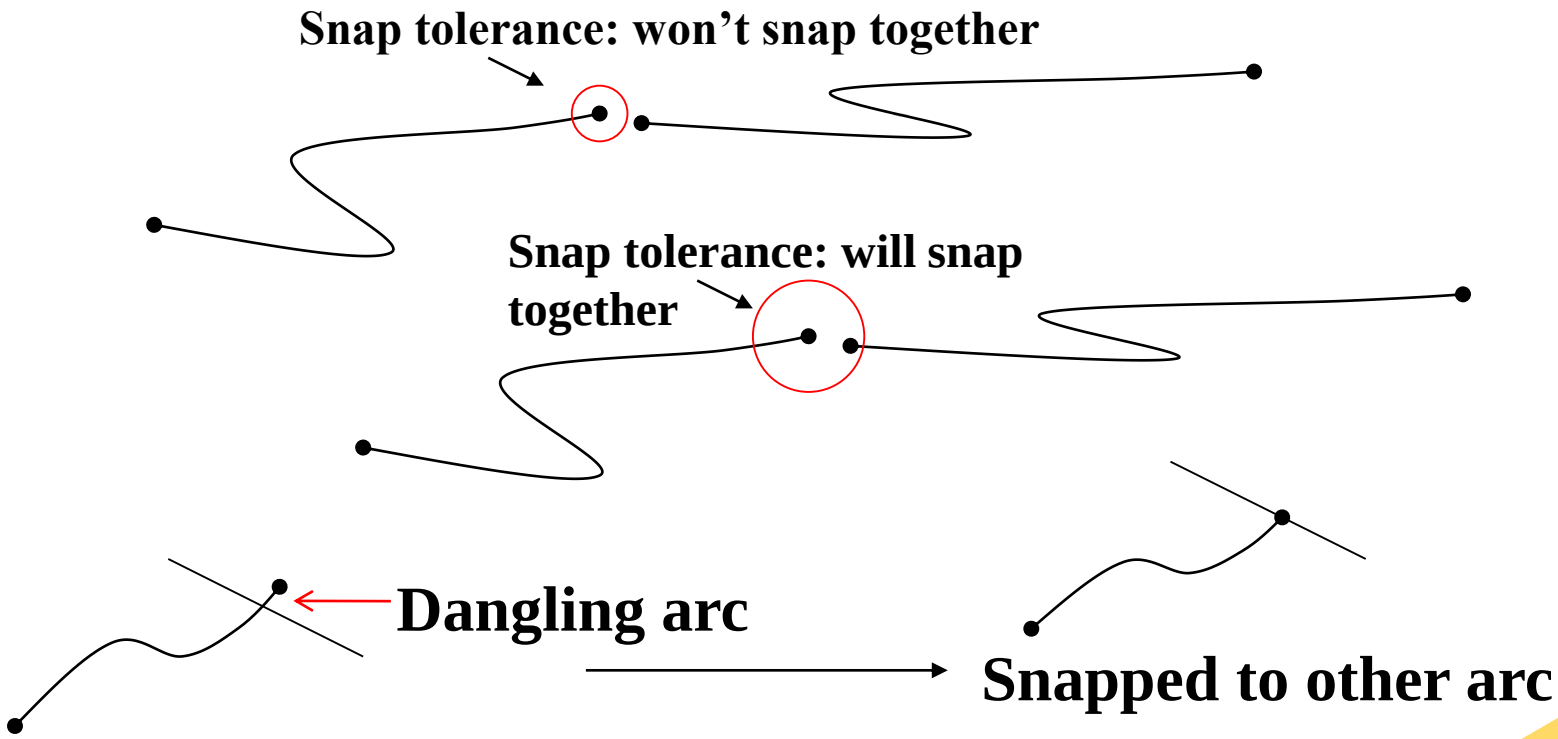
- Snapping: Any unsnapped lines or polygons are snapped closed, and dangling lines are clipped off, based on user-defined tolerances



데이터 정확도

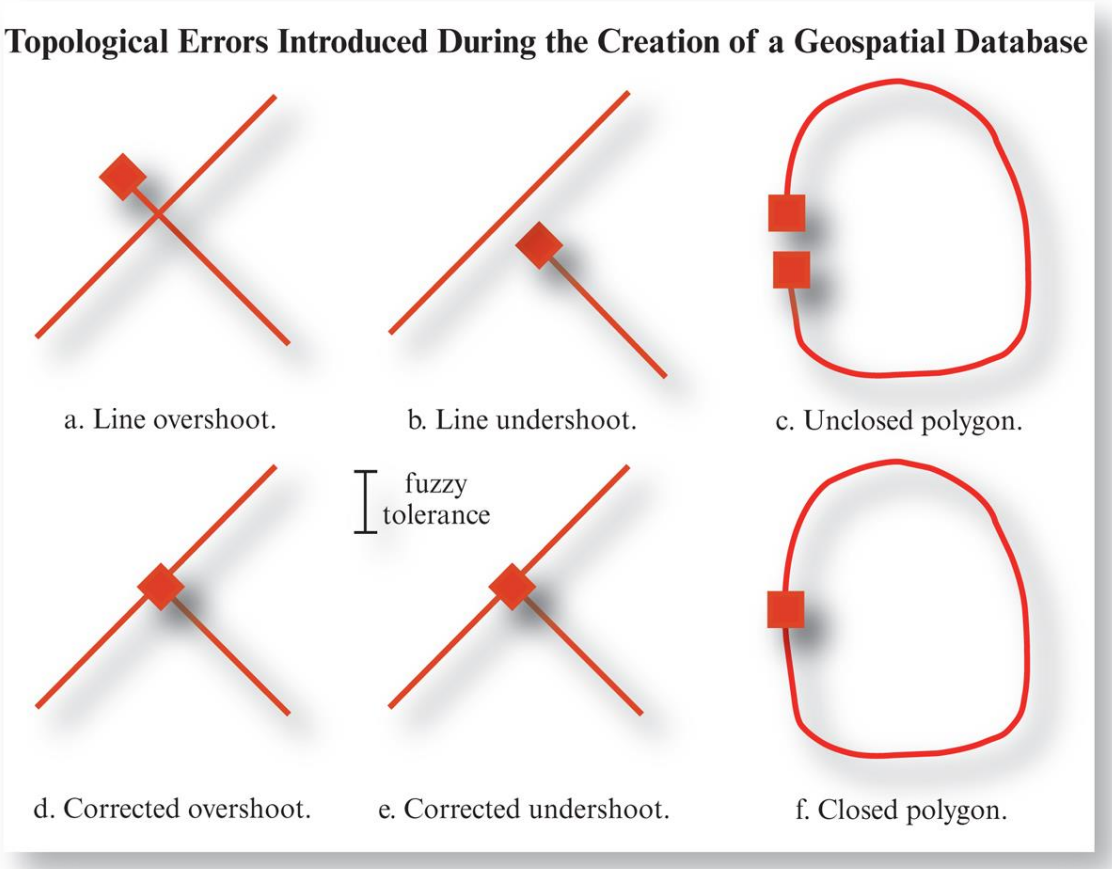
Digitizing

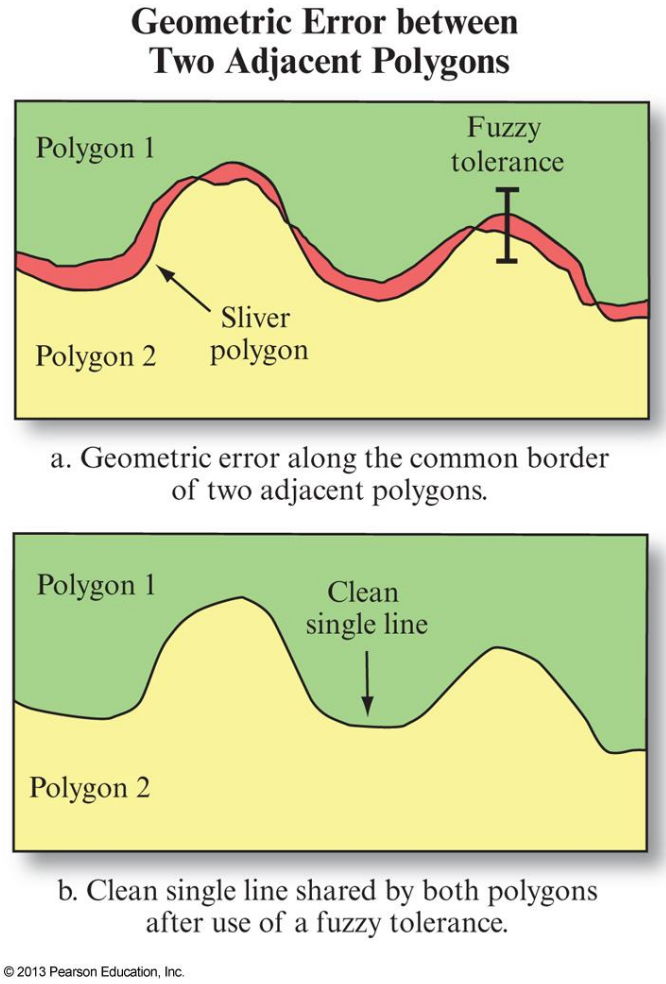
- Snapping: Any unsnapped lines or polygons are snapped closed, and dangling lines are clipped off, based on user-defined tolerances



데이터 정확도

Digitizing

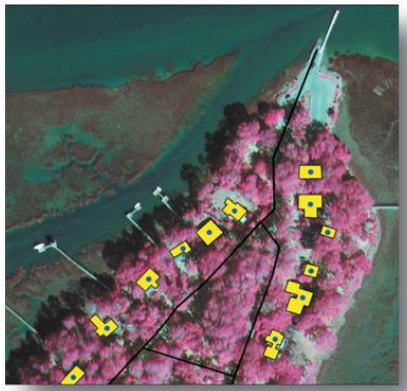




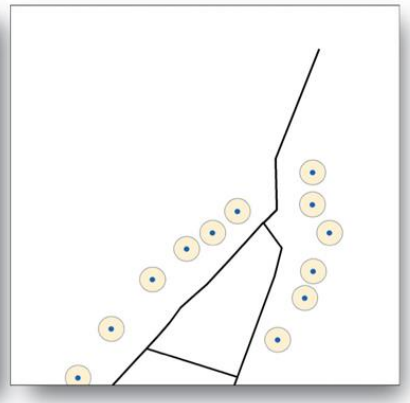
데이터 정확도

Buffering (Point)

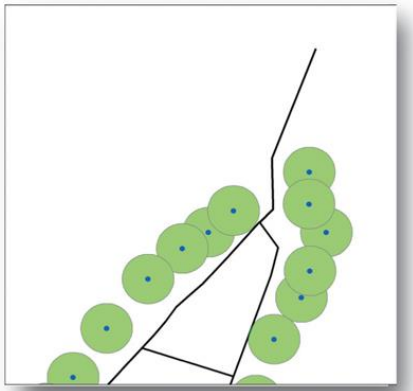
Buffering Point Features



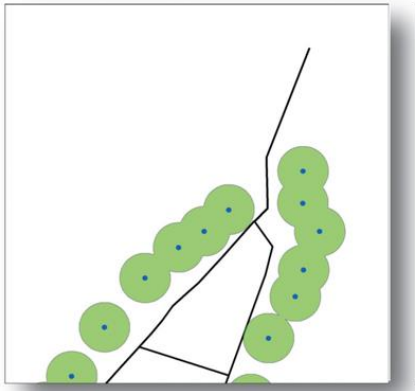
a. Point (building centroids), line (road network), and area (building footprint) features.



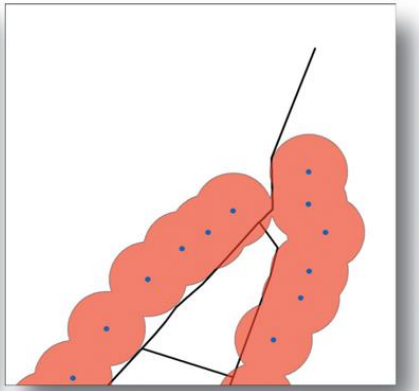
b. 10 m buffer around building centroids.



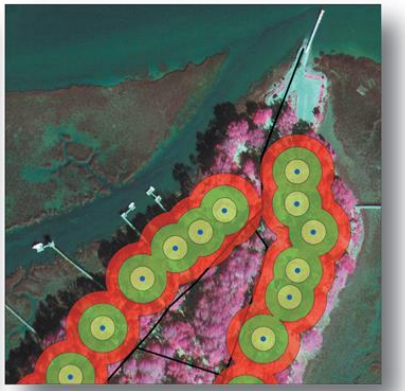
c. 20 m buffer around building centroids with no dissolve.



d. 20 m buffer around building centroids with dissolve.



e. 30 m buffer around building centroids with dissolve.

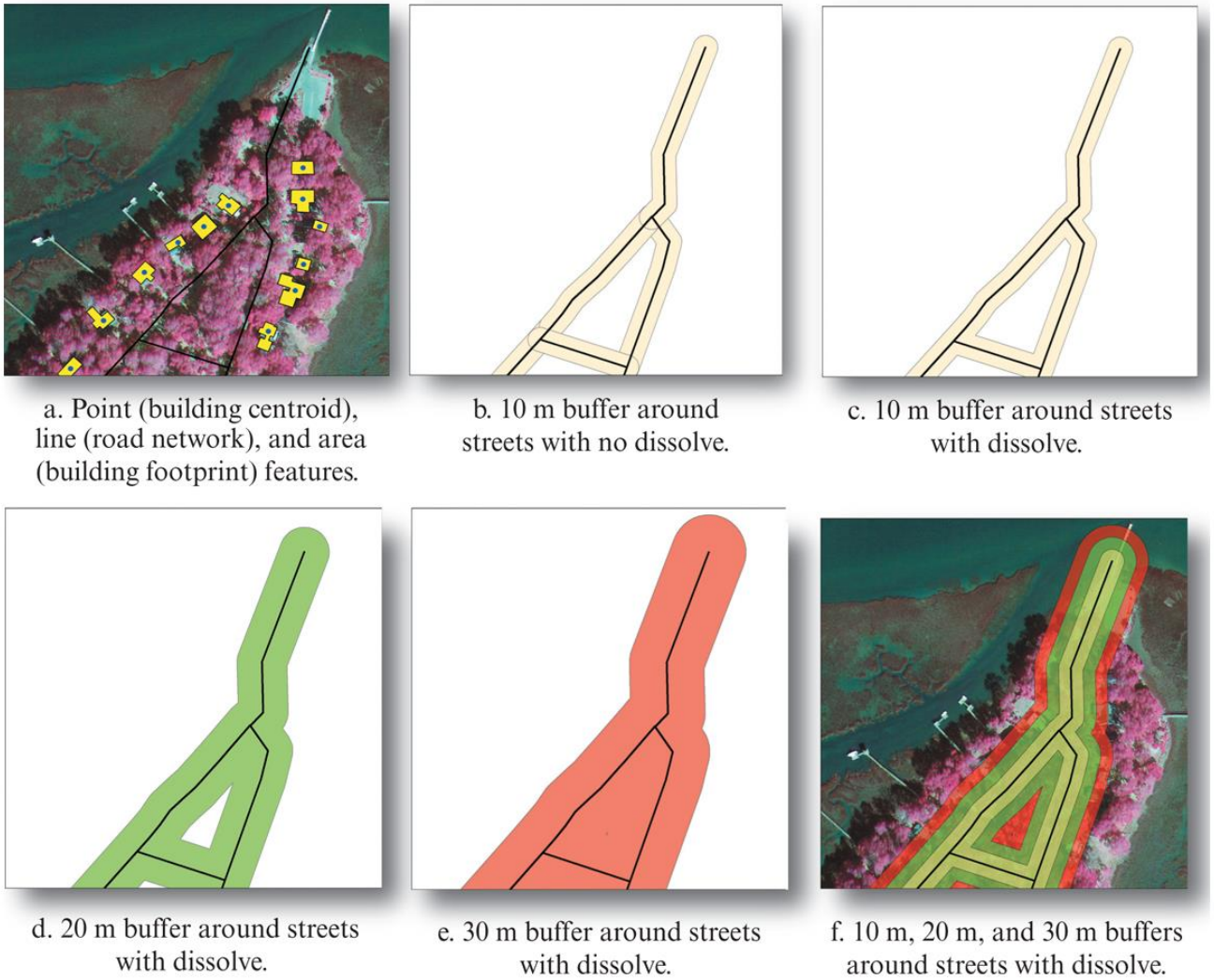


f. 10 m, 20 m, and 30 m buffers around building centroids with dissolve.

데이터 정확도

Buffering (Line)

Buffering Linear Features



a. Point (building centroid), line (road network), and area (building footprint) features.

b. 10 m buffer around streets with no dissolve.

c. 10 m buffer around streets with dissolve.

d. 20 m buffer around streets with dissolve.

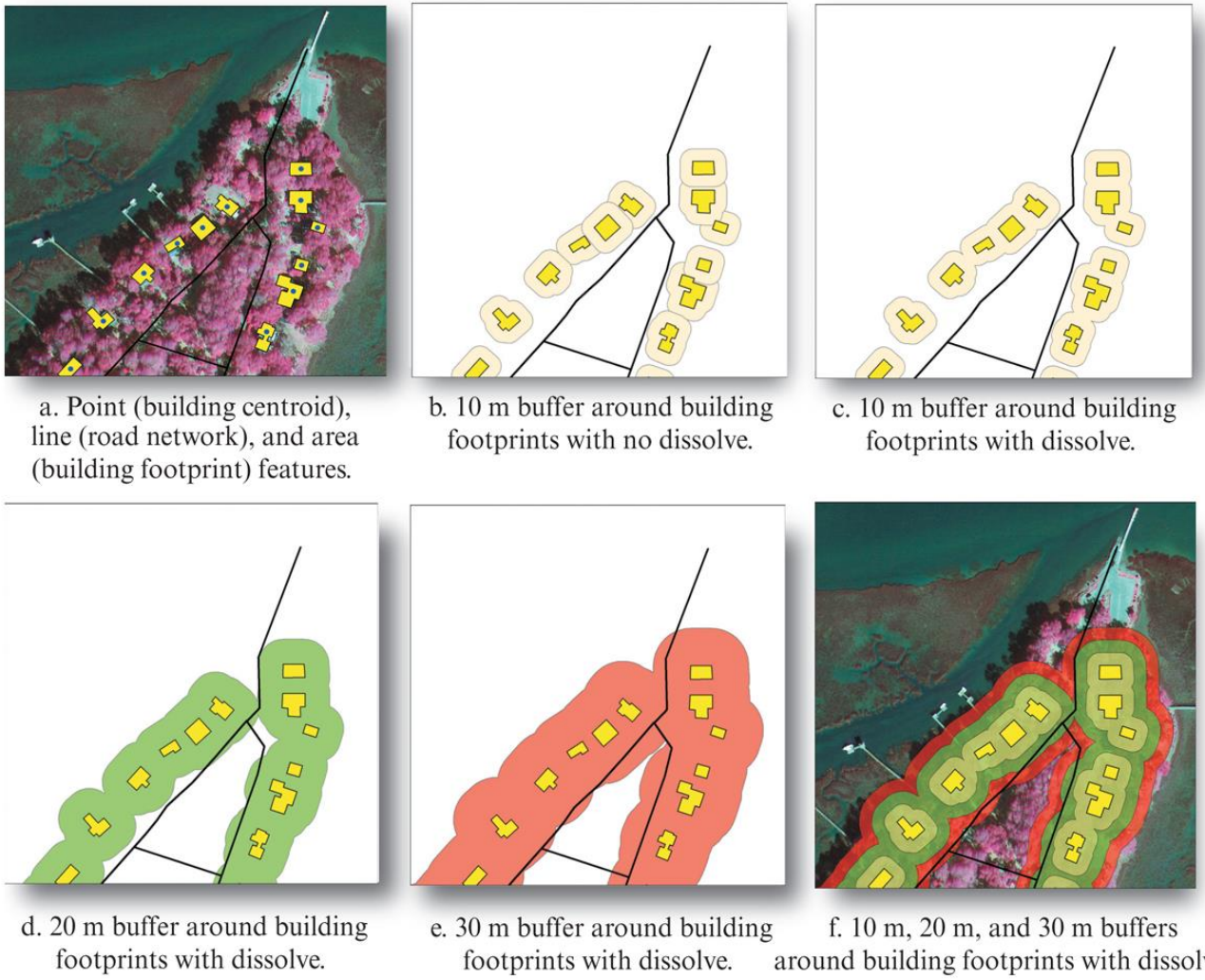
e. 30 m buffer around streets with dissolve.

f. 10 m, 20 m, and 30 m buffers around streets with dissolve.

데이터 정확도

Buffering (Area)

Buffering Area Features



a. Point (building centroid), line (road network), and area (building footprint) features.

b. 10 m buffer around building footprints with no dissolve.

c. 10 m buffer around building footprints with dissolve.

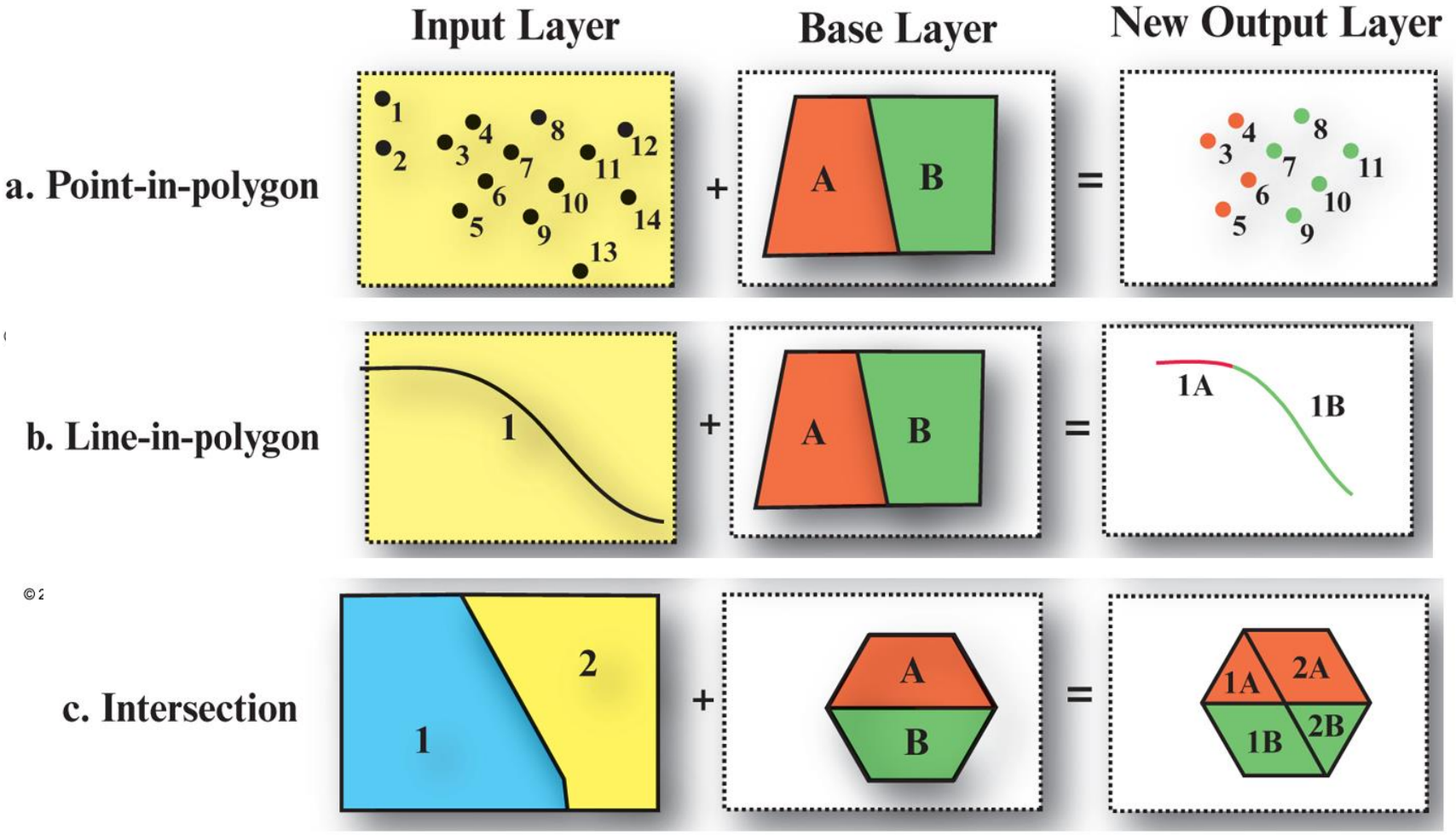
d. 20 m buffer around building footprints with dissolve.

e. 30 m buffer around building footprints with dissolve.

f. 10 m, 20 m, and 30 m buffers around building footprints with dissolve.

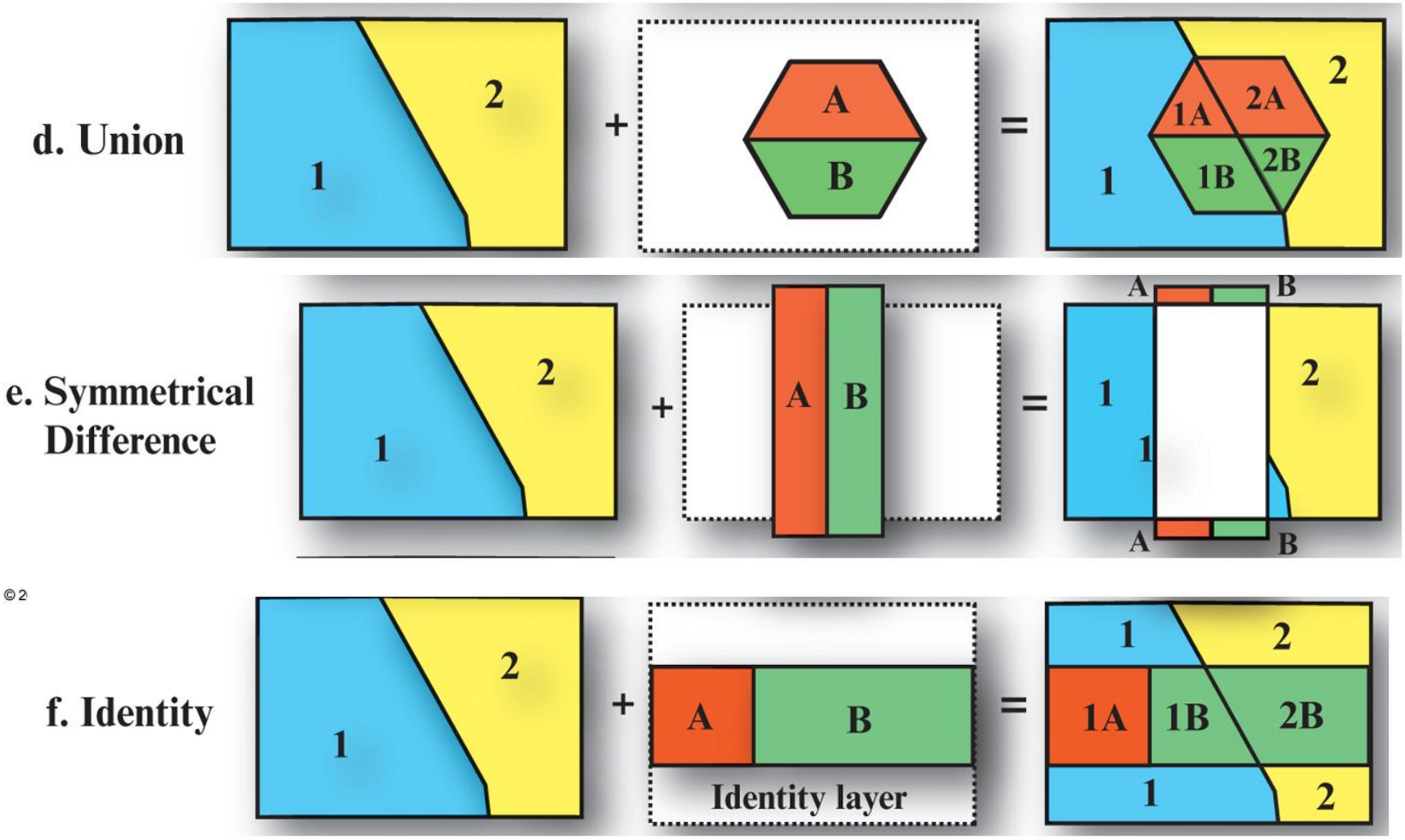
데이터 정확도

Vector Overlay Operations



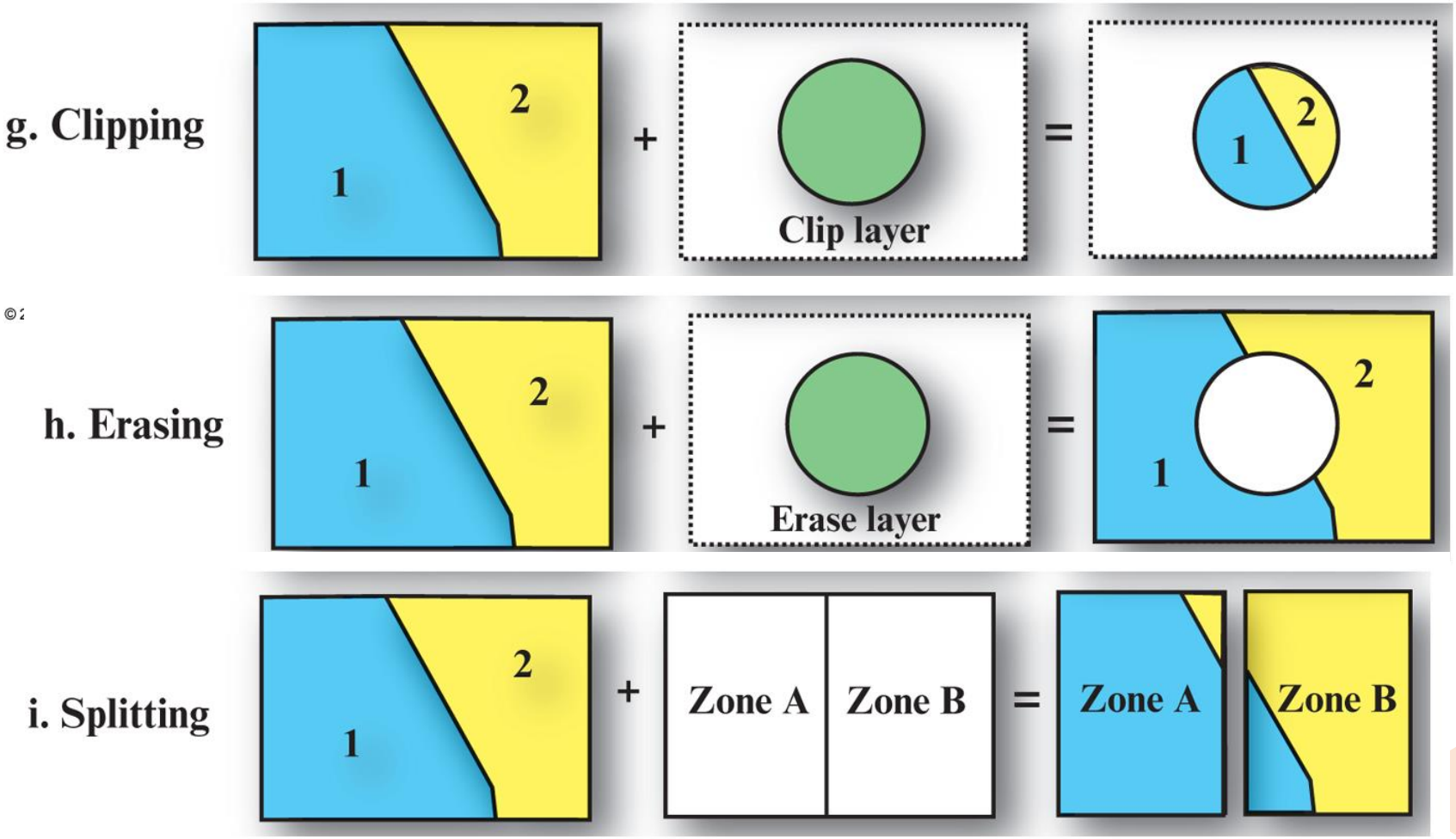
데이터 정확도

Vector Overlay Operations



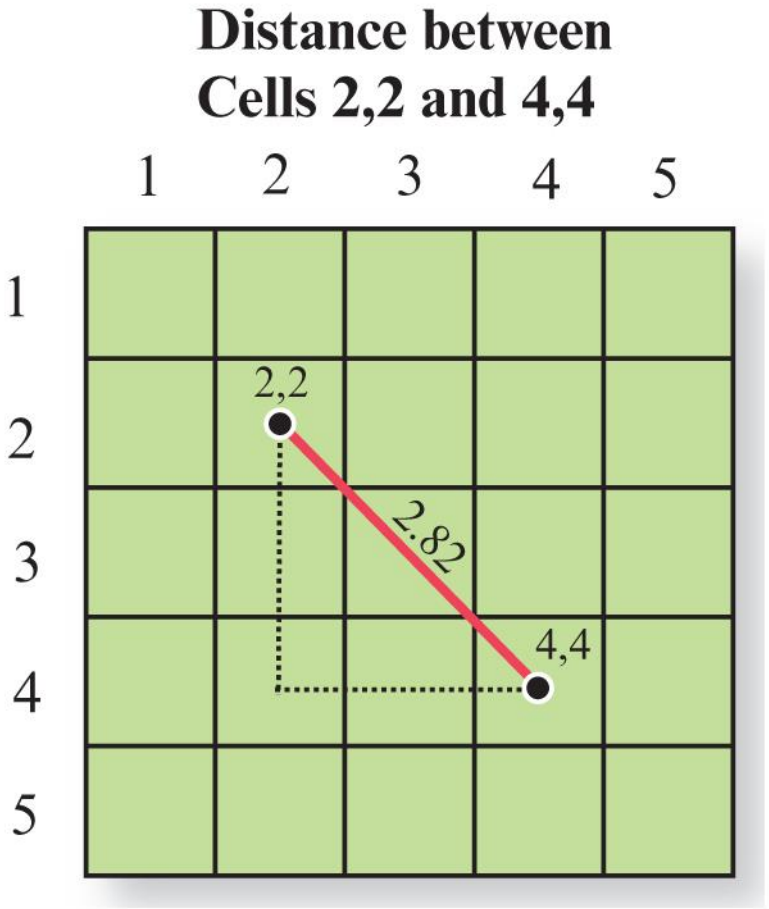
데이터 정확도

Vector Overlay Operations



데이터 정확도

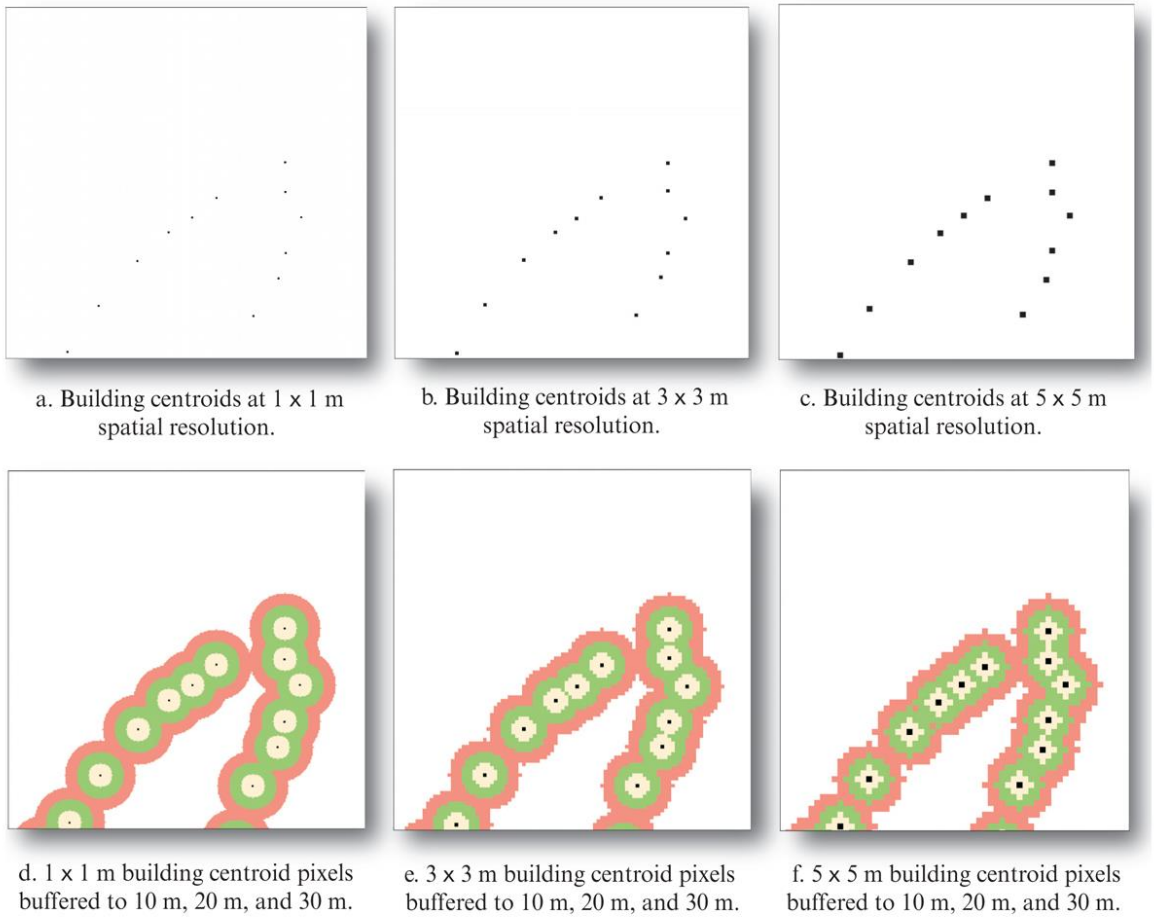
Raster Buffering



데이터 정확도

Raster Buffering

Raster Buffering of Point Features



a. Building centroids at 1 x 1 m spatial resolution.

b. Building centroids at 3 x 3 m spatial resolution.

c. Building centroids at 5 x 5 m spatial resolution.

d. 1 x 1 m building centroid pixels buffered to 10 m, 20 m, and 30 m.

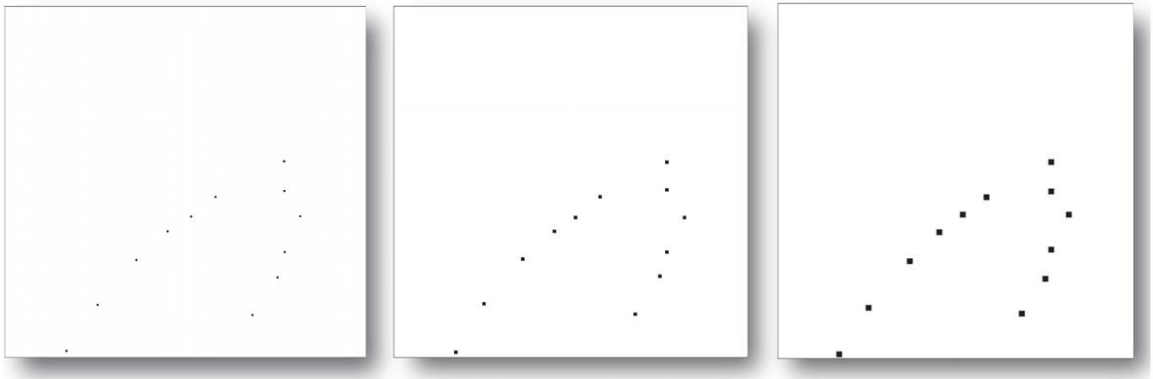
e. 3 x 3 m building centroid pixels buffered to 10 m, 20 m, and 30 m.

f. 5 x 5 m building centroid pixels buffered to 10 m, 20 m, and 30 m.

데이터 정확도

Raster Buffering

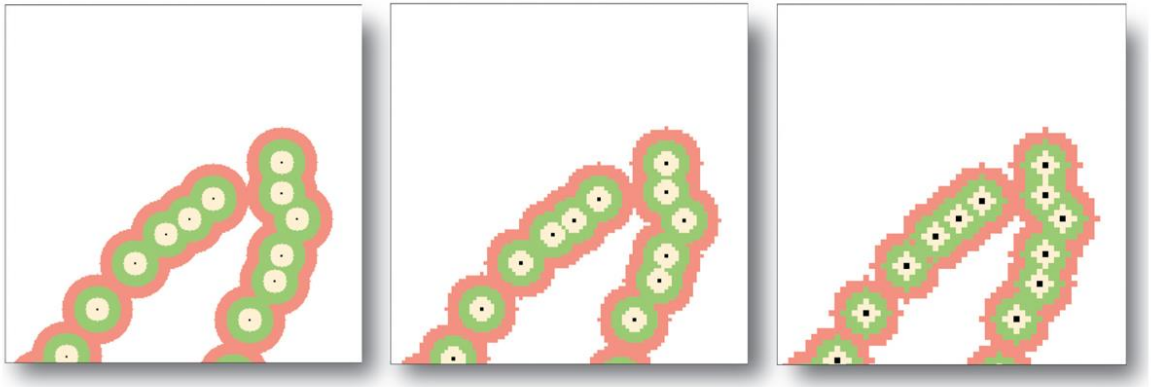
Raster Buffering of Point Features



a. Building centroids at 1 x 1 m spatial resolution.

b. Building centroids at 3 x 3 m spatial resolution.

c. Building centroids at 5 x 5 m spatial resolution.

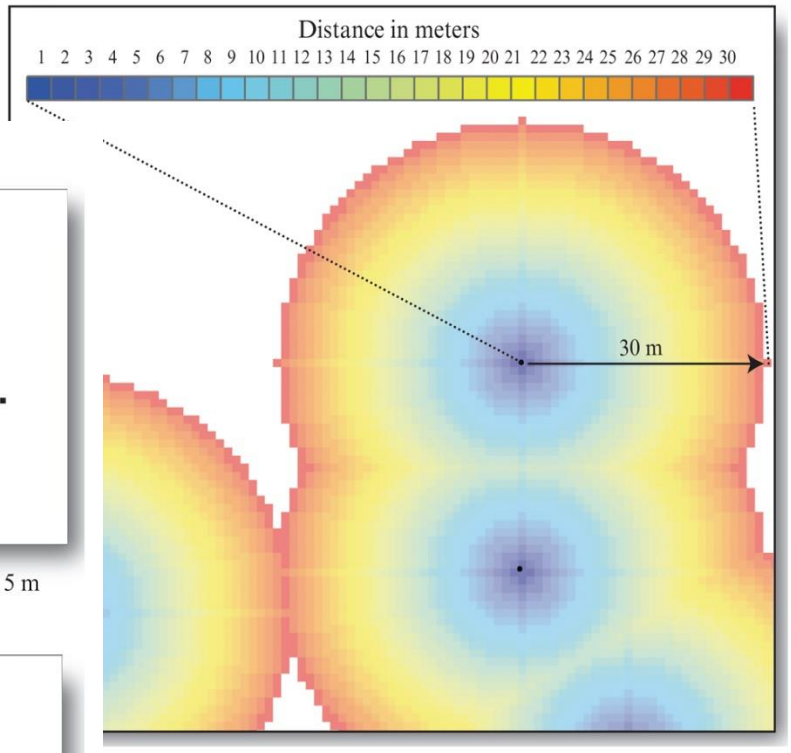


d. 1 x 1 m building centroid pixels buffered to 10 m, 20 m, and 30 m.

e. 3 x 3 m building centroid pixels buffered to 10 m, 20 m, and 30 m.

f. 5 x 5 m building centroid pixels buffered to 10 m, 20 m, and 30 m.

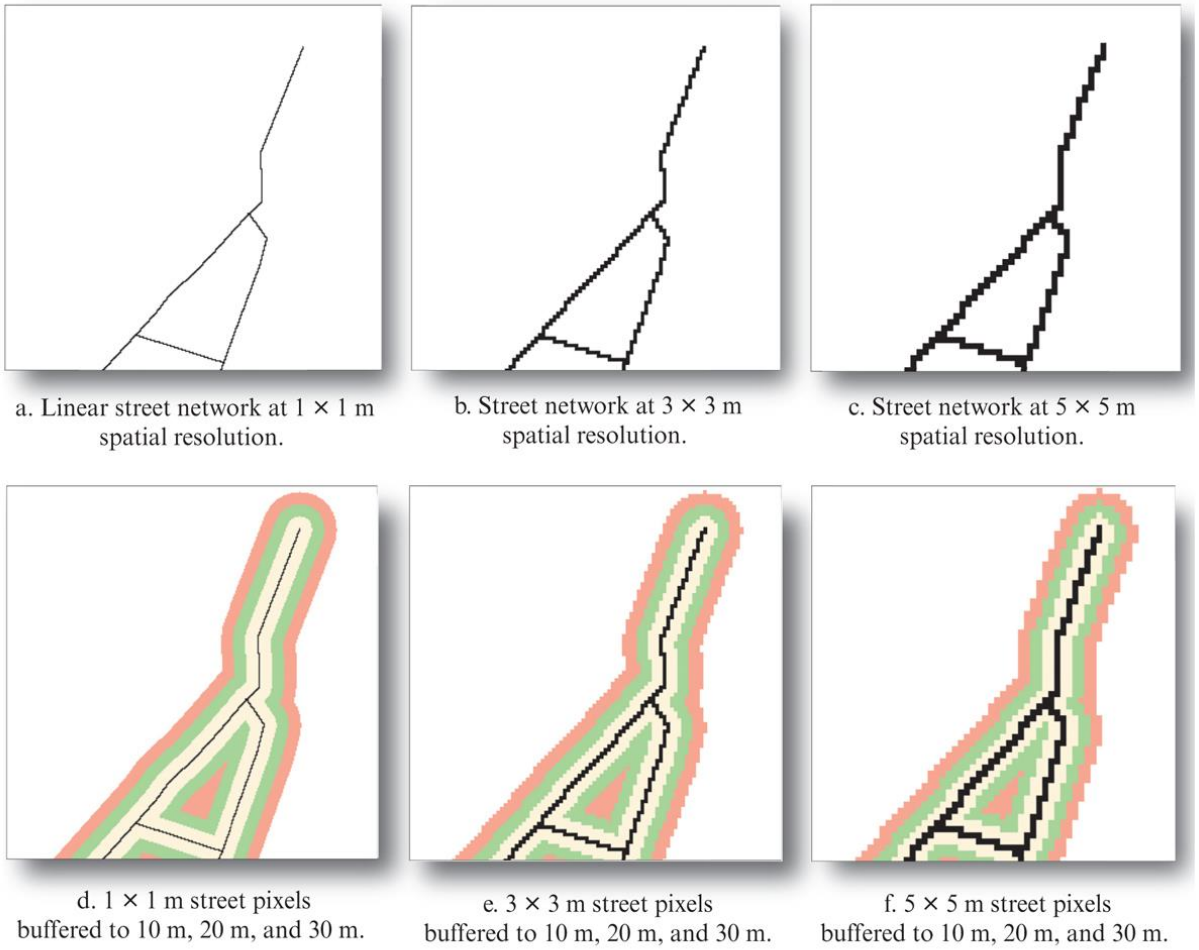
Raster Buffering of Point (Building Centroid) Features



데이터 정확도

Raster Buffering

Raster Buffering of Linear Features



a. Linear street network at 1 × 1 m spatial resolution.

b. Street network at 3 × 3 m spatial resolution.

c. Street network at 5 × 5 m spatial resolution.

d. 1 × 1 m street pixels buffered to 10 m, 20 m, and 30 m.

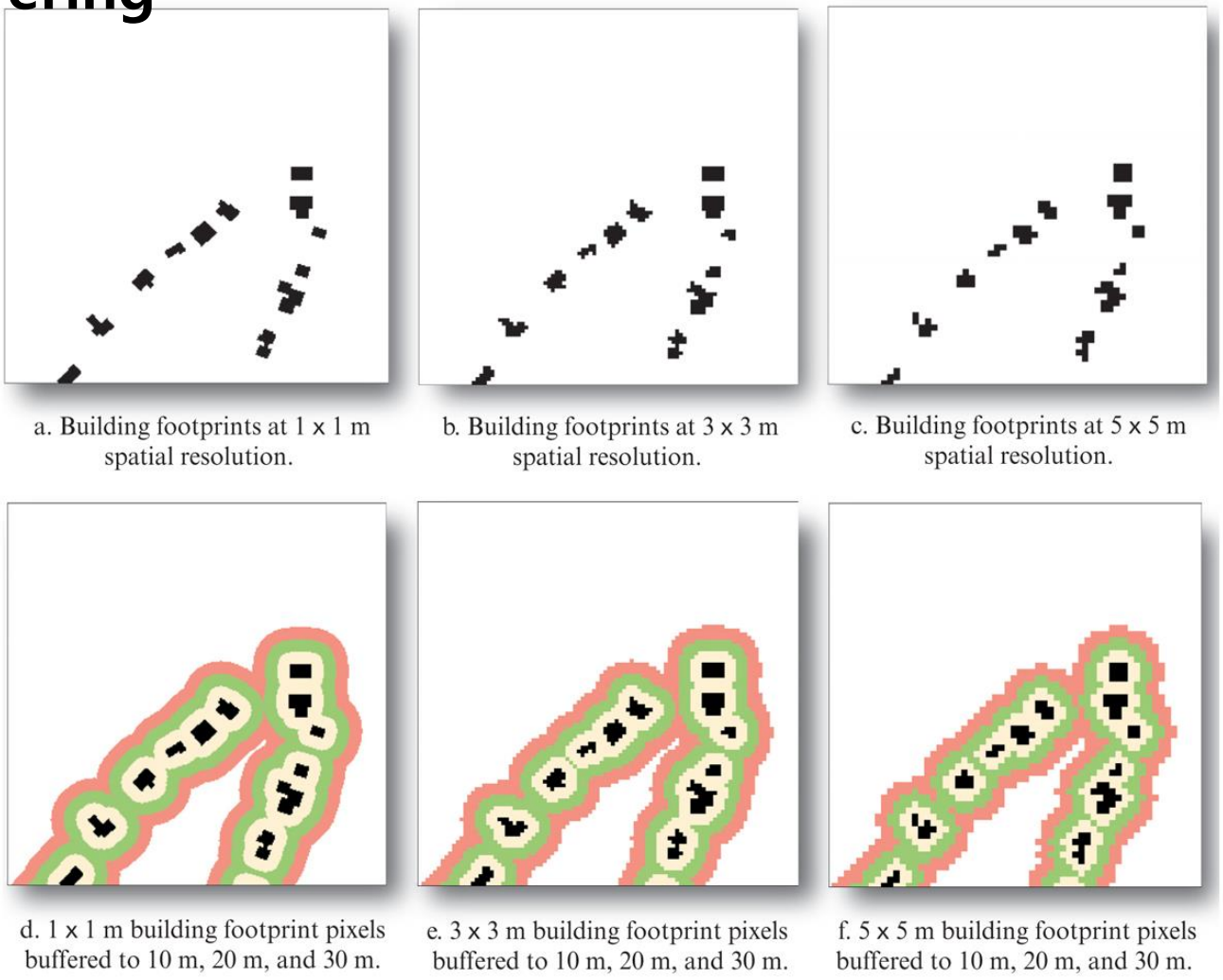
e. 3 × 3 m street pixels buffered to 10 m, 20 m, and 30 m.

f. 5 × 5 m street pixels buffered to 10 m, 20 m, and 30 m.

데이터 정확도

Raster Buffering

Raster Buffering of Area Features



a. Building footprints at 1 x 1 m spatial resolution.

b. Building footprints at 3 x 3 m spatial resolution.

c. Building footprints at 5 x 5 m spatial resolution.

d. 1 x 1 m building footprint pixels buffered to 10 m, 20 m, and 30 m.

e. 3 x 3 m building footprint pixels buffered to 10 m, 20 m, and 30 m.

f. 5 x 5 m building footprint pixels buffered to 10 m, 20 m, and 30 m.