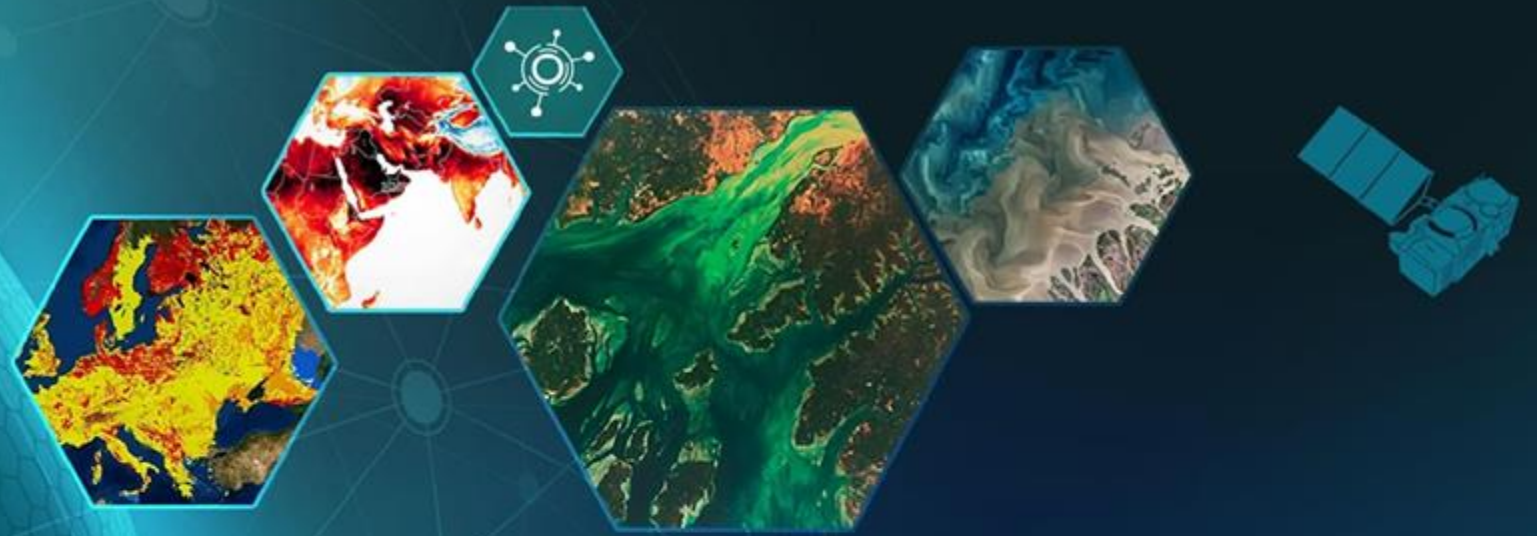


COPERNICUS EARTH OBSERVATION

DATA VISUALISATION WORKSHOP SERIES



PROGRAMME OF THE
EUROPEAN UNION



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Introduction to EO Data Visualisation

Using satellite to track and visualize floods in Pakistan in 2022

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Last summer, **the floods in Pakistan** caused :

- 1,700+ deaths
- \$15 billion of damage
- \$15.2 billion of economic losses.

- 33.2 million people affected
- 900,000 houses destroyed
- 1.4 million houses damaged
- 2.1 million people left homeless.

Between june and september, the country has experienced the most intense monsoon rains of its history.

It was so big it had to be told... from **space**.



I contacted the Copernicus Support Office for two sets of data:

1. get satellite imagery before/after the floods from [Sentinel-2](#)
2. get satellite data of the floods' extent from [Sentinel-1](#)



Sentinel-2 can offer up to 10-meter resolution images in the visible spectrum.

Below: two images of the town of Ahmad Ali Lar (Punjab province), close to the Indus river that flows through Pakistan, taken on 11/08 and 02/09.



Another example: the town of Bakhshu Banhar, taken on 11/08 and 02/09.



Sentinel-1 is quite different for it is a **radar** satellite. Its instrument can monitor a wide range of phenomena such as:

- Sea-ice levels
- Oil spills
- Land-use (agriculture, forestry)
- Floods
- Landslides
- Volcanic activities

The Product we're interested in for floods is called the **Global Flood Monitoring (GFM)**.



The Global Flood Monitoring (GFM) project is part of the Copernicus Emergency Management Service (CEMS).

- It relies on processing Sentinel-1 radar images by three flood detection algorithms within an 8-hour delay
- It is freely available (but you need an account)



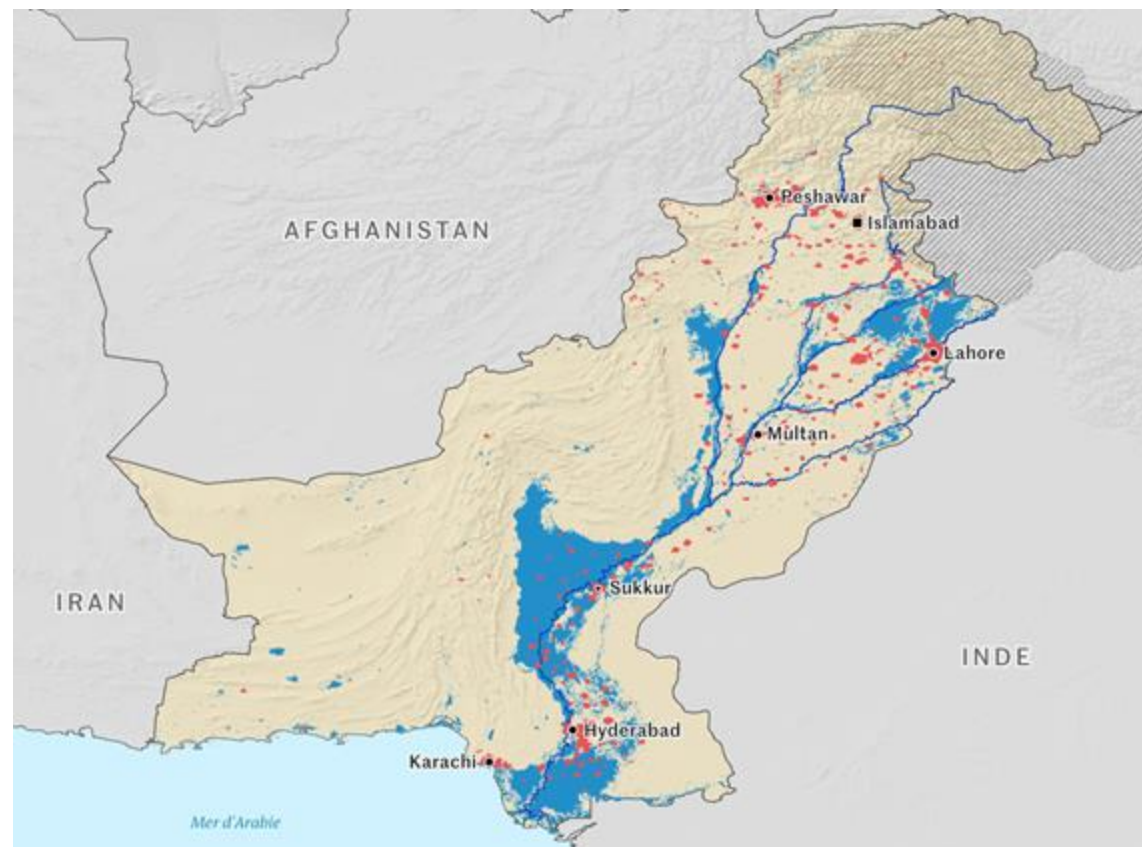
The GFM data can then be visualised on a map. For mine, I took the following steps:

- The data presents itself as a shapefile, which you can easily work with QGIS, using “Natural Earth” data
- QGIS can then export your map as an SVG file that you can customize with a software like Illustrator
- I then took the map to HTML myself in order to make it interactive.

The only drawback: the shapefile can be *really* heavy to work with because of the GFM high resolution -> need to check



The final Map:





Thank you for your attention

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