

## POSSIBILITIES OF USING WEB-TECHNOLOGIES FOR VISUALIZATION OF DATA OF ACTIVE METHODS OF REMOTE SENSING

**Aleksey A. Kolesnikov**

Siberian State University of Geosystems and Technologies, 10, Plakhotnogo St., Novosibirsk, 630108, Russia, Ph. D., Associate Professor, Department of Cartography and Geoinformatics, phone: (913)725-09-28, e-mail: alexeykw@mail.ru

**Denis V. Grishchenko**

Siberian State University of Geosystems and Technologies, 10, Plakhotnogo St., Novosibirsk, 630108, Russia, Ph. D. Student, Department of Cartography and Geoinformatics, phone: (383)361-06-35, e-mail: mr\_divis@mail.ru

An increasing number of types of spatial data is possible to display and operate using only technical means of web services and a standard browser, without the need to install GIS or CAD systems. One of these types of data is data obtained with using active methods of remote sensing (as a rule, they are point clouds), full-fledged work with which 3–4 years ago was possible only on high-performance computers and specialized software. The existing web technologies allow not only displaying point clouds, but also interactively interacting with them - to perform measurements, customize display styles, combine with spatial data of other types. The purpose of the article is to form criteria and analyze the performance of software tools for creating web services for visualizing data obtained with using active methods of remote sensing. For practical testing of the selected software and analysis according to the formulated system of criteria groups, several files containing point clouds from open sources were used. The research was carried out with using the software libraries Three.js, Deck.gl, Plas.io, Potree, CesiumJS and Blend4Web. Based on the testing results, summary tables of performance and functionality were formed. The obtained results demonstrate that in terms of performance, visualization tools, basic functions for designing and analyzing point clouds, modern web services are not inferior to specialized desktop software.

**Keywords:** visualization, spatial data, point clouds, web service, octree, gLTF, JavaScript

### REFERENCES

1. Behr, J., Eschler, P., Jung, Y., & Zöllner, M. (2009). X3DOM: a DOM-based HTML5/X3D integration model. *Web3D '09: Proceedings of the 14th International Conference on 3D Web Technology* (pp. 127–135). doi: 10.1145/1559764.1559784.
2. Evans, A., Romeo, M., Bahrehamand, A., Agenjo, J., & Blat, J. (2014). 3D Graphics on the Web: A Survey. *Computers & Graphics*, 41, 43–61. doi: 10.1016/j.cag.2014.02.002.
3. Li, L., Qiao, X., Lu, Q., Ren, P., & Lin, R. (2020). Rendering optimization for mobile web 3D based on animation data separation and on-demand loading. *IEEE Access*, 8, 88474–88486. doi: 10.1109/ACCESS.2020.2993613.
4. Potenziani, M., Callieri, M., Dellepiane, M., Corsini, M., & Scopigno, R. (2015). 3DHOP: 3D heritage online presenter. *Computers & Graphics*, 52, 1–15. doi: 10.1016/j.cag.2015.07.001.
5. Elshina, T. E., Utrobina, E. S., & Sysoev, A. V. (2020). Visualization of the mountain digital elevation model in web-maps *Vestnik SGUGiT [Vestnik SSUGT]*, 25(1), 145–155 [in Russian].
6. Kalenov, N. E., Kirillov, S. A., Sobolevskaya, I. N., & Sotnikov, A. N. (2020). Visualization of digital 3d objects in the formation of virtual exhibitions. *Russian Digital Libraries Journal*. 23(3), 418–432.
7. Bugakov, P. Yu., Katsko, S. Yu., Basargin, A. A., & Voronkin E. Yu. (2018). Analysis of the functionality of the web application Kepler.gl for visualizing and analyzing of large spatial datasets. *Vestnik SGUGiT [Vestnik SSUGT]*, 23(4), 155–164 [in Russian].
8. Sotnikov, A. N., Sobolevskaya, I. N., Kirillov, S. A., & Kalenov, N. E. (2018). The use of 3D visualization technology web-collections for the formation of virtual exhibitions. In *Sbornik trudov XX Vserossiiskoi nauchnoi konferentsii: Nauchnyi servis v seti Internet [Proceedings of the XX All-Russian Scientific Conference: Scientific Service on the Internet]* (pp. 438–447). Moscow: Keldysh Institute of Applied Mathematics (Russian Academy of Sciences) Publ. [in Russian].

9. Galeazzi, F., Callieri, M., Dellepiane, M., Charno, M., Richards, J., & Scopigno, R. (2016). Web-based visualization for 3D data in archaeology: The ADS 3D viewer. *Journal of Archaeological Science: Reports*, 9, 1–11. doi: 10.1016/j.jasrep.2016.06.045.
10. Gonizzi Barsanti, S., & Guidi, G. (2013). 3D digitization of museum content within the 3D icons project. *ISPRS Annals of the Photogrammetry, Remote Sensing and Spatial Information Sciences (ISPRS Annals)*, II-5/W1, 151–156. doi: 10.5194/isprsannals-II-5-W1-151-2013.
11. Altyntsev, M. A., & Karpik, P. A. (2020). The technique for creating digital three-dimensional models of oil and gas manufacturing facility object infrastructure using terrestrial laser scanning. *Vestnik SGUGiT [Vestnik SSUGT]*, 25(2), 121–139 [in Russian].
12. Big Data Analysis. (n. d.). Retrieved from <https://basegroup.ru/community/articles/very-large-data> [in Russian].
13. Hebel, M., Arens, M., & Stilla, U. (2013) Change detection in urban areas by object-based analysis and on-the-fly comparison of multi-view ALS data. *ISPRS Journal of Photogrammetry and Remote Sensing*, 86, 52–64. doi: 10.1016/j.isprsjprs.2013.09.005.
14. Armeni, I., Sax, A., Zamir, A., & Savarese, S. (2017). Joint 2D-3D-Semantic Data for Indoor Scene Understanding. *arXiv preprint*. arXiv:1702.01105.
15. Williams, J. (2012). *Learning HTML5 game programming: a hands-on guide to building online games using Canvas, SVG, and WebGL*. Upper Saddle River, NJ: Addison-Wesley, 142 p.
16. Rusu, R. B., & Cousins, S. (2011). 3D is here: Point Cloud Library (PCL). *2011 IEEE International Conference on Robotics and Automation* (pp. 1–4). Shanghai. doi: 10.1109/ICRA.2011.5980567.
17. Bostock, M., Ogievetsky, V., & Heer, J. (2011). D-3: Data-Driven Documents. *IEEE Transactions on Visualization and Computer Graphics*, 17, 2301–2309. doi:10.1109/TVCG.2011.185.
18. Renault, S., Ebner, T., Feldmann, I., & Schreer, O. (2016). Point cloud compression framework for the Web. *2016 International Conference on 3D Imaging (IC3D)* (pp. 1–8). Liege. doi: 10.1109/IC3D.2016.7823455.
19. Schütz, M., Mandlbürger, G., Otepka, J., & Wimmer, M. (2020). Progressive real-time rendering of one billion points without hierarchical acceleration structures. *Computer Graphics Forum*, 39, 51–64.
20. Sánchez-Aparicio, L., Masciotta, M., Alvarez, J., Ramos, L., Oliveira, D., Jimenez, J. A., Aguilera, D., & Monteiro, P. (2020). Web-GIS approach to preventive conservation of heritage buildings. *Automation in Construction*, No. 118. doi: 10.1016/j.autcon.2020.103304.
21. Scianna, A., La Guardia, M., & Scaduto, M. (2016). Sharing on web 3D models of ancient theatres. A methodological workflow. *ISPRS – International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences*, XLI-B2, 483–490. doi: 10.5194/isprs-archives-XLI-B2-483-2016.
22. Zhang, C., Florencio, D., & Loop, C. (2014). Point cloud attribute compression with graph transform. *2014 IEEE International Conference on Image Processing, ICIP*. (pp. 2066–2070). doi: 10.1109/ICIP.2014.7025414.
23. Alvarez, M., Raposo, J., Miranda, M., Bello, A., & Barbero, M. (2020). Web 3D: a CityGML viewer for cross-domain problem resolution. *Applied Geomatics*, No. 6. doi: 10.1007/s12518-020-00325-4.
24. De Paor, D., Whitmeyer, S., & Bentley, C. (2020). Cesium – a virtual globe with strong potential applications in geoscience education. *GSA Abstracts with Programs*, 48(2). doi:10.1130/abs/2016NE-272098.
25. Chen, Y., Shooraj, E., & Sabri, S. (2018). From IFC to 3D tiles: An integrated open-source solution for visualising BIMs on Cesium. *ISPRS International Journal of Geo-Information*, 7(10), 393–404 doi: 10.3390/ijgi7100393.
26. Gao, Y., Cheung, G., Maugey, T., Frossard, P., & Liang, Jie. (2014). 3D geometry representation using multiview coding of image tiles. *IEEE International Conference on Acoustics, Speech and Signal Processing* (pp. 6157–6161). doi:10.1109/ICASSP.2014.6854787.

Received 16.10.2020

© A. A. Kolesnikov, D. V. Grishchenko, 2020