## **Emerging Geospatial Techniques** in Education and Outreach:

Augmented Reality, Elephants and Gardens







#### Motivation

- Students are increasingly visual learners
- Come to university with expectations regarding use of technology in learning
- Need for geography-ready immersive technologies that support visual & experiential learning
- Availability of software and hardware tools to integrate those technologies









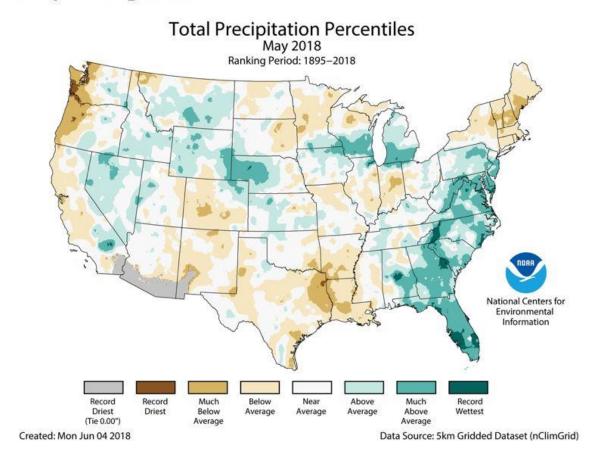


#### Motivation-Records are breaking

#### May Temperature

#### Mean Temperatu May 20 Ranking Period: 1 Below Record Much Near Coldest Below Average Average

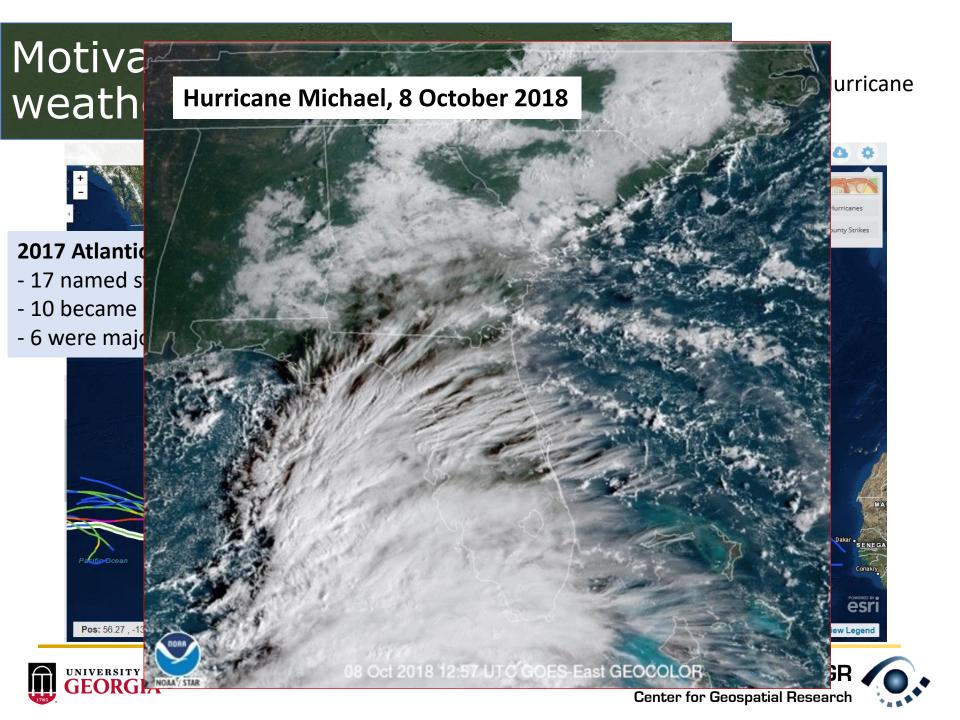
#### May Precipitation



Created: Mon Jun 04 2018







## Objectives

Introduce 3DIG (3D Immersion and Geovisualization) System for research, education and outreach.

Two research studies using remote sensing and 3DIG:

- UAS, Virtual/Augmented Reality for agricultural monitoring and visualization of crop health.
- Geospatial approaches to monitor and mitigate elephant-human conflicts in Zimbabwe.





# Objectives – In automation, remember power of visualization

Seeing is believing and understanding both imagery and the products of algorithms (e.g., unsupervised classification, GEOBIA, Deep Learnning):

- We bring our life experiences/perceptions/values to our computer screens.
- Understand the image features before we process.
- Image interpretation is critical to assessment of (after) segmentation, classification and image object quality.
- Explore new technologies (VR/AR) + GEOBIA/Deep Learning



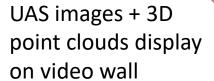


## The 3DIG System

3D models with Photogrammetry

UAS images to Unreal Engine VR/AR and digital sandbox







VR/AR + model output displayed on digital sandbox

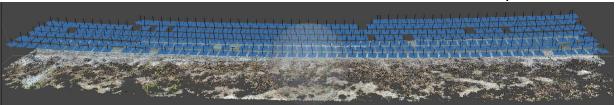




## 3DIG: Unmanned Aerial System





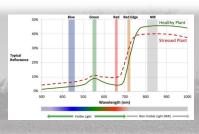




#### Multidimensional datasets















**Vegetation Index** 

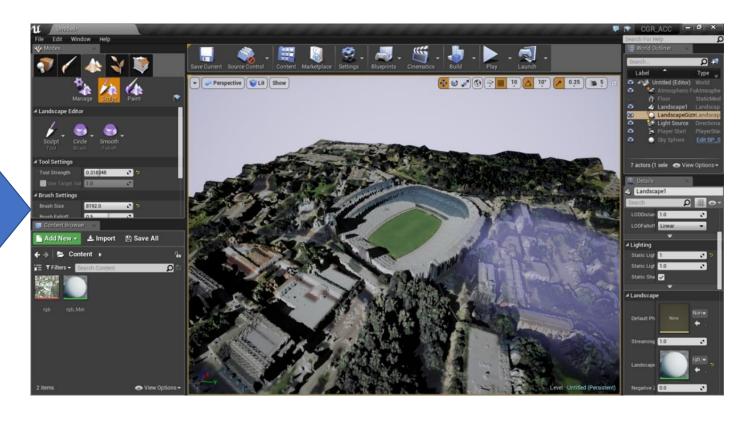


### 3DIG: Virtual Reality

Realistic representations of landscapes (gaming engine: Unreal Engine)



Point clouds from UAS and LiDAR data







## 3DIG: Virtual/Augmented Reality



2 Oculus VR goggles

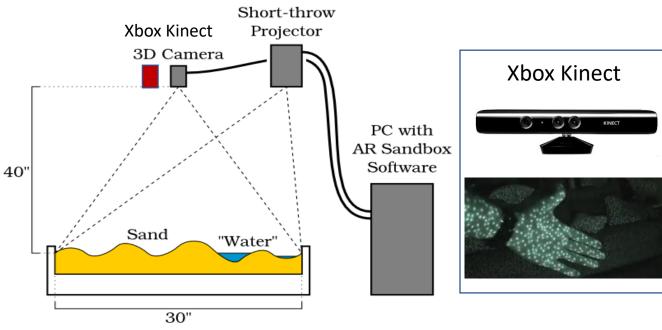


2 Microsoft HoloLens AR Goggles





## 3DIG: Augmented Reality



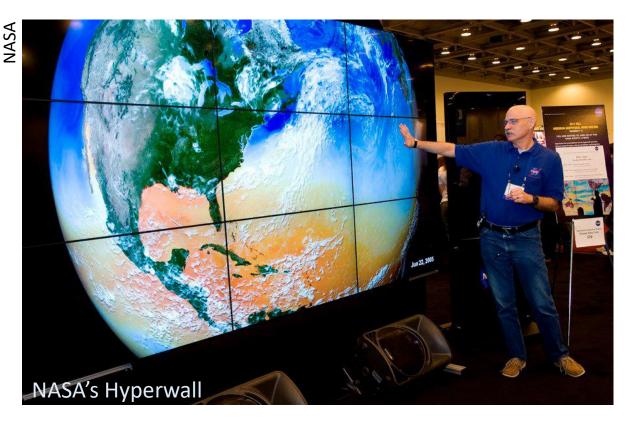
- Highly interactive (near real-time response)
- Modeling
- Testing of what-if scenarios

- Raised sandbox
- Distance/depth sensors
- Gaming computer
- Projector

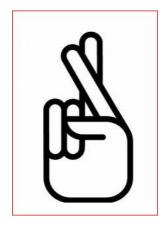




#### 3DIG: Video Wall



- Visualizations and demonstrations
- Inspired by NASA's Hyperwall
- Nine 46" displays (3 x 3 configuration)







#### 3DIG: Video Wall



Reality = Four 46" displays (2 x 2 configuration)









#### 3DIG: Education and Outreach

Event	Location	Date	Estimated
			Audience
GIS Day 2016	Main Library at UGA	11/16/2016	~100
Morgan County High School tour	Geography/Geology building (CGR)	02/17/2017	46
Demonstration to Geography and Geology	Geography/Geology building (lobby)	03/02/2017	Over 150
American Society for Photogrammetry and Remote Sensing conference	Baltimore, Maryland	03/16/2017	~20
Seminar in Advanced Remote Sensing, class. Joint with class from College of Environment + Design	Geography/Geology building (classroom)	03/24/2017	~20
Introduction to GIScience, class	Geography/Geology building (classroom and CGR)	04/17/2017	25
MapTime Athens presentation	Hendershot's Coffee	04/25/2017	~10
Middle schoolers' tour	Geography/Geology building (CGR)	06/07/2017	~20
NASA DEVELOP closeout	Geography/Geology building (classroom)	08/08/2017	25
Aerial Photographs and Image Interpretation, GEOG 4330/6330, class	Geography/Geology building (CGR and classroom)	09/08/2017	20
Presentation at Science Library (co-sponsored by the UGA Student Chapter of the American Society for Photogrammetry and Remote Sensing)	Science Library at UGA	09/13/2017	> 1000
First Year Odyssey Seminar - Human Impact on Landscapes of the World	Geography/Geology building (CGR)	09/14/2017	15
First Year Odyssey Seminar - They Know Where You Are! GIScience & GI Technology	Geography/Geology building (CGR)	09/20/2017	15
Aerial Photographs and Image Interpretation,	Geography/Geology building (lawn	09/22/2017	15
class	in front of Geography/Geology)		
Introduction to Physical Geography, GEOG 1111, lab (M.S. student David Rickless)	Geography/Geology building (lab)	09/06/2017	50
Introduction to Physical Geography, lab (PhD student Flavia Moraes)	Geography/Geology building (CGR)	09/25/2017	50
First Year Odyssey – Spatial Thinking-Google Maps and Beyond, College of Environment + Design	Geography/Geology building (CGR)	11/7/2017	15
GIS Day 2017	Main Library at UGA	11/15/2017	?
Introduction to Physical Geography, lab (PhD student Flavia Moraes)	Geography/Geology building (CGR)	01/24/2018	30
Introduction to Physical Geography, lab (PhD student Flavia Moraes)	Geography/Geology building (CGR)	01/25/2018	30
Demonstration to Athens Montessori Middle School	Geography/Geology building (CGR)	01/31/2018	15
TOTAL			Over 1500

- + 30 events (GIS Day, classes, demos)
- over 1500 students exposed to technology



- Students and sandbox "onthe-road"
- Casters replaced



Large crowd of students, faculty and staff around the AR sandbox at a library





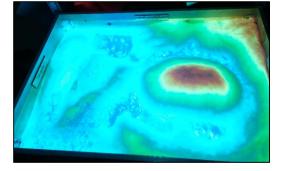
#### 3DIG: Education and Outreach







- Demonstration to local community
- Use in teaching and learning









#### 3DIG: Education and Outreach





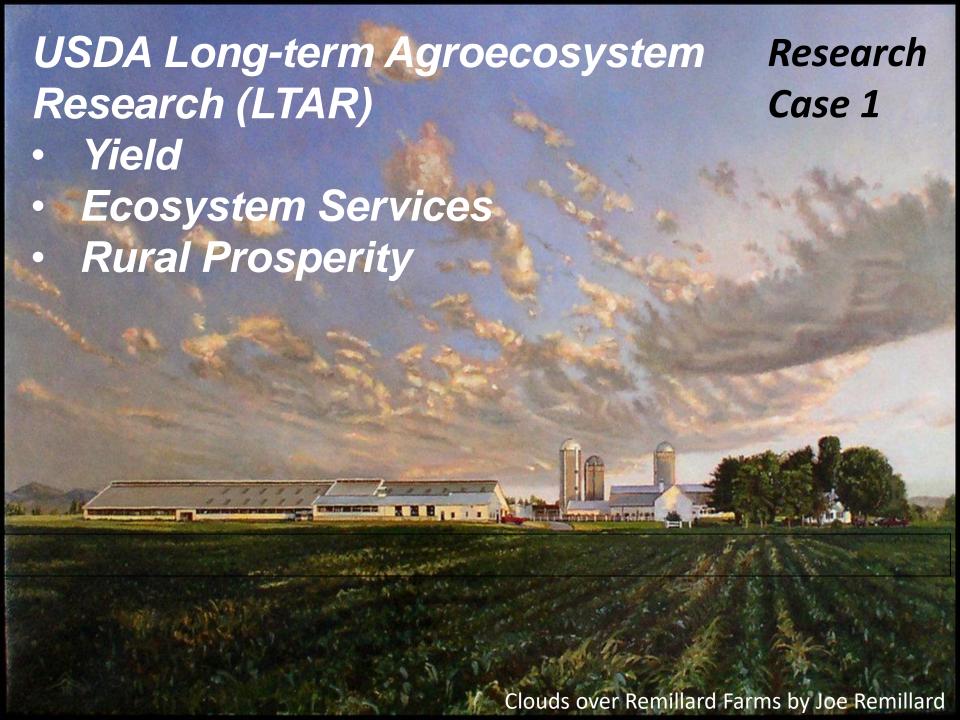




- UAS flight instruction and preparation for a flight lesson.
- Hands-on flight lessons.
- Students
  attend a
  demonstration
  on UAS and
  experience
  first person
  view.







## UAS + MicaSense RedEdge Sensor

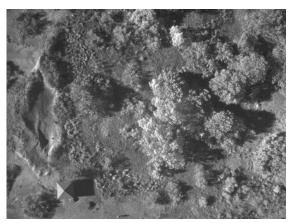


MicaSense RedEdge

**RGB** 



**Near Infrared** 



Red Edge



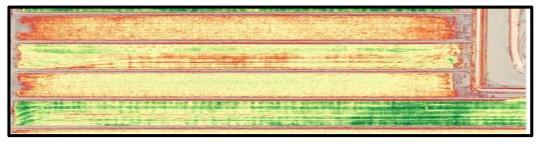
Typical Reflectance 20%

10%

300 400 500 600 700 800 900 1000

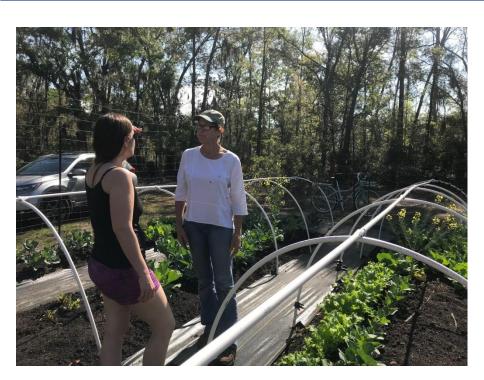
Wavelength (nm)

**Vegetation and Soil Moisture Indicies** 





## Planting Collard Varieties -Coastal Georgia, Isle of Hope





Growing traditional and heritage varieties of collards – Southeast Coast Assessing adaptation to changing climate (heat and drought)
Saving seeds to preserve phenotypic responses to drier/hotter conditions





## Outreach to small farm farmers and promote farm-to-table















# UAS imagery-derived 3D Point Clouds of Collards







# Goal is to quantify structure and spectral responses to stress

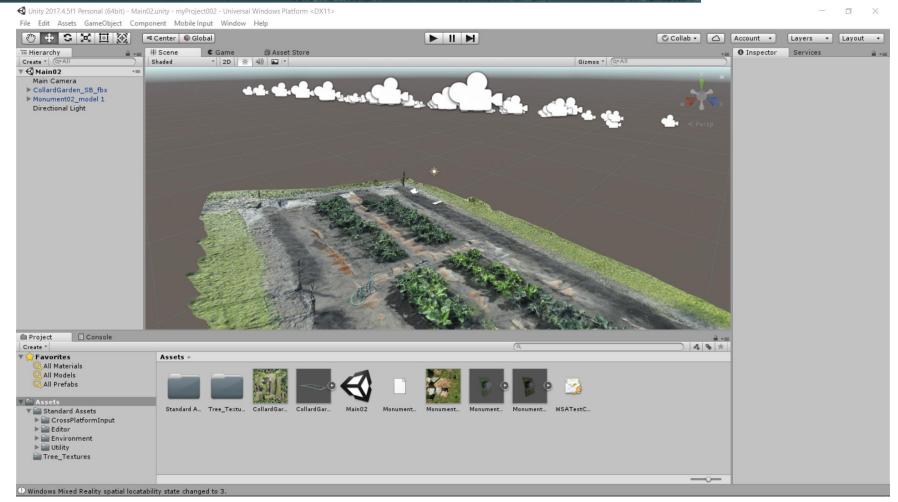






# Augmented Reality to visualize vegetation stress responses

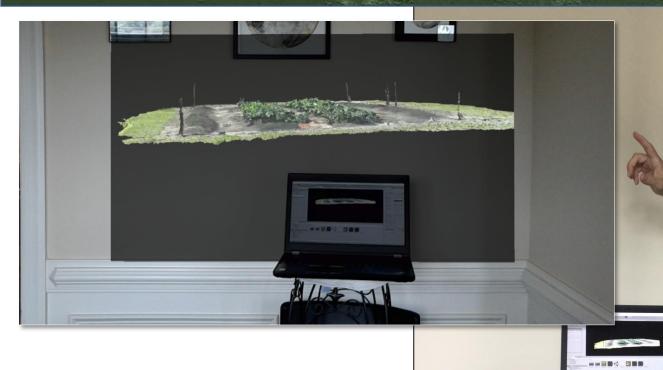
#### Gaming Software: Unity







## AR brings field visualization to the lab = aid to verification



Microsoft HoloLens to "see" the *in situ* collards in the lab





## Elephant-Human Conflict in Africa (Zimbabwe)

## Research Case 2

Vehicle collisions when elephant groups travel along natural corridors between National Parks



Crop raiding, especially in fields adjacent to National Parks







#### Kavango-Zambezi Transfrontier Conservation Area (KAZA-TFCA)

## Study Area centered on Victoria Falls







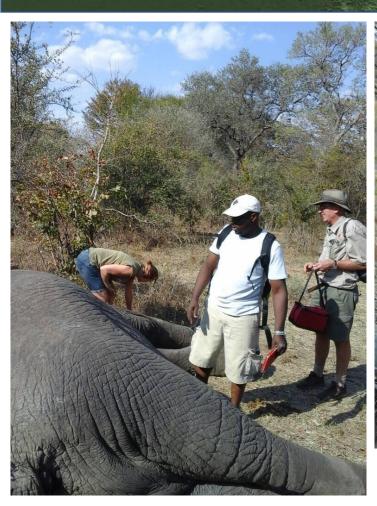
## Mitigate with chili pepper spray

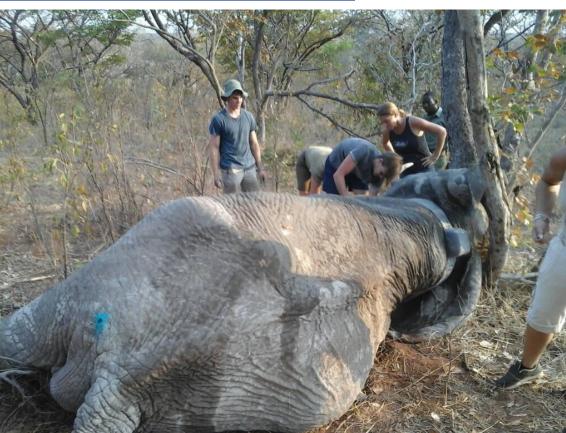






## GPS Collars on 10 large bulls



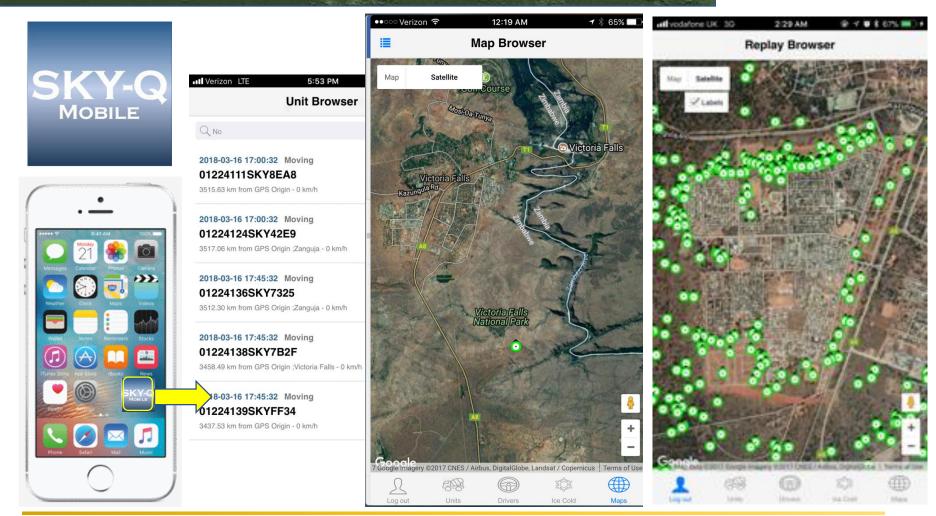






## Tracking bulls' movements on our cell phones

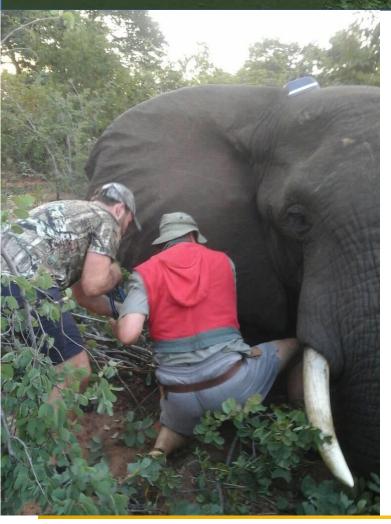
Mobile App SKY-Q Mobile by Skygistics







# Loki-6 and Loki-7 are eating in Victoria Falls rubbish dump





Loki6 and Loki7 are eating garbage and drinking from water treatment ponds.











# Segmentation, supervised classification, merging

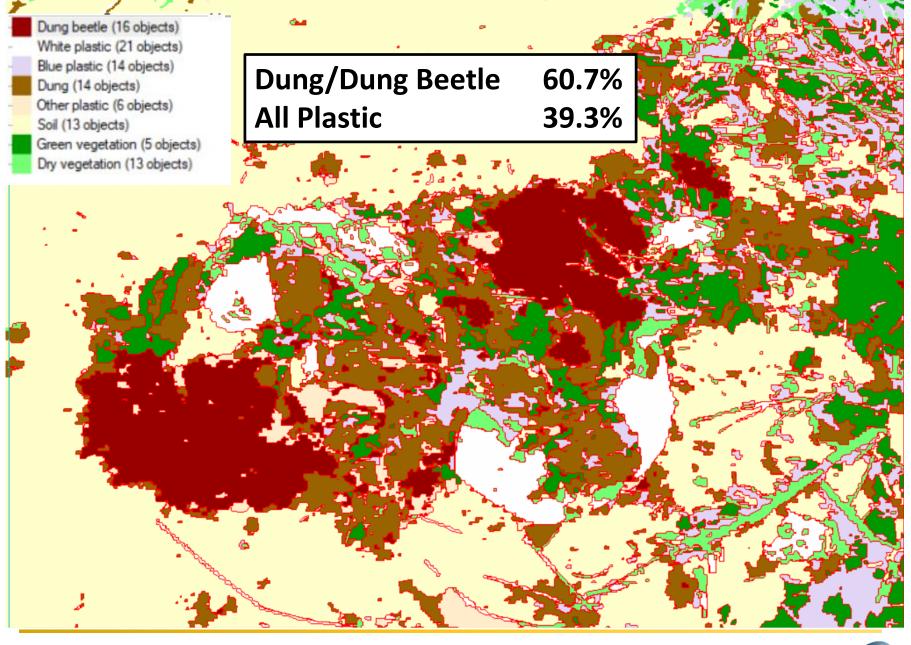










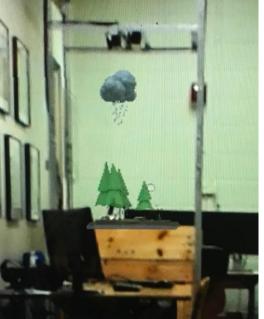


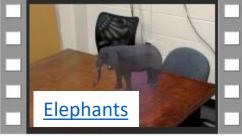




## AR Meets Elephants













## Summary and Conclusions

- Our climate is changing and causing loss of food security, displacing people and increasing wildlife-human conflicts.
- Critical need for your research on accurate, efficient and operational visualization of 2D/3D/4D information from imagery (open access and online processing).
- Call to action for the geospatial community to continue to help the Earth and her people.
- Trust your eyes/brain to understand imagery and interpret the success of your research results – then explore Machine/Deep Learning!



### Acknowledgements

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National Park Service Southeast Coastal Network



Center for Teaching and Learning UNIVERSITY OF GEORGIA



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## Thank You!

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