Towards an Integrated Web-based Visualization Tool

A Comparative Survey of Visualization Techniques for Enhancing Stakeholders' Participation in Planning

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Visualization as a means for participatory planning



Communicative planning, collaborative planning and participatory planning [Hea03]

Planning tools: Search for more **comprehensive**, **informative** and **interactive** tools to enhance planer's <u>facilitating role</u> [CR04]

Visualization tools: A shift in planning paradigms to more visual approaches for a better inclusion [Sie06] [Sim01].

Digital visualization tools for planning: Maximum participation regardless of **temporal** or **spatial** distance [BCW08].

Contemporary visualization tools



Visualization environment for a participatory planning procedure:

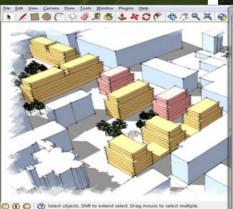
- Available and workable for different groups of users
- Fairly integrated so as to bring all diverse planning issues together within a <u>simplified and unified</u> <u>planning tool</u> [Sta00].





Specific Limited

Online GIS GoogleSketchUp



MODELUR PRE-BETA		
File Tools Options Help		
Input data Building Survey	1	
Plot parameters Plot area:	-	mil
		777
Flanned FSI:	0.75	-
Planned building factors		
Allowed building height:	40,0	m.
Default building parameters, Building height:	13.0	100
Number of storeys:	12,0	555
Built area:	400.0	m2
Gross floor area:	-	
		A114-
	Residental •	2010/00/00
Mixed use ratio:		
First storey height:	4,0	
Other storeys height:	3,0	m
Perameters of normatives		
Hin, dist, to height ratio:	3.0	N/x
Min. dist. bown buildings:	4,0	m
Residental area per 1 PLI	60,0	m²
Service area per 1 PL:	30,0	PHI.
Industry area per 1 PL:	60,0	m3
Avgerage flat gr. area:	75,0	m ²
Avgerage office gr. area:	30,0	m ²
Plat area per resident:	30.0	-

Digital visualization and modelling tools

Analytic comparison of capabilities and limitations of CAD and GIS applications



CRITERIA

	CAD	GIS		
Common Use in Planning and Design	Architecture, Urban Design	Urban Planning, Community Planning, Regional Planning		
Scaling to Needs	Scales Not (Too Geometric)	Scales Well (Geography to Geometry)		
Planning And Design Capabilities	Limited Flexibility And Possibility For Design	Suitable Instruments For Planning		
Dominant Visualization Mode	High Realistic Visualizing Capabilities	Schematic Visualizing Capabilities		
Analytic Strengths	Few Analytic Capabilities	Analytic Functions for Modelling Systems		
Dominant Content	Physical Form	Natural and Socio-Economic Phenomena		
Dominant Presentation Capabilities	High Virtual Reality Capabilities	Thematic Representation Capabilities		
Number of Alternatives	Increase in Number of Alternatives	Increase in Number of Alternatives/Scenarios		
Automated Modelling	Operator-Demanding Modelling	Semi-Automated Modelling		
Accuracy	High Accuracy Due to Geometric Base	Limited Accuracy		
3D Visualization	Workable 3D Environment	Mainly 2D, limited 3D		

Aims, objectives and scope of the research



- a search for a conceptual framework for an integrated web-based participatory planning tool
- What are the main characteristics of an integrated web-based visualization tool for enhancing stakeholders' participation in planning procedures?
- solutions at <u>urban scale</u>

Background activities and institutional frameworks



KTH Classroom Search Engine & 3D KTH Virtual Campus



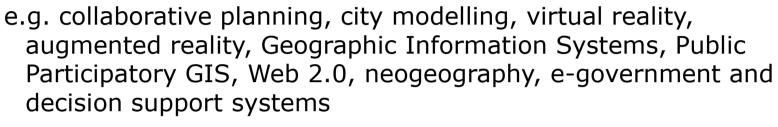
- Division of Geo-informatics in School of Architecture and the Built Environment of KTH – 2009)
- Footprint extrusion and enhanced with photorealistic mapping of the façades

ViSuCity (Visual Sustainable City)



Methodology







 Online search: websites, weblogs and web-catalogues of companies active in visualization and planning authorities + Google Alerts



Methodology



Evaluation cube

Evaluation and analysis of case studies

A number of prominent visualization applications were then selected, studied, categorized and examined contacts with developers and marketing agents through e-mail, phone call, net-meeting and meeting sessions

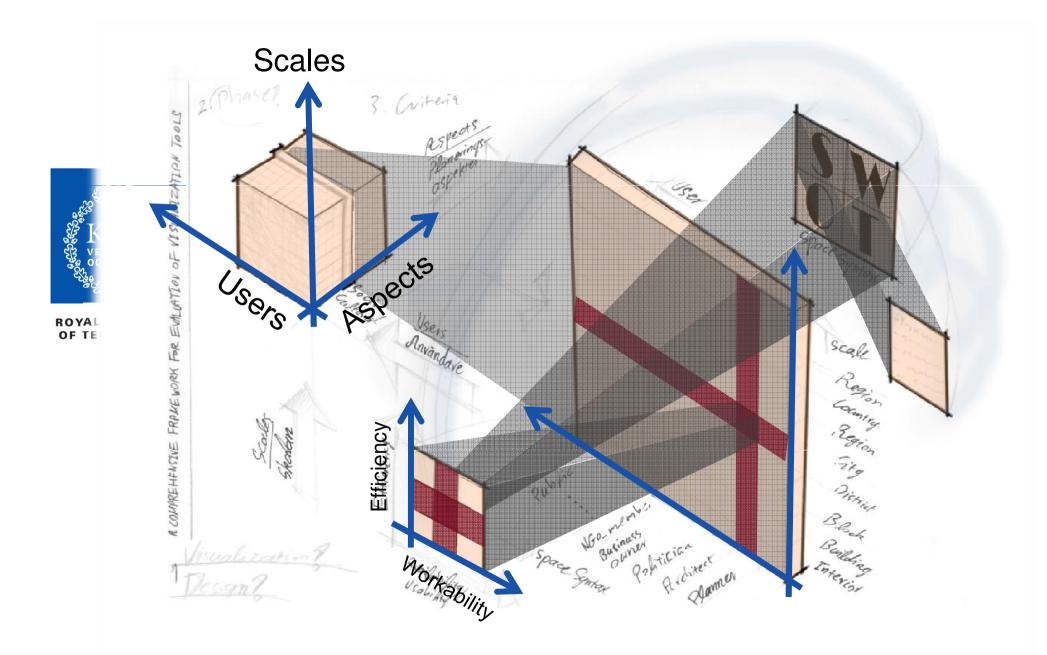
Introduction of a back-casted visualization interface

JuneAug. 2009	SepOct. 2009	Nov. 2009 – Feb. 2010	FebMar. 2010	MarApr. 2010	May 2010	JunJul. 2010	AugSep. 2010	Oct. 2010
BASIC INITIATIVE	PROBLRM FORMULATION	INTERVIEWS/ TALKS	LITERATURE REVIEW	DATA ANALYSIS (1 ST ROUND)	RECHECK AND SYNCHRONIZATI ON WITH VISUCITY	RADICAL ONLINE SEARCH (2 ND ROUND)	DATA ANALYSIS (2 ND ROUND)	FINAL PRESENTATIONS
Experimental student project (KTH Classroom Search Engine & 3D KTH Virtual Campus) Optimal 3D presentation environment: - GoogleSkrthUp - Hyper Cosm - 3D PDF	- 3D KTH - Previous research and practice - ViSuCity An Inquiry into Optimal Web- Based Visualization Techniques for Enhancing Stakeholder s' Participation in Planning	- Experts from Participating groups and related firms/ organizations: KTH, SBK, SWECO - Technical issues - Delphi method RADICAL ONLINE SEARCH (1 ST ROUND) - Existing visualization environments - Websites and weblogs of regional planning authorities,	Articles on: - Visualization - City modeling - Virtual Reality - Collaborative planning - GIS - PPGIS - Web 2.0 - SIA	- Areas of concern - Report structure / Chapters - Plan for further contacts REPORT COMPOSITION	- Meetings - cooperation	- Search for participatory web-based visualization and planning tools	- Evaluation of existing environments including Nero 4 - Extraction of principles CONCLUSION - OUTCOMES - Conceptual framework for the optimal webbased visualization tool - Proposal for an integrated webbased tool for participatory planning - Proposal for a comprehensive framework for evaluation of visual tools	- Presentation at KTH -Presentation at SWECO

Evaluation cube



- Efficiency and workability
- SWOT analysis (strengths, weaknesses, opportunities and threats)
- The three factors of user groups, planning aspects and planning scales





City Maker™



- a multidisciplinary 3D visualization platform
- urban planning, management, administration, surveying, architecture, transportation, emergency, power and utilities
- Operates with GIS applications
- exchanges a DXF, DWG with planning
- Mass data processing, delicate visual effects and interoperability
- expert-oriented
- not workable and user-friendly enough for users.
- by Digital City Research Center of Beijing Tsinghua Urban Planning & Design Institute and Gvitech Technologies.



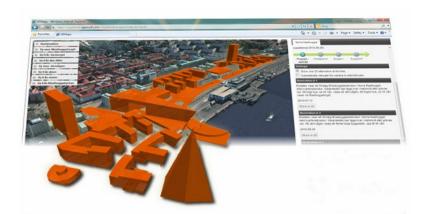
City Engine



- Using procedural methods for rapid creation of urban fabric ruled by generic geometry-creation grammars
- real-time creation of photorealistic representations of a fictive city or district
- primarily focused on physical body of built environment
- should also be linked to dynamics of the city
- a stand-alone and not web-based application.
- ByProcedural Inc.



City Planner





- user-friendly, web-based
- for creating, sharing and communicating urban plans.
- Inputs: 3D models from SketchUp, Maya or 3D Studio Max.
- Digital models available online for being observed, visually analyzed and evaluated by stakeholders.
- Adding geo-referenced feedback to a developing urban plan
- Mainly for visualization of planning alternatives rather than actual urban planning practice
- not generally includes analytic functions.
- by Agency 9 AB



Neo4 Urban Planning

- <u>realistic</u>, <u>static</u> and <u>animated</u> outputs which includes analytic planning tools.
- supports a variety file formats such as COLLADA, CityGML and those of ESRI ArcGIS.
- By Sightline Vision AB





Symbiocity



- is not basically a planning product but a trademark for sustainable planning products and services
- by Swedish Trade Council
- Symbiocity Scenarios: an online game within Symbiocity website
- visualizes consequences of a set of planning strategies on a virtual city in real-time.
- realistic representation of urban features and dynamisms
- availability through the Internet
- facilitates collaboration
- interactive and workable interface

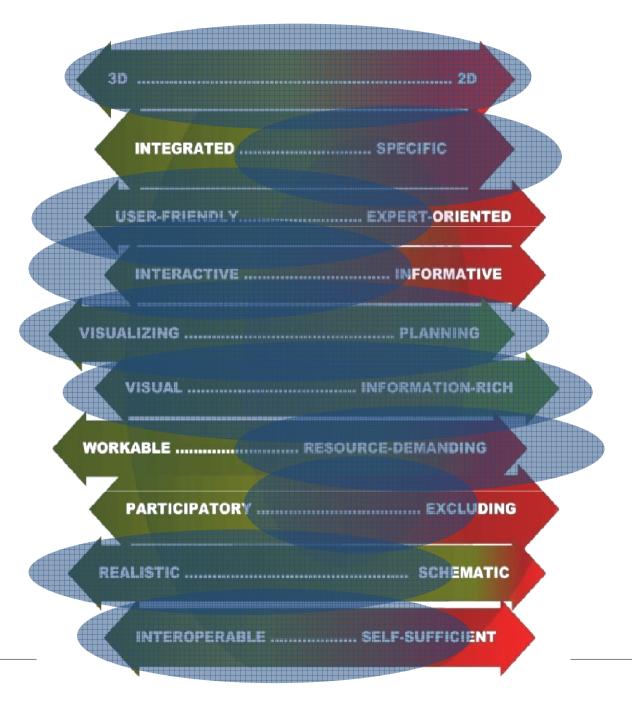
Urban Circus





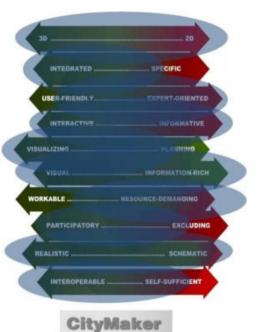
- realistic details in real-time and within a fourdimensional environment.
- a variety of planning issues in different phases
- highly interoperable
- not very participatory
- its interactivity is mostly limited to navigation tools and presentation modes rather than decision-making and alteration possibilities.
- Takes input from 3DSMax, Maya and ArchiCAD among all.
- Outputs range from 2D rendered scenes, 3D panoramic view, 3D videos, 4D planning environments and interactive web pages.
- By Urban Circus Company

City Engine
City Maker
City Planner
Neo 4
SymbioCity
Urban Circus

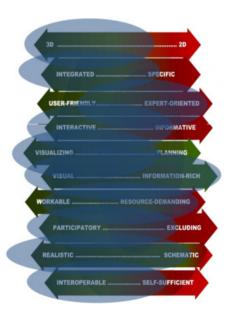








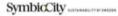














Conclusion

- Three-dimensional visual interfaces
- Realistic visualizations plus schematic representations
- Fairly interoperable and interactive, exchanging inputs and outputs
- User-friendly
- Information-rich, required for an integrated visualization media
- Workability is the quality that a few examples possess.





Proposal for the Integrated Web-Based Visualization Tool

ROYAL INSTITUTE OF TECHNOLOGY









Proposal for the Integrated Web-Based Visualization Tool



"All users are thus free to compose their own planning alternatives through an intelligent and fully customized visualization/planning tool instead of choosing among a limited set of planning alternatives."

Discussion



- The perpetual risk of using outdated data, literature, reports, software tutorials, technical recommendations, etc
- Differentiating between visualization, planning, presentation, drafting and enhancement tools:

According to definitions of the term visualization the concept is closely intertwined with data representation and thus goes far beyond the mechanical act of virtual construction of an urban element in a schematic or realistic manner [BAS00][SDD98][OHD99].

 Avoiding contradictions when defining criteria for an efficient visualization tool: eg. Integrated + user-friendly







