# 3D Reconstruction of a Collapsed Historical Site from Sparse Set of Photographs and Photogrammetric Map

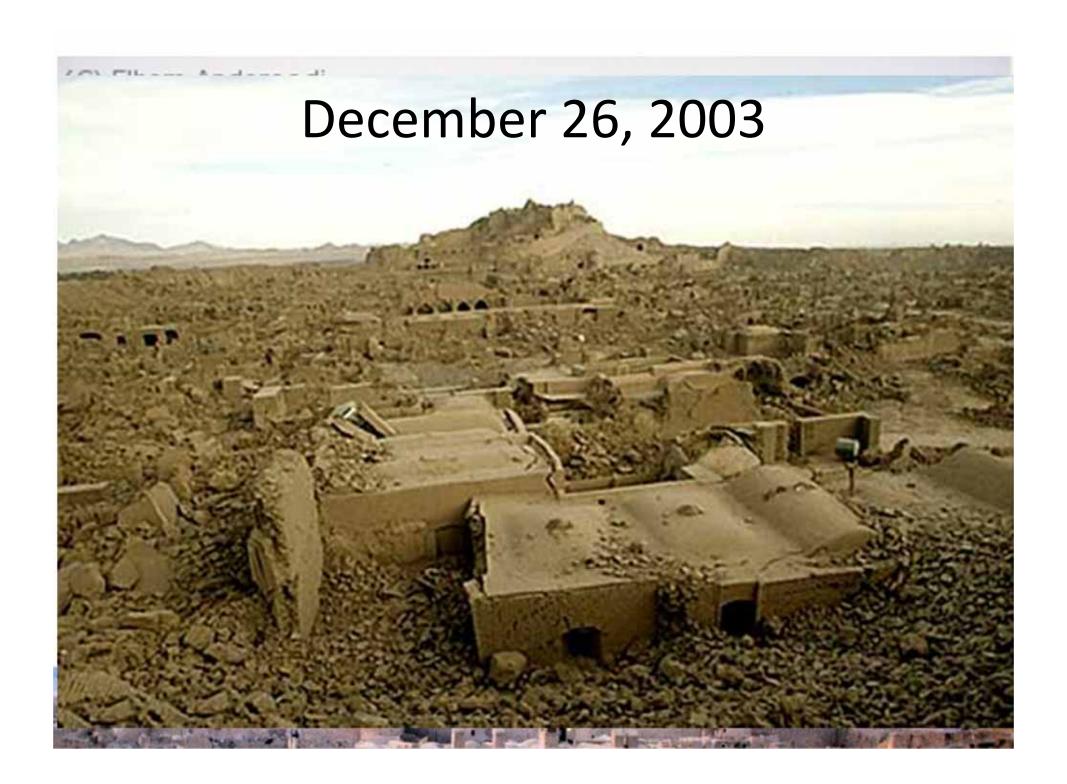
Natchapon Futragoon Insight Intellilearn

Asanobu Kitamoto National Institute of Informatics

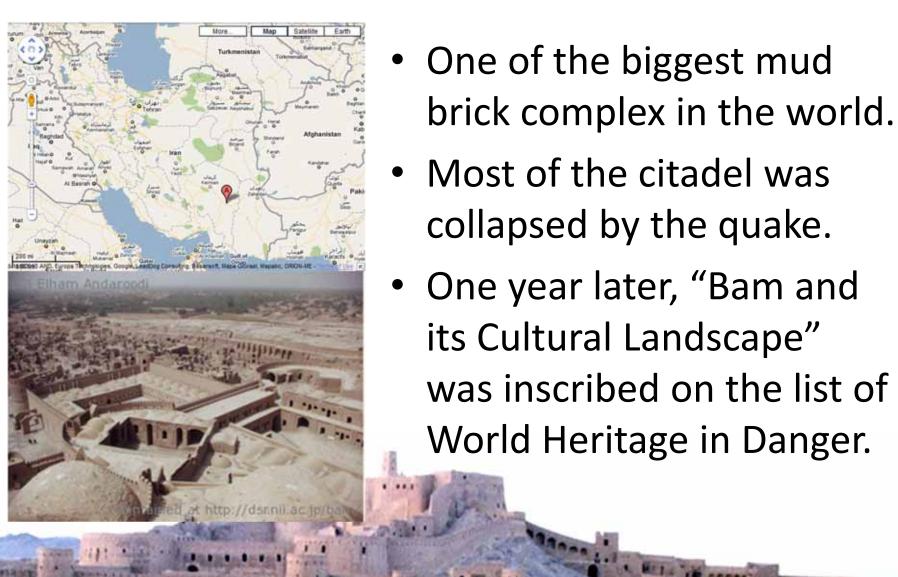
Elham Andaroodi University of Tehran

Mohammad Reza Matini University of Yazd

Kinji Ono National Institute of Informatics



### Citadel of Bam



### Bam Project History

December 31, 2003

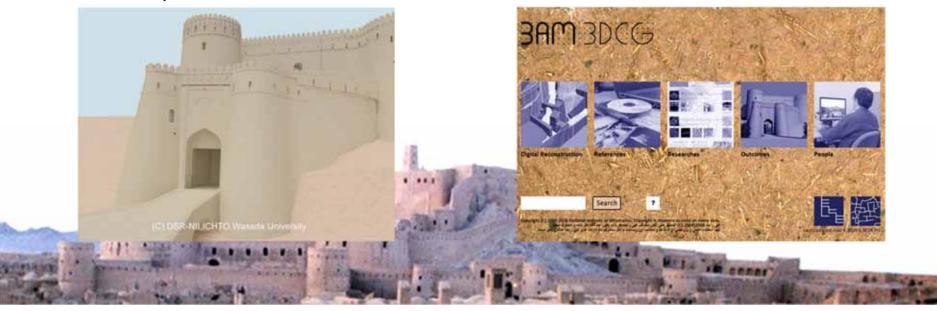


April – June, 2006

January 2004



December 26, 2008



### 3D Reconstruction of a Collapsed Site



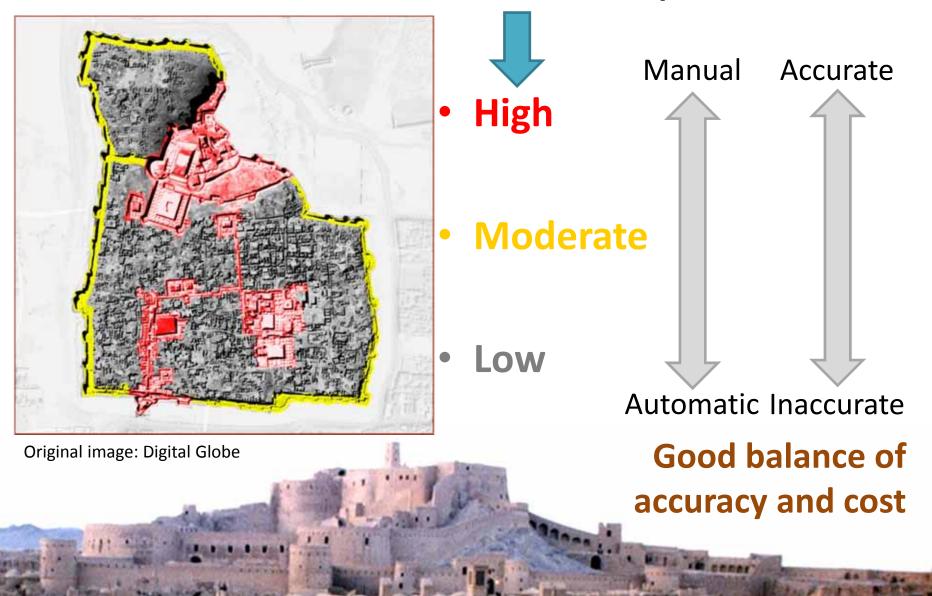
New data cannot be captured from now!



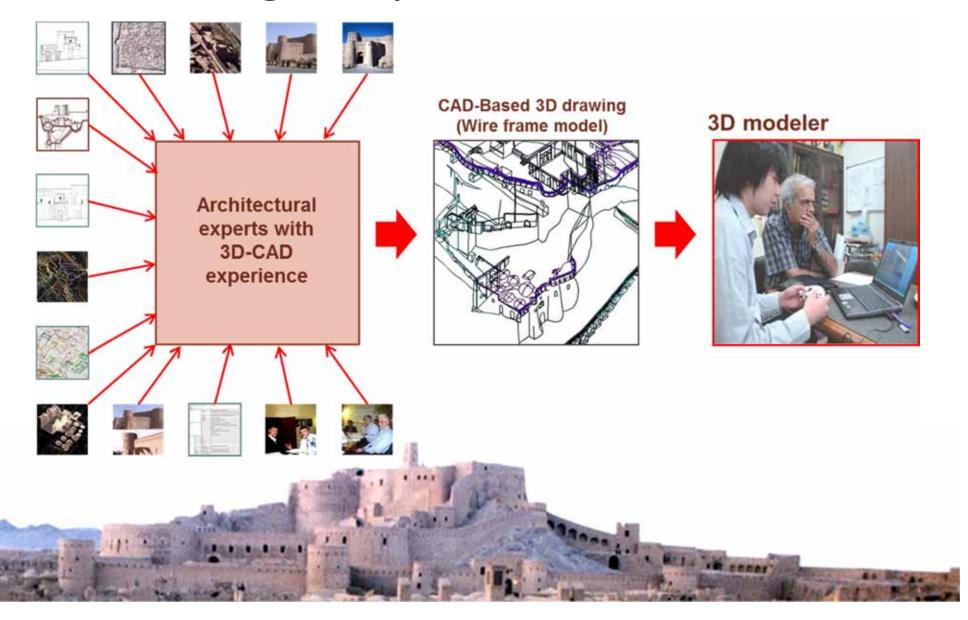
Laser scanning



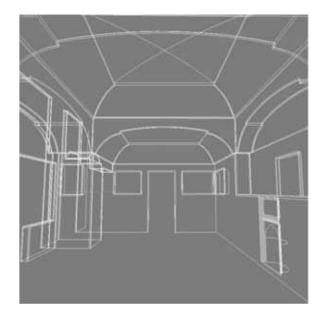
### Levels of Architectural Importance



## High Importance Areas



## **Interior Space**



CAD-based 3D drawing: Dr. M.R. Matini (NII)

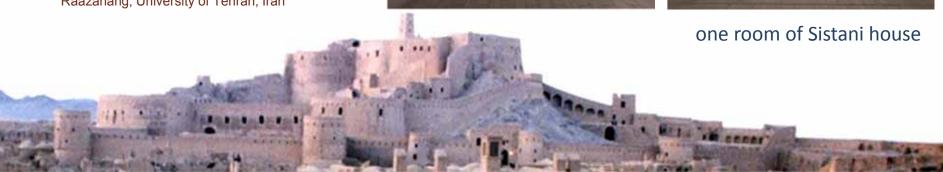
3D modelers: Raazahang, University of Tehran, Iran



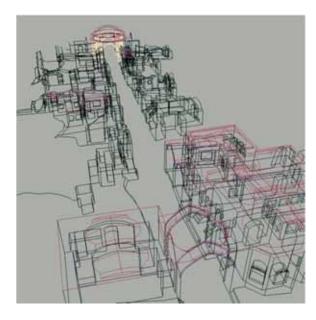








# **Exterior Space**



CAD-based 3D drawing: Dr. M.R. Matini (NII)

3D modelers: Global Information and Telecommunication Institute (GITI), Waseda University, Tokyo











### Low Importance Areas



Using point correspondences and projective geometry fails due to the lack of photographs, variety of cameras, and temporal change due to renovation.

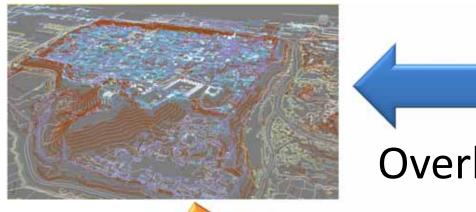


7-minute video taken from a helicopter by NHK in 1981 has potential for the automatic reconstruction of a 3D model, but not yet completed.



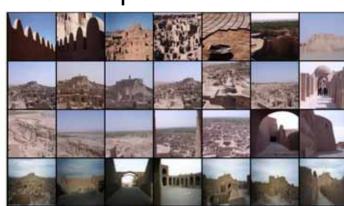
### **Proposed Method**





Structure

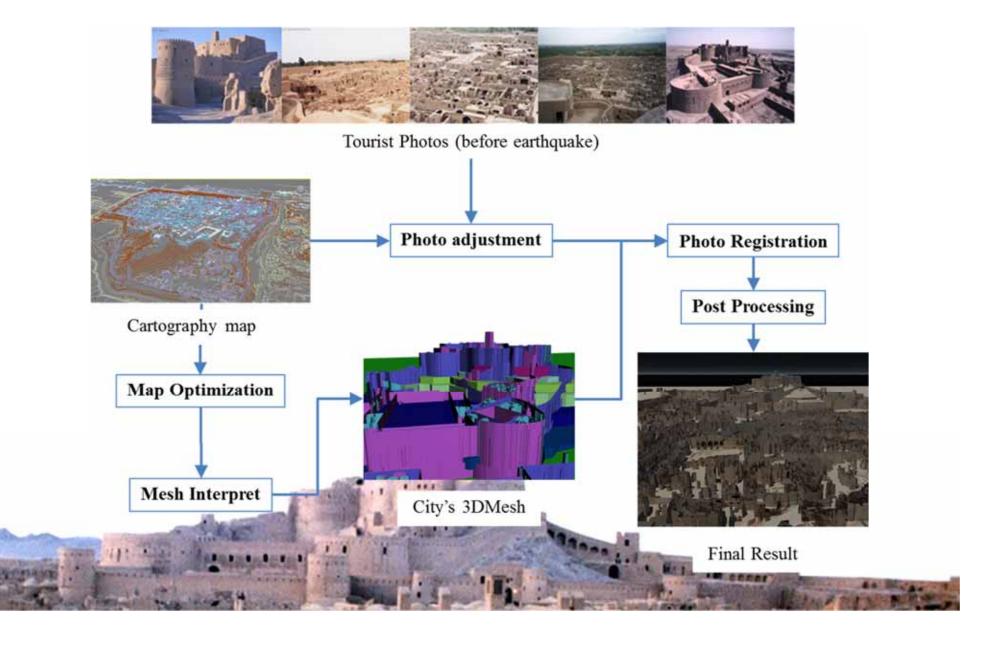




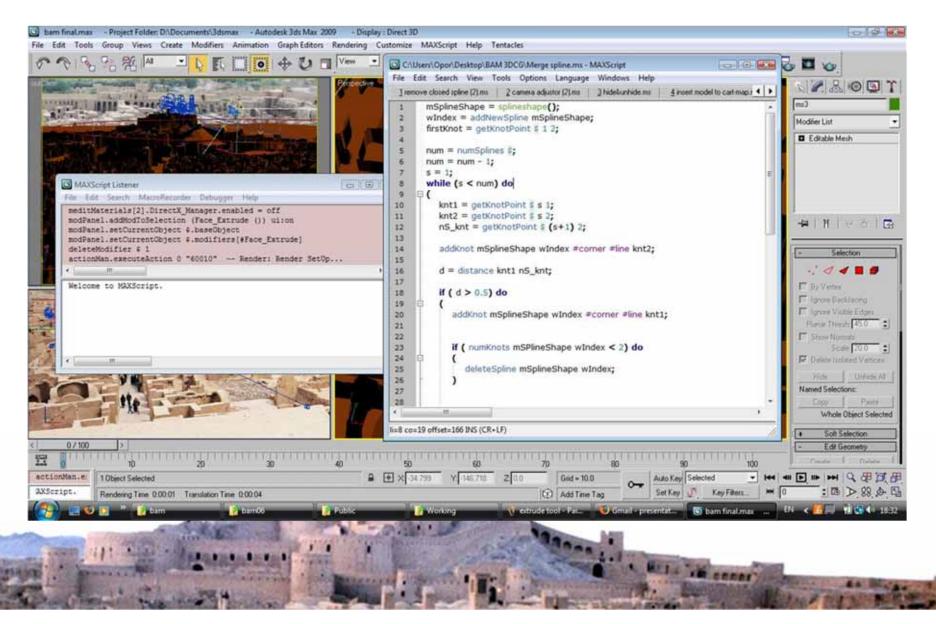
**Texture** 

Simple 3D Model

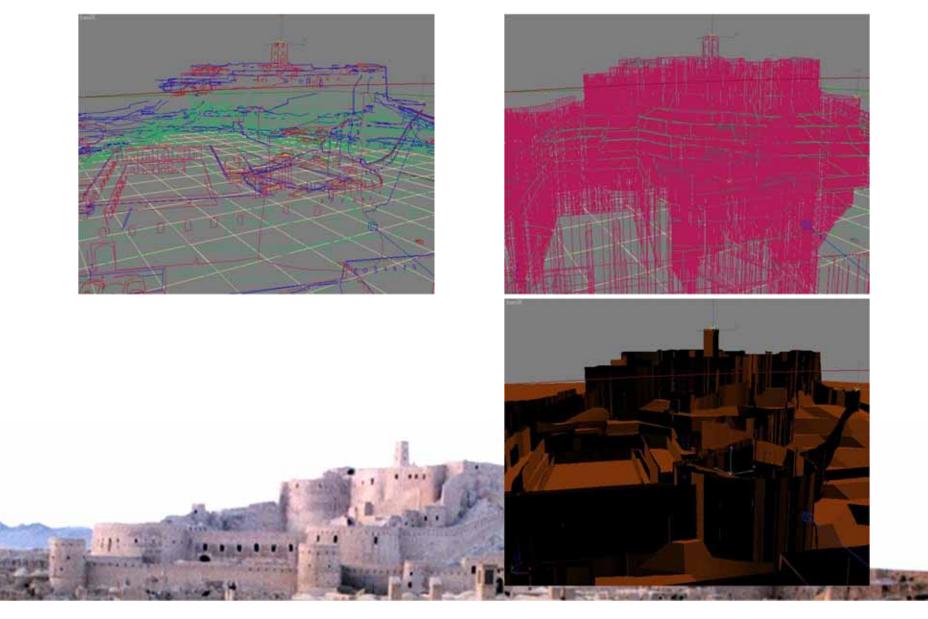
### Workflow



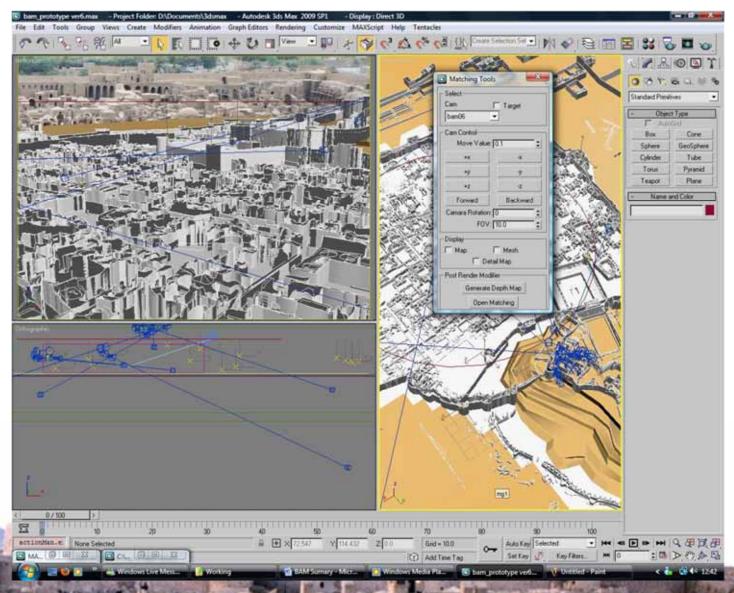
### Autodesk 3ds Max Framework



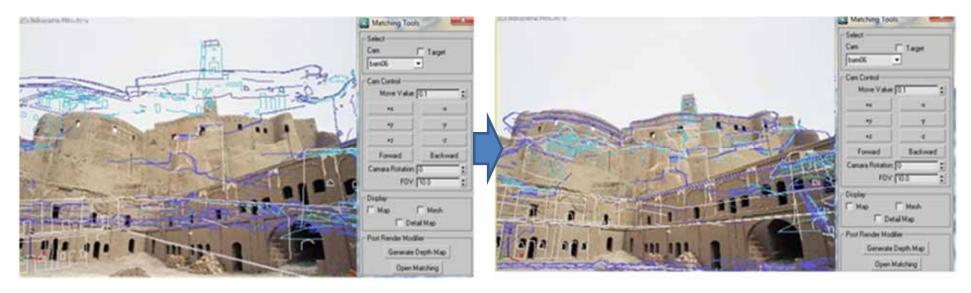
## **Building Mesh from Splines**



## Camera Matching Tool

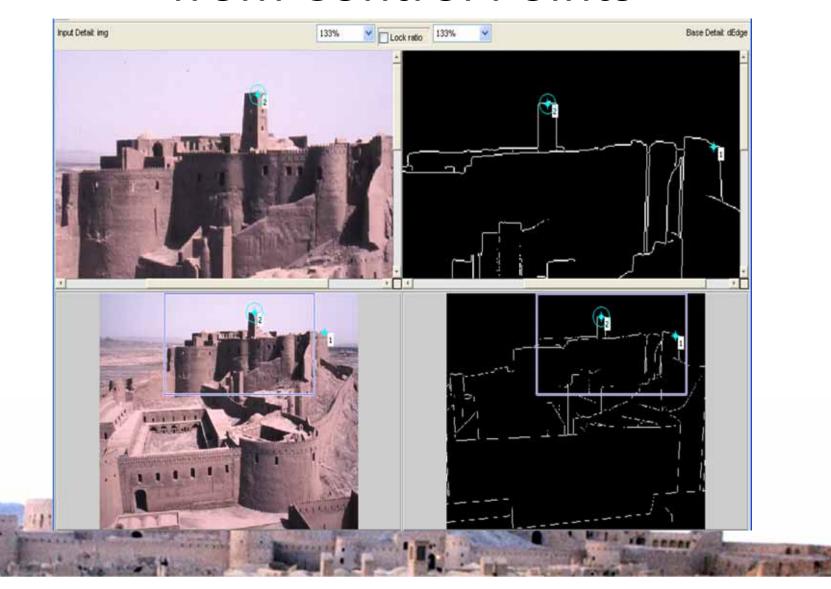


# Estimating Camera Parameters by 3D Matching



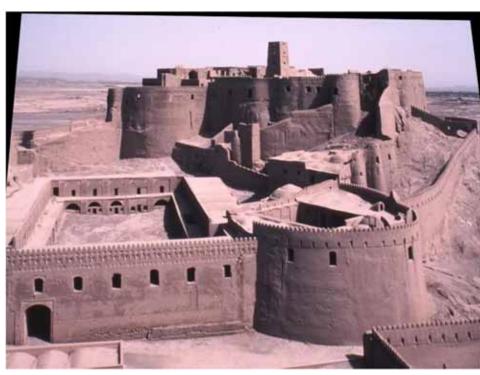
- The crucial step for better accuracy but a manual, timeconsuming step due to the large degree of freedom.
- Matching feature points between the photogrammetric map and images should work across multiple scales.

# Estimating Transformation Matrix from Control Points



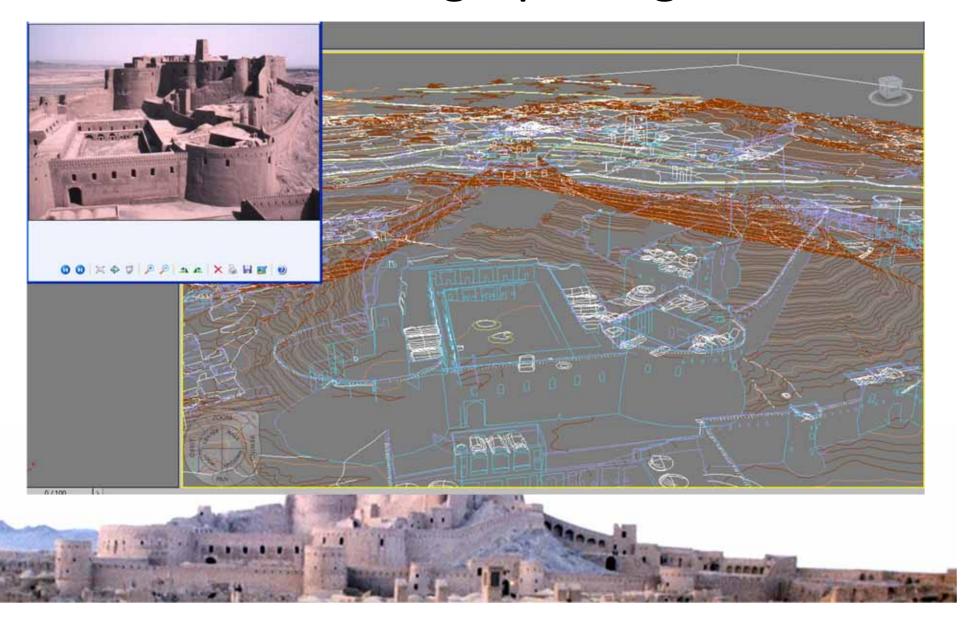
## Result of Image Transformation



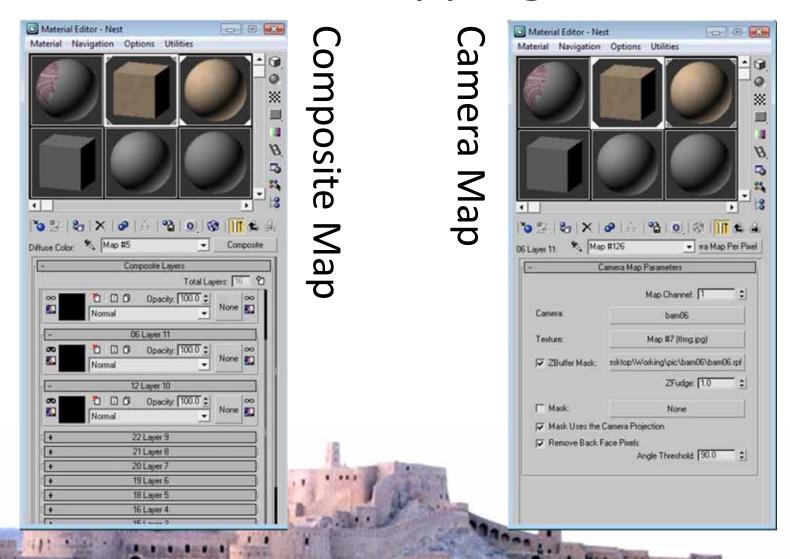




## Result of Photograph Registration



### **Texture Mapping Tool**



### **Post Processing**

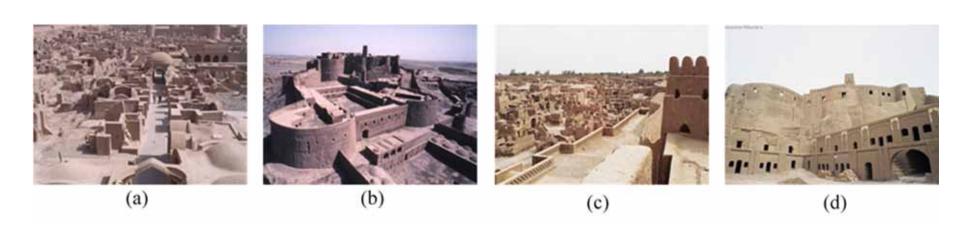




Filling occluded texture, modifying the ground level, and changing the illumination with a new lighting system.



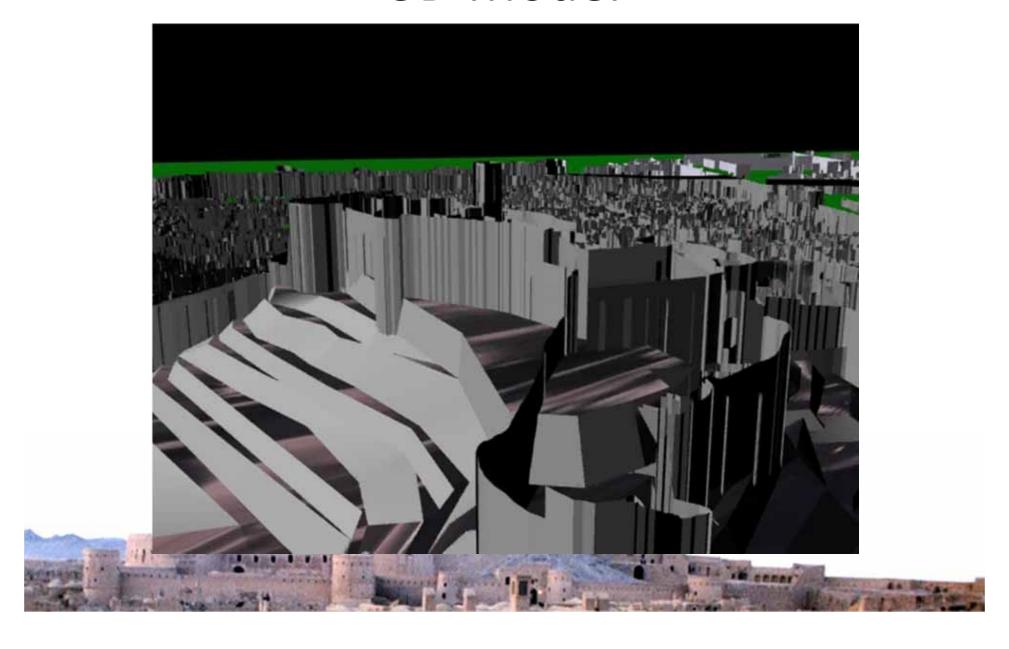
### Selecting Photographs



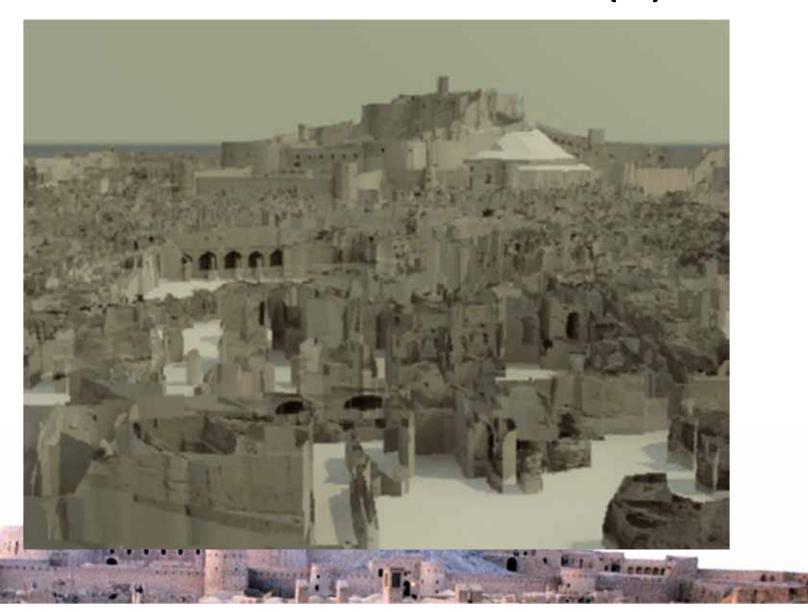
- Out of 200+ photographs, only 22 were used.
  - Many tourist photographs are from popular views.
  - Some close-up photographs are difficult to match.



## 3D Model



## General View of Bam (1)



## General View of Bam (2)



#### Discussion

- A 3D model of the city was created quickly by integrating structure and texture.
- Surface of the photogrammetric map was added as wall, roof, slope and flat ground. This needs better interpretation of splines.
- Photograph registration requires a costly semiautomatic process. This needs more powerful automated tools.

#### **Future Work**

- Improve surface by characterizing splines.
- Improve texture by generating more realistic texture using context or database.
- Calibrate the variation of illumination in multiple photographs taken at different times.
- Combine results of automatic, semi-automatic, and manual methods to a city-scale 3D model.



### Acknowledgment

The supporting research project, 3D CG reconstruction of the Citadel of Bam is a collaborative project between Digital Silk Road Project of NII and Iranian Cultural Heritage, Handicraft and Tourism Organization (ICHHTO). The 3D photogrammetric material is provided to NII by Professor Chahryar ADLE from CNRS and ICHHTO.

- Digital Silk Road Project
  - http://dsr.nii.ac.jp/
- Bam Project
  - <a href="http://dsr.nii.ac.jp/bam/">http://dsr.nii.ac.jp/bam/</a>
- Bam3DCG
  - http://dsr.nii.ac.jp/Bam3DCG/