What is Lidar?
LidAR is an acronym for light direction and ranging, and is a laser remote ensing technique used in both science and industry. It is the optical
equivalent of the microwave radar, and so is often referred to as laser radar. equivalent of the microwave radar, and so is often referred to as laser radar.
LiDARs are used to precisely measure distances and properties of far-away objects.
There are many applications of LidAR / rangefinder technology that are
used in both science and industry. Beause of the density of the beams, combined with the short waveltength, , LDASAR is trequenty omployed in atmospheric particles, clouds, rain, smoke, and other things that radar is incapable of registering. LDDAR is also capable of measuring wind speed and the density of various comp and nitrogen.




## Vertical Datums

The Lidar vertical datum differs from the NS ETB MTM or UTM base

 is very close to the WGS84 ellipsoid. Nova Scotia uses the Canadian Geodetic Sea Level.

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There are 3 reference surfaces use for Z-values:
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2. GEOID - Model based from the gravitational model - heights as if there were no land- seal level.
3. Topographic a model based on 0.-height being applied to MSL (Mean
Sea Level) usually defined by the intersection of the GEOID and the 3. Topographic - a model based on 0-height being applied to MSL (Mean
Sea Level) usually defined by the intersection of the GEOOD and th
ELIPSOOD

Formula: $\mathbf{h}=\mathbf{H}+\mathbf{N}$
where: $h=$ ellipsoid
where: $h=$ ellipsoid heigh
$\mathrm{N}=$ geoid separation
$\mathbf{H}=$ orthometric height
For GPS data, we normally obtain data
in ellipsoid heights -h . $\mathrm{H}=\mathrm{h}-\mathrm{N}$
orthometric height $=$ ellipsoid height - geoid separation


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## View Shed Analysis

## Viewsheds

The viewshed identifies the cells in an input raster that can be seen from one or more observation points or lines. Each cell in the output raster receives a
value that indicates how
. value that indicates how many observation points can see the location. If
you have only one observation point, each cell that can be seen from the observation point is given a value of 1 . All cells that can't be seen from the

The viewshed is useful when you want to know how visible objects might be-for example, you may need to know the answer to questions such as,
From which locations on the landscape will the landfill be visibl if it is placed in this location? What will the view be like from this road?, or
Would this be a good pace for a commuications tower?

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## Calculating Building Heights

To calculate base heights we need base height points within the building
footprint. Currently these do not exist, as the LiDAR cannot "see" the base elevation of the building.

What we can do is use the Ground points to interpolate a ground based TV, ArcToolBox Raster to Point.

The interpolation process will generalize some of the accuracy issues that
may be based on sensor error, interpretation or building footprint registration.

When we have created the 2 DEM grids we could use the Raster Calcula to create an
[GRD_GRID].
When the resultant grid is coll point would represent the height from rooftop to the interpolated ground頻
Add the Heights point Attribute Table; the unique ID (RECNO) of the Add the Heights point Attribute Table; the unique (DD (RECNO) of the
Building Polygon that the point is "INSE". Using the Building + Heights
points, we first complete a " "Spatial Join" on the atribute table of the
 the attributes of the building atached to each point. This sumection can be
aceomplished with the geoprocessing tools spatial join in both ArcView 3 accompisised
and $8 / 9$.
Select the ID field in the Spatial Join Table and use the Summarize
operation. Summarize the buididing ID in the new Spatial Join table by Min, operation. Summarizz the building ID in the new Spatial Join table by Min
Max and Mean Height. This will create a new standalone Sumary table.
Join the Table back to the Building polygon table by ID (recno) field. To Joake the JOIN permanent, use the Data $\mid$ Export operation. You now have an "extrude" value for each building.



## Citadel Walkways

