

Oblique Aerial Camera Set Up



Enschede,
June 13th, 2019

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Exploring the world from every angle

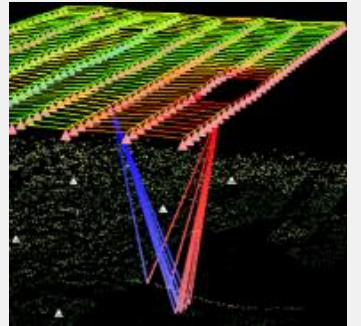
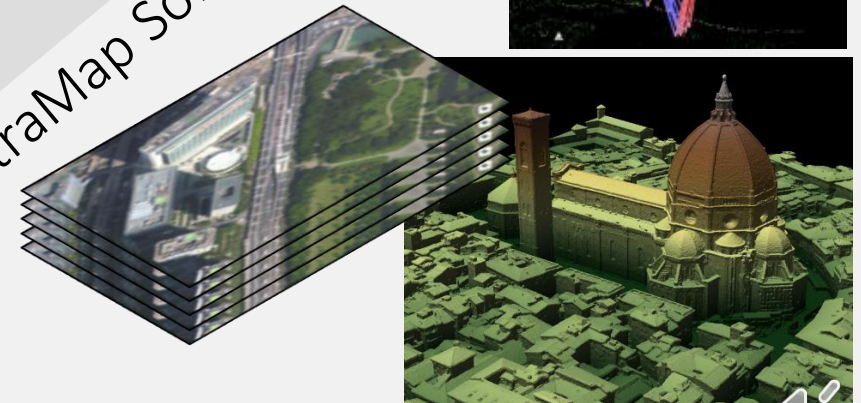
Aerial Cameras

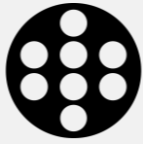


Terrestrial Systems



UltraMap Software

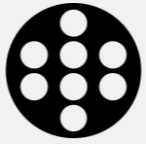




Aerial Cameras for
Nadir
Oblique
Wide Area Mapping

Photogrammetric
Workflow

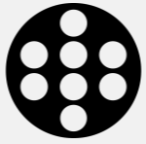




Photogrammetry meets oblique

The UltraCam Osprey Mark 3
Premium combines two cameras in
one photogrammetric housing

- Mapping grade nadir (pan, 116 Mpix)
- 80 Mpix oblique (4 directions)
- 80mm / 120 mm lens system



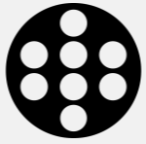
UltraCam Osprey Mark 3
Graz, at 6,5 cm GSD

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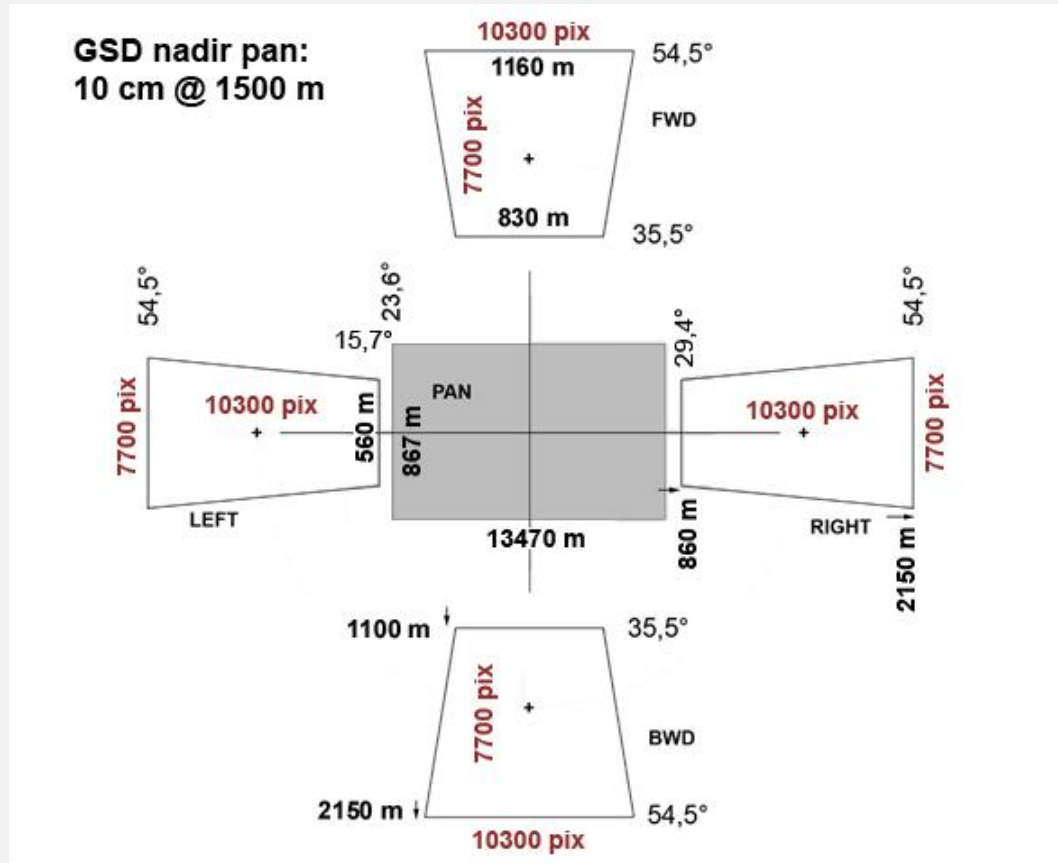




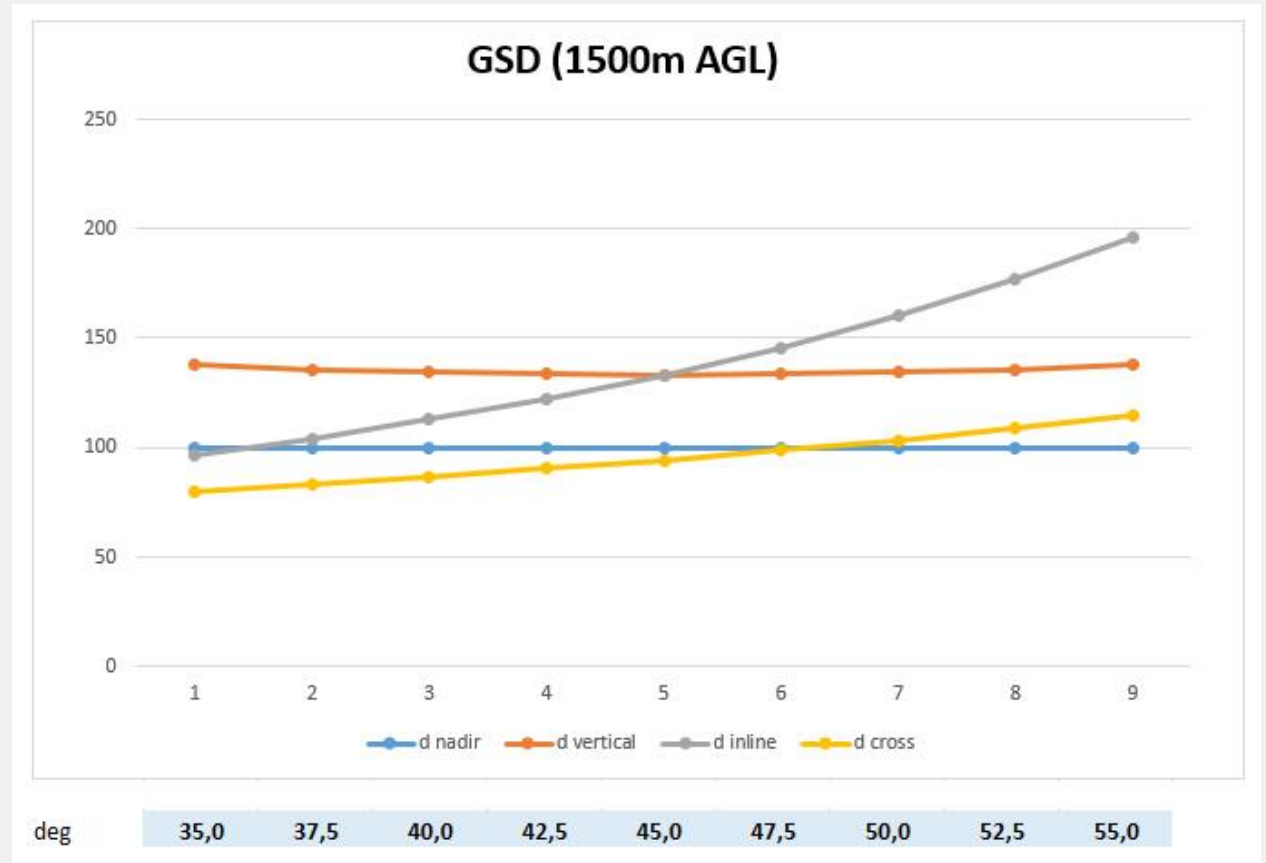




UltraCam Osprey



Footprint

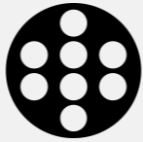


GSD

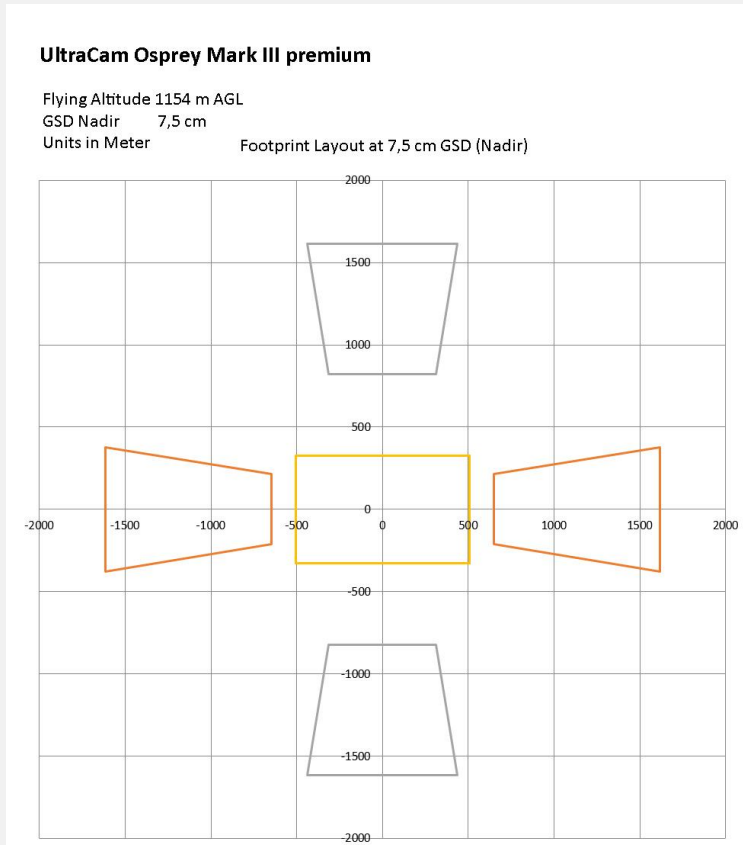


Basic design idea:

- High quality (photogrammetry grade) nadir
- Geometry backbone for block set up
- 45° oblique to 4 cardinal directions
- Well balanced focal length for nadir and oblique



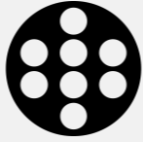
Recommended flight Pattern (60% Sidelap, 80% Endlap)



Footprint dimensions	cross track	long track		
pan +/- (m) from Nadir	505,19	325,17	Sidelap [%]	60
pan full footprint size (m)	1010,38	650,34	Endlap [%]	80
rgb +/- (m) from Nadir	505,19	325,17	Speed [m/s]	74,32
			Speed [kn]	144,47
left/right near	648,64	212,66	Height [ft]	3786,09
left/right far	1616,15	378,34		
forwd/backwd near	312,13	824,00	Strip-Dist. [m]	404,15
forwd/backwd far	437,14	1616,15	BaseLength [m]	130,07

Minimum flight Pattern (40% Sidelap, 60% Endlap)

Footprint dimensions	cross track	long track		
pan +/- (m) from Nadir	505,19	325,17	Sidelap [%]	40
pan full footprint size (m)	1010,38	650,34	Endlap [%]	60
rgb +/- (m) from Nadir	505,19	325,17	Speed [m/s]	148,65
			Speed [kn]	288,95
left/right near	648,64	212,66	Height [ft]	3786,09
left/right far	1616,15	378,34		
forwd/backwd near	312,13	824,00	Strip-Dist. [m]	606,23
forwd/backwd far	437,14	1616,15	BaseLength [m]	260,13



The flight pattern is based on the following assumptions:

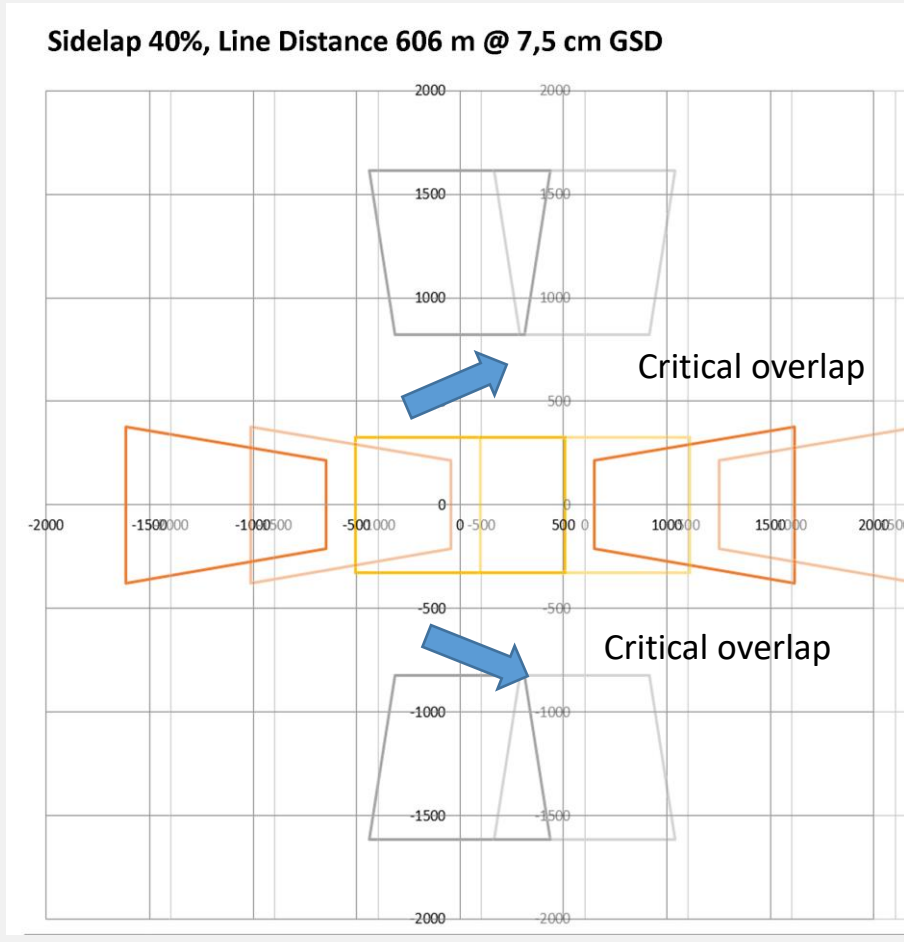
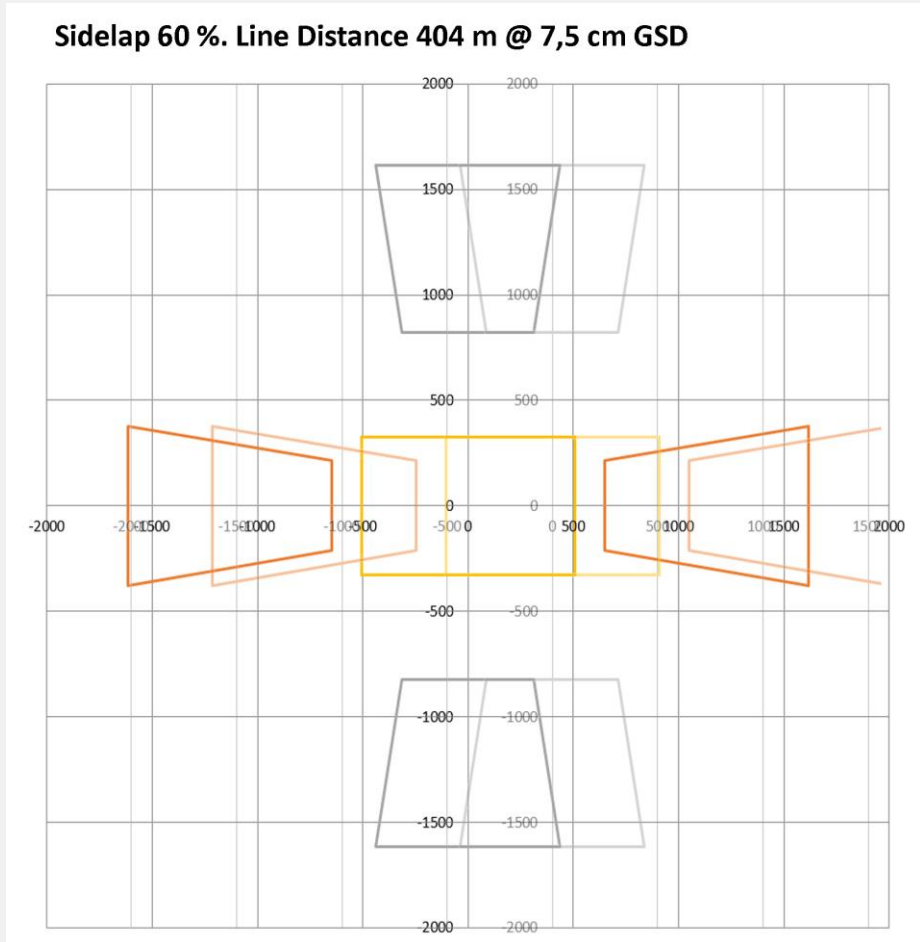
- The terrain is flat
- Nadir GSD @7,5 cm

A dense flight pattern like the recommended flight pattern (60% sidelap and 80% endlap)

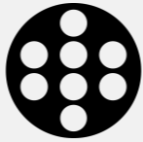
does have additional advantage

- Reduced occlusions
- Less differences in perspective foreshortening between adjacent shot positions.

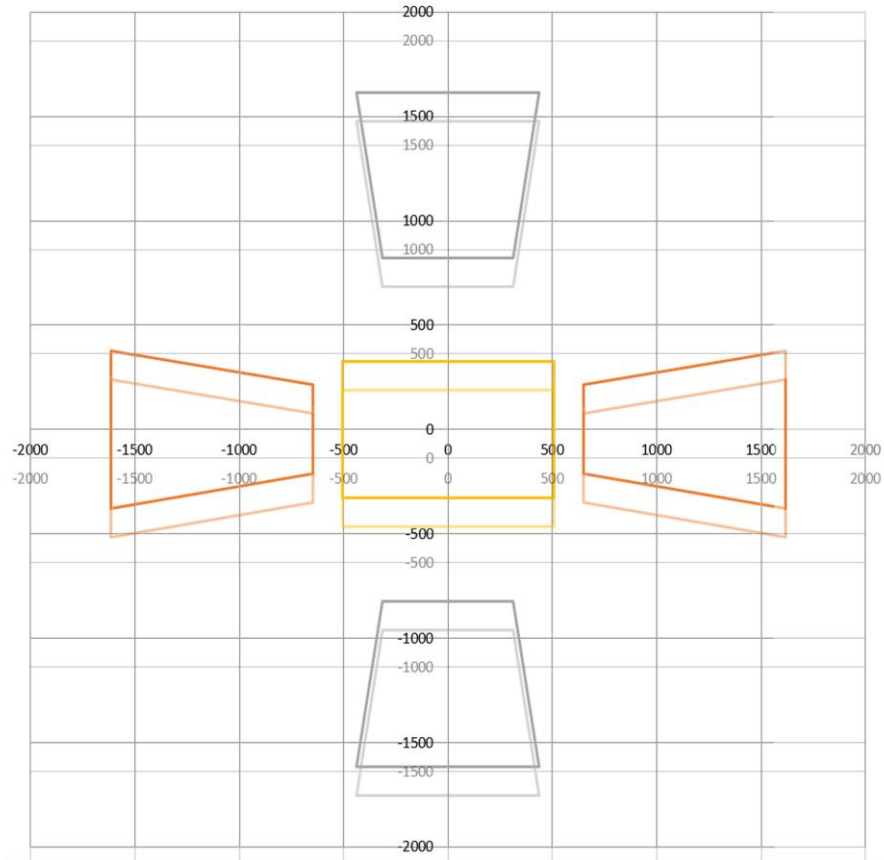
Additional flight-lines and shot positions to cover the entire AOI from all directions:



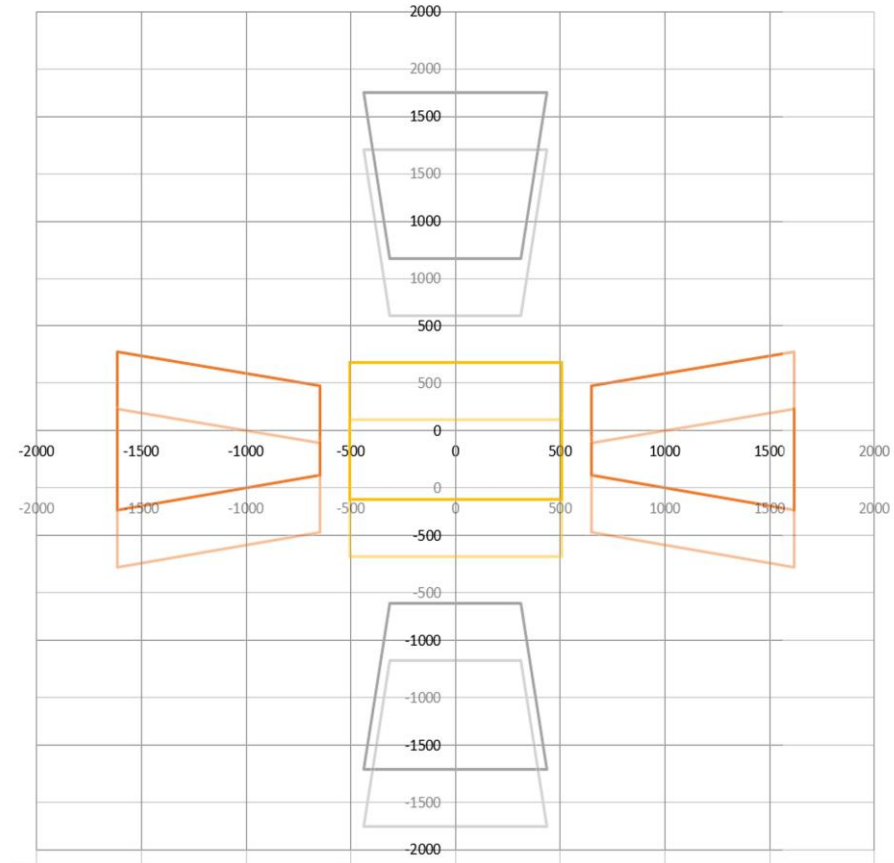
Overlap area of footprints at 60% Sidelap and 40% Sidelap



Endlap 80 %, Base Length 130 m @ GSD 7,5 cm

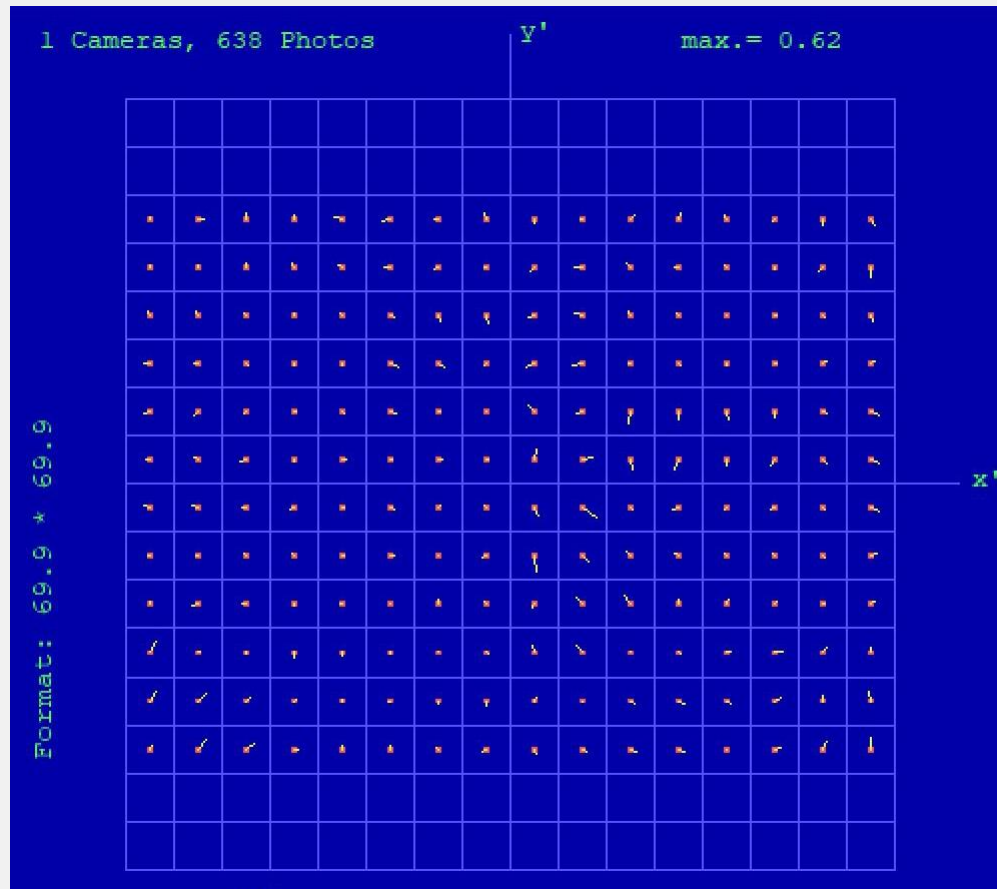
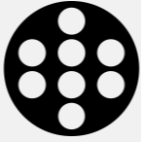


Endlap 60 %, Base Length 260 m @ GSD 7,5 cm



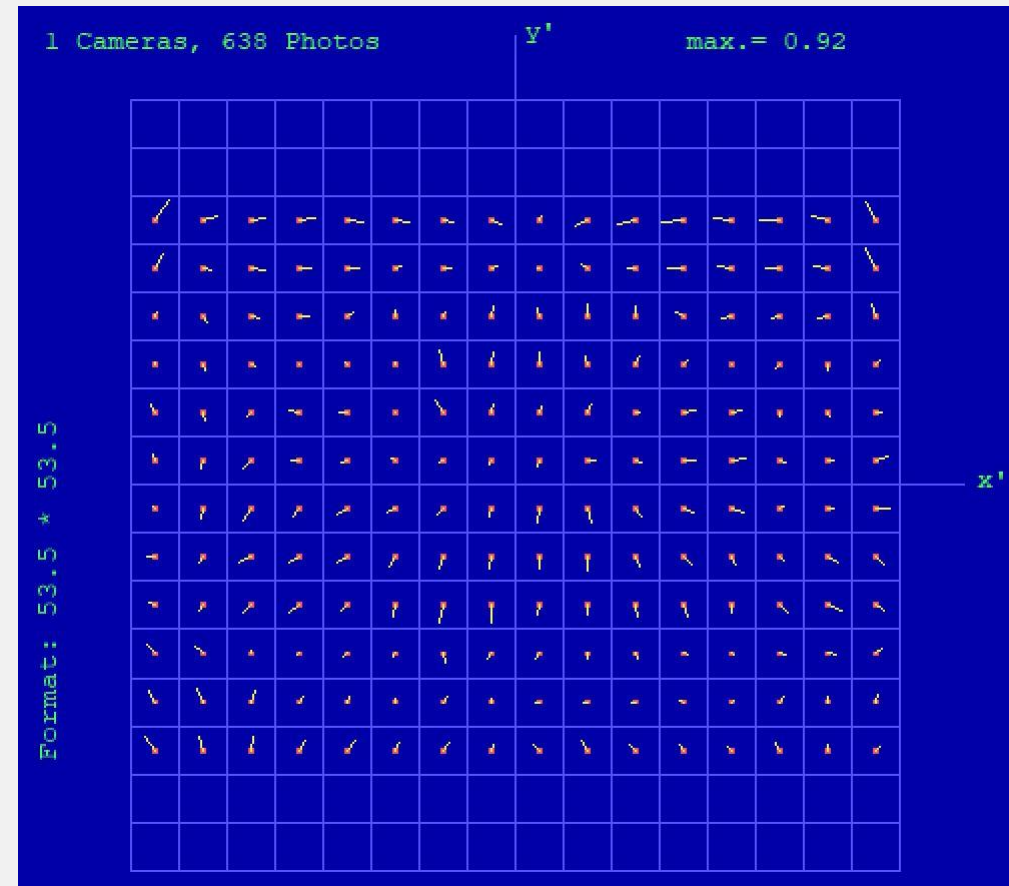
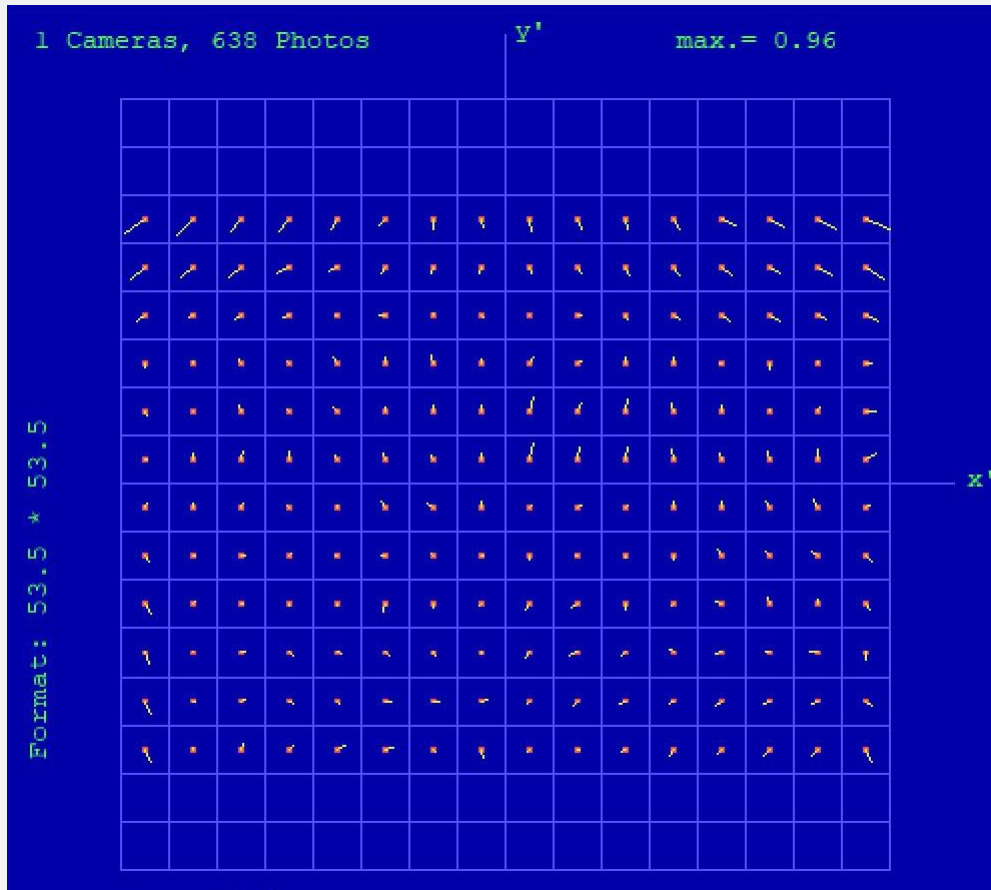
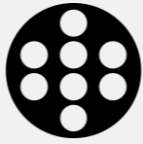
Flight
Path

Overlap area of footprints at 80% Endlap and 60% Endlap

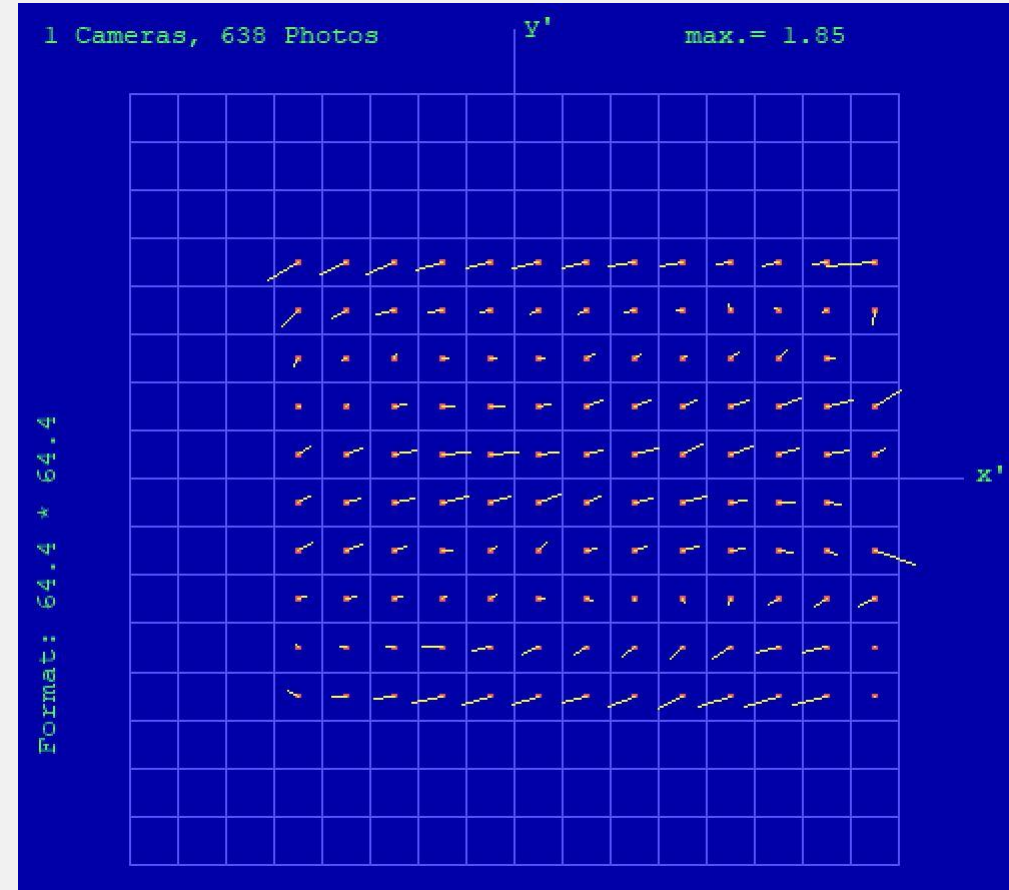
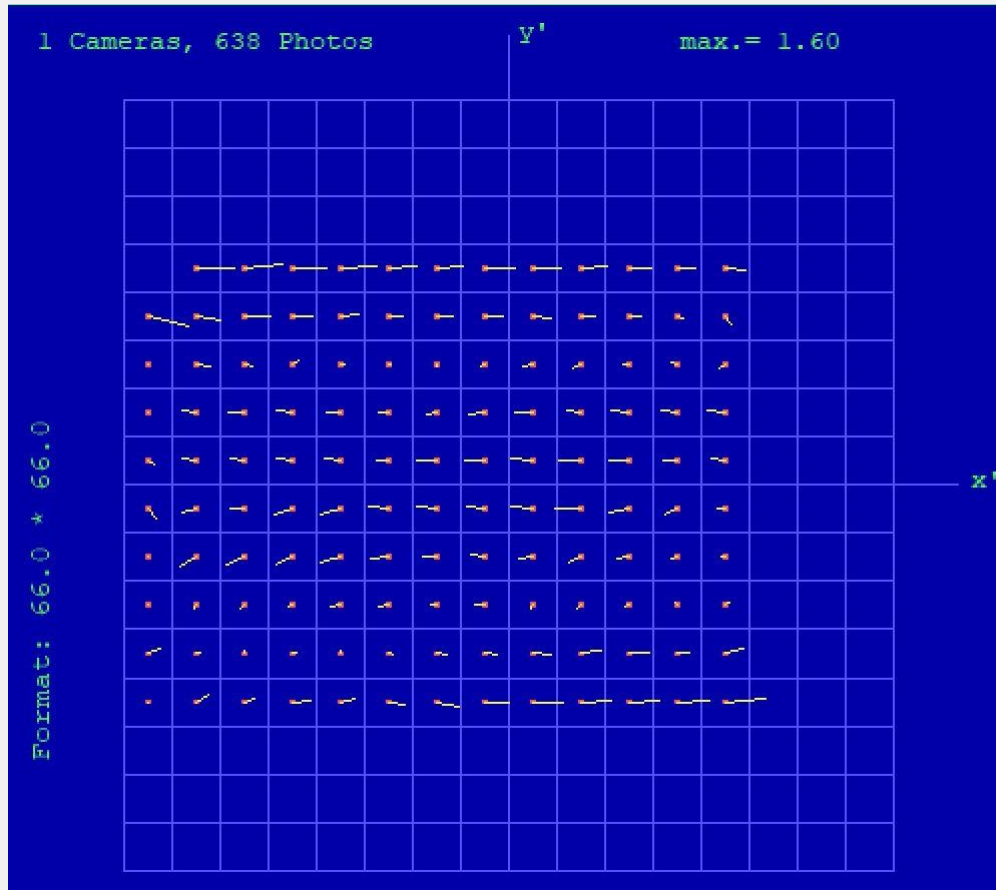
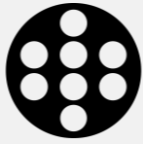


Project results
based on standard Nadir AT
638 events
10 cm GSD @ 1600 m
Nadir serves as the
photogrammetry backbone
RMSE GCP: 21 / 23 /17 mm

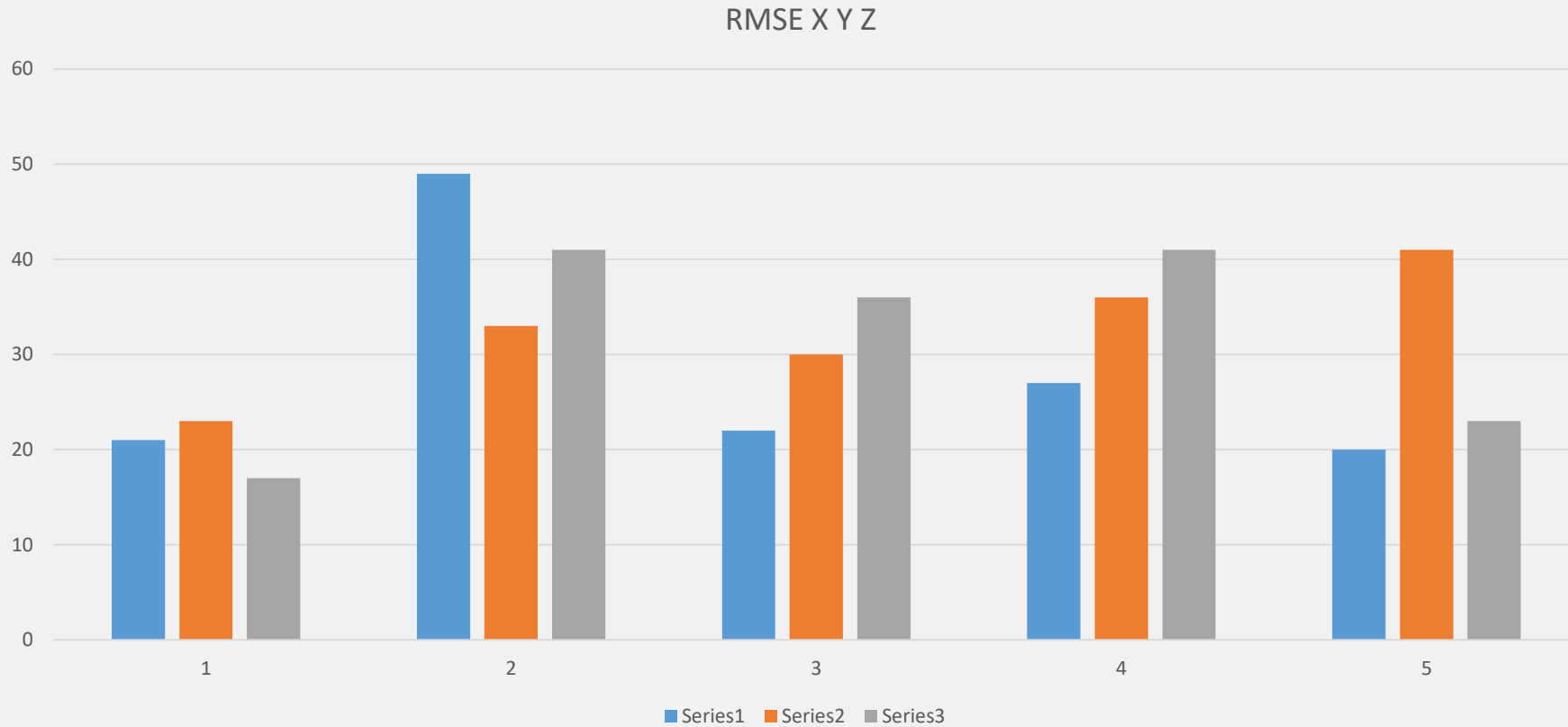
Nadir @ 80 mm FD



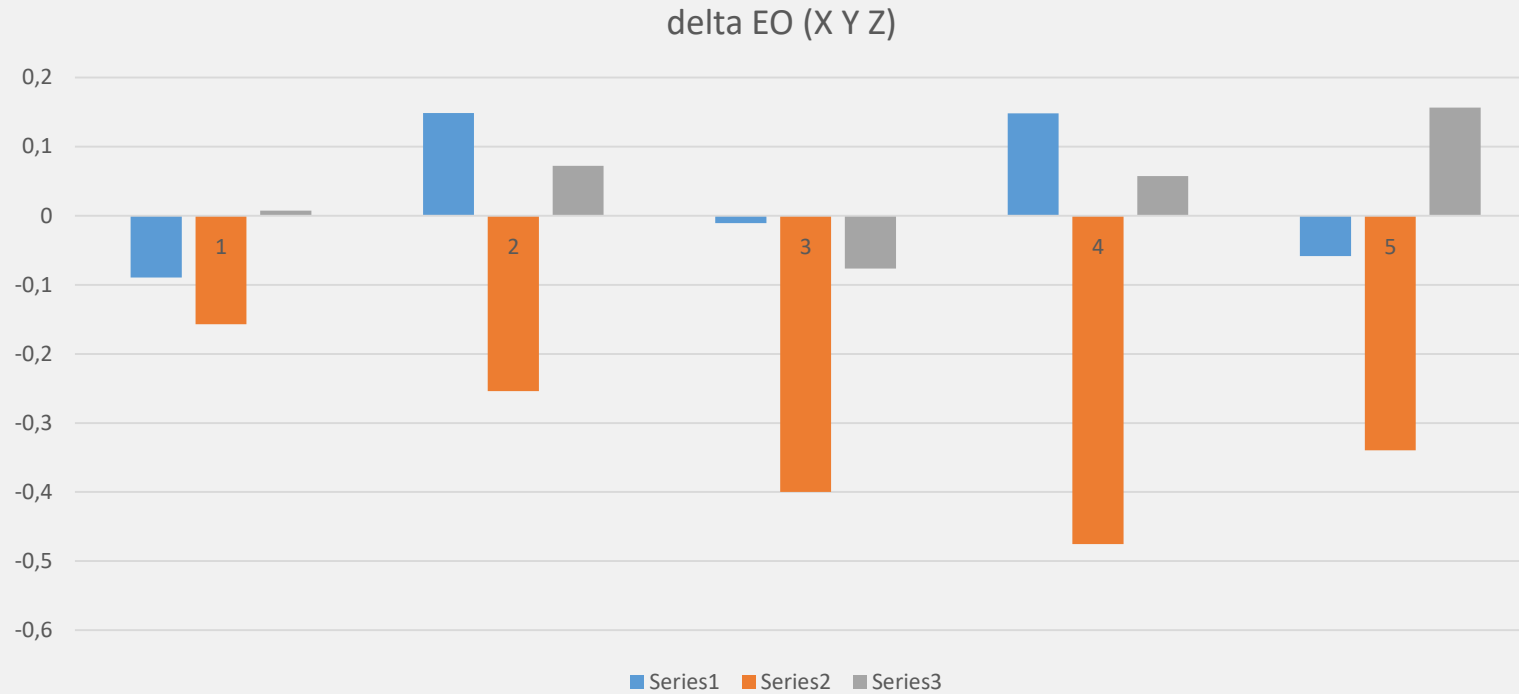
Fwd and Bwd @ 120 mm FD



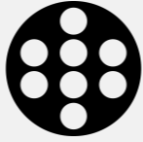
Fwd and Bwd @ 120 mm FD



GCP residuals from Nadir, Backward, Forward, Left and Right Camera

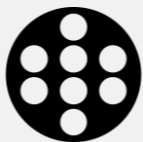


Eccentricity vector from Nadir to Backward, Forward, Left and Right Camera

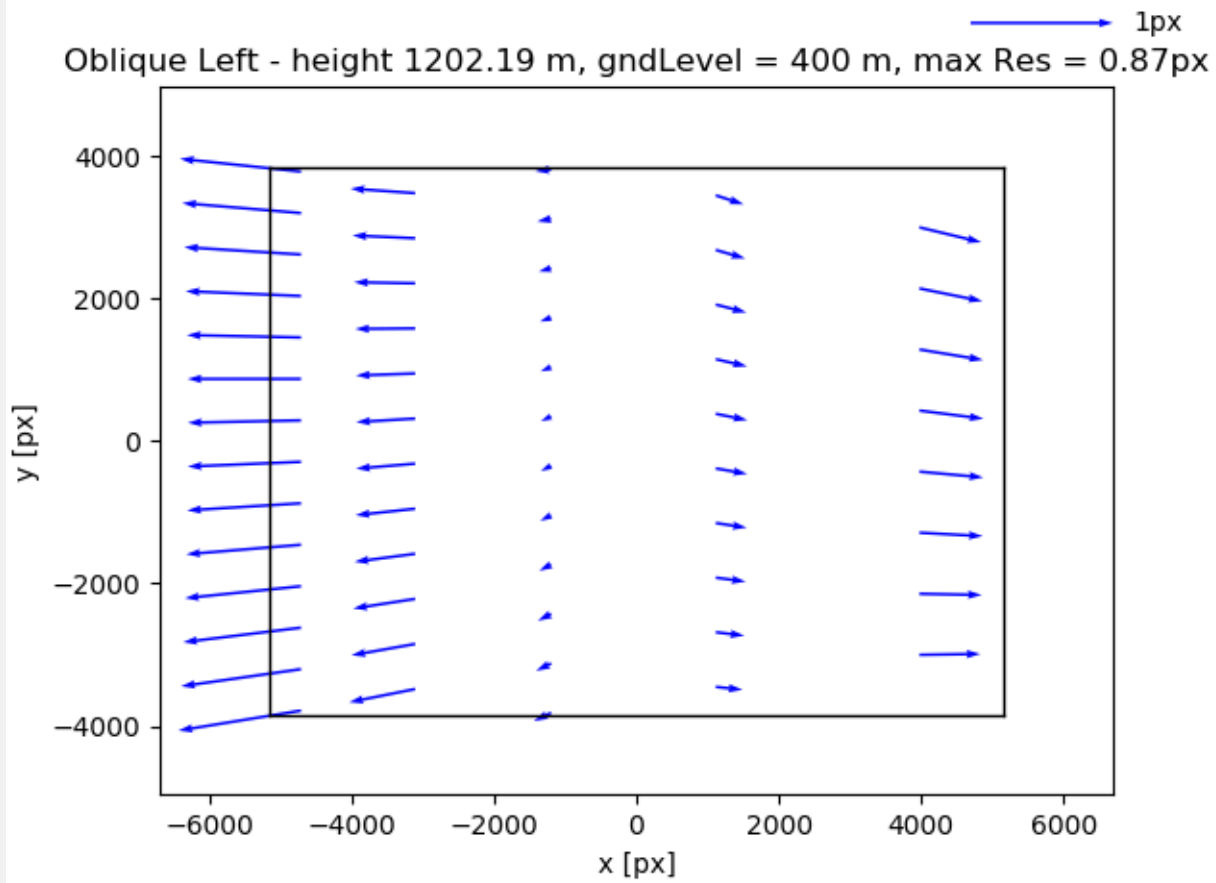


Influence of earth curvature :

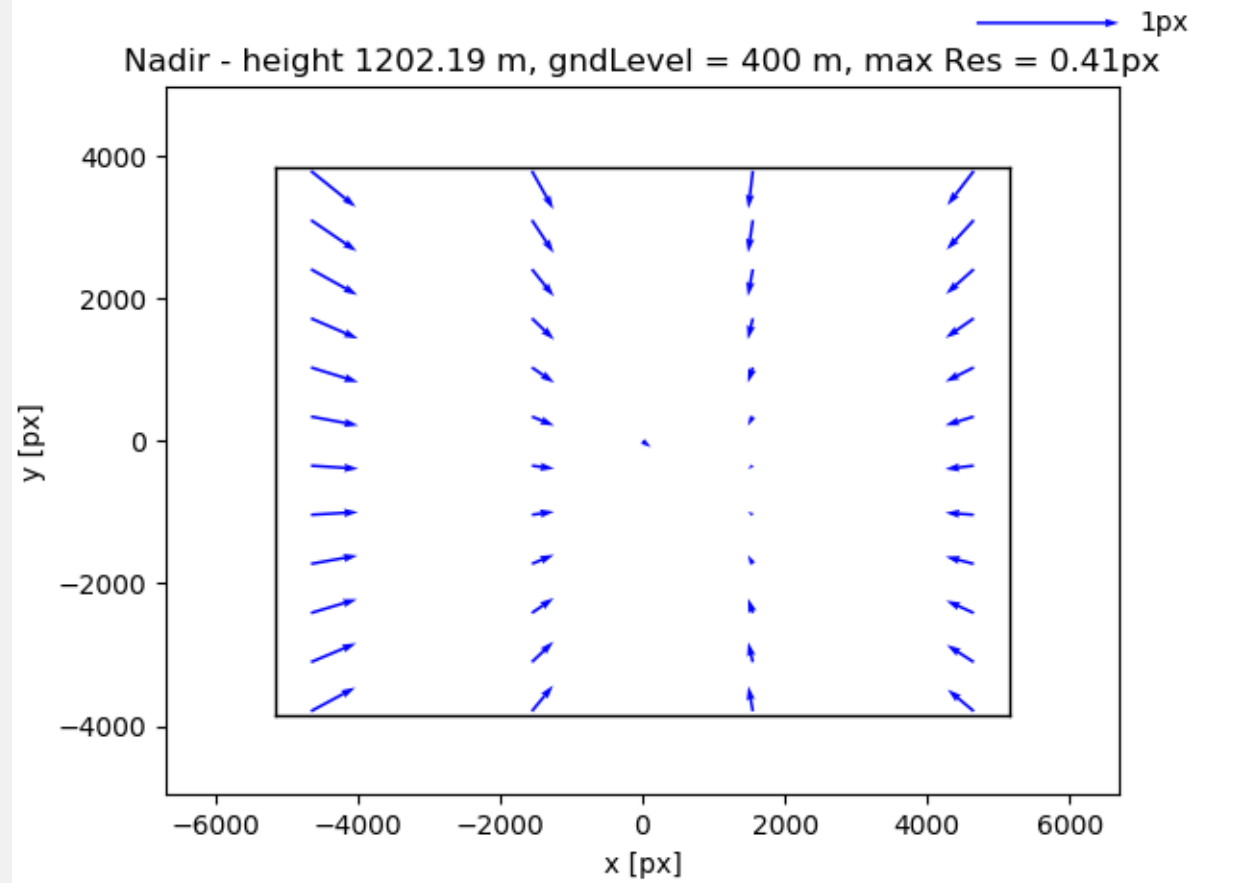
- Depending on flying altitude
- Results from simulation to better understand the magnitude of that impact

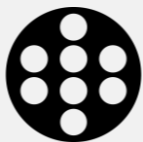


Oblique Left - height 1202.19 m, gndLevel = 400 m, max Res = 0.87px



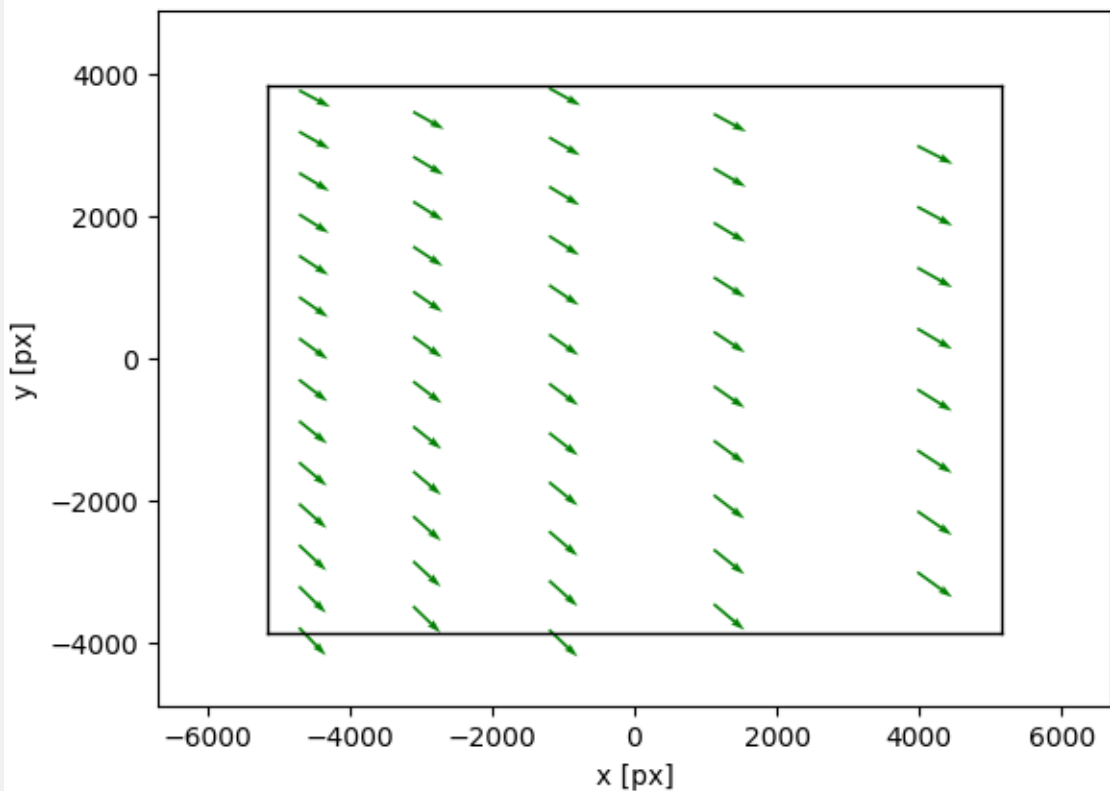
Nadir - height 1202.19 m, gndLevel = 400 m, max Res = 0.41px





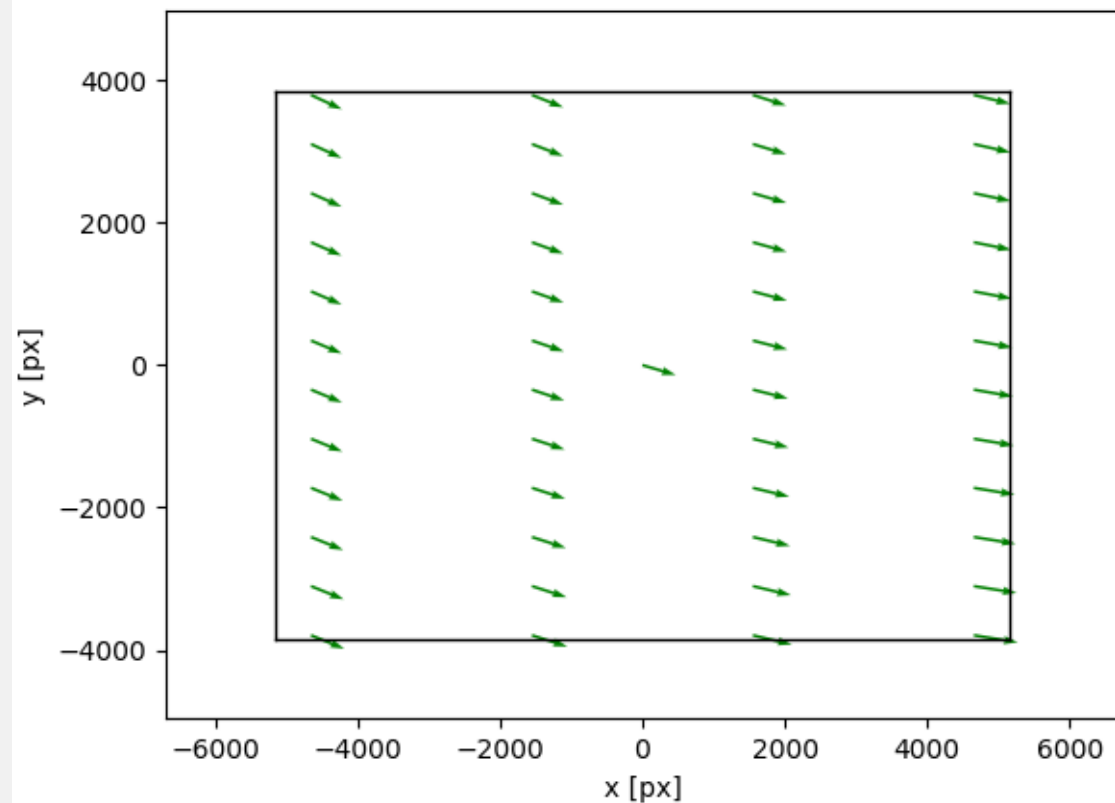
→ 0.1px

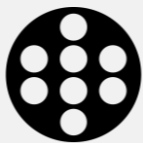
Nadir - height 1202.19 m, gndLevel = 400 m, max Res = 0.08px



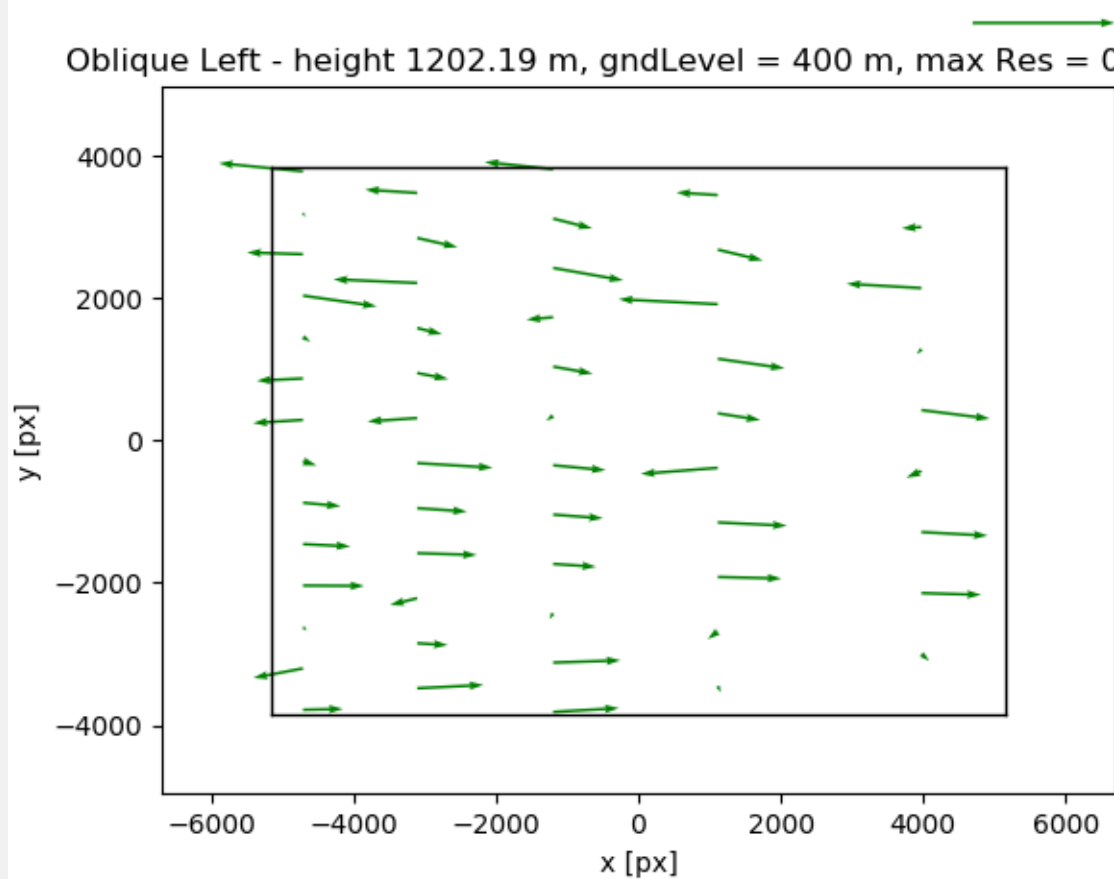
→ 0.1px

Oblique Left - height 1202.19 m, gndLevel = 400 m, max Res = 0.12px

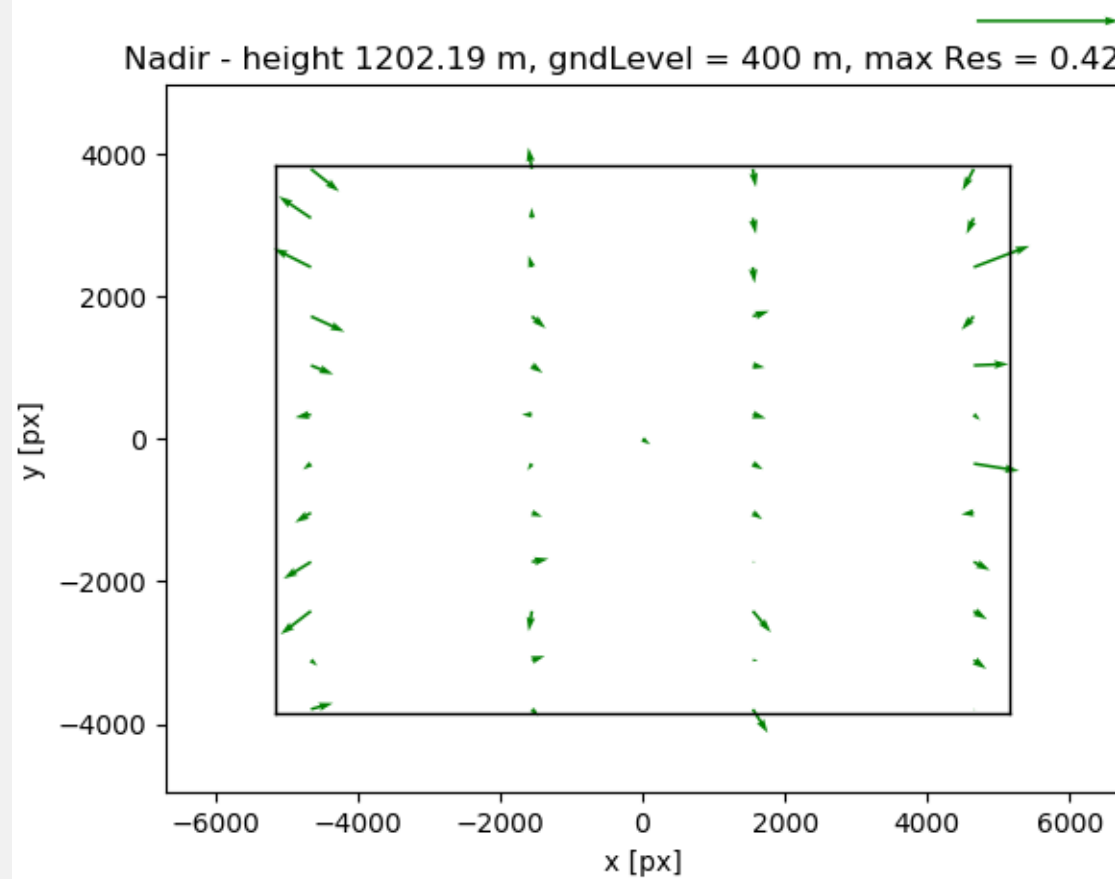


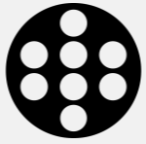


Oblique Left - height 1202.19 m, gndLevel = 400 m, max Res = 0.70px

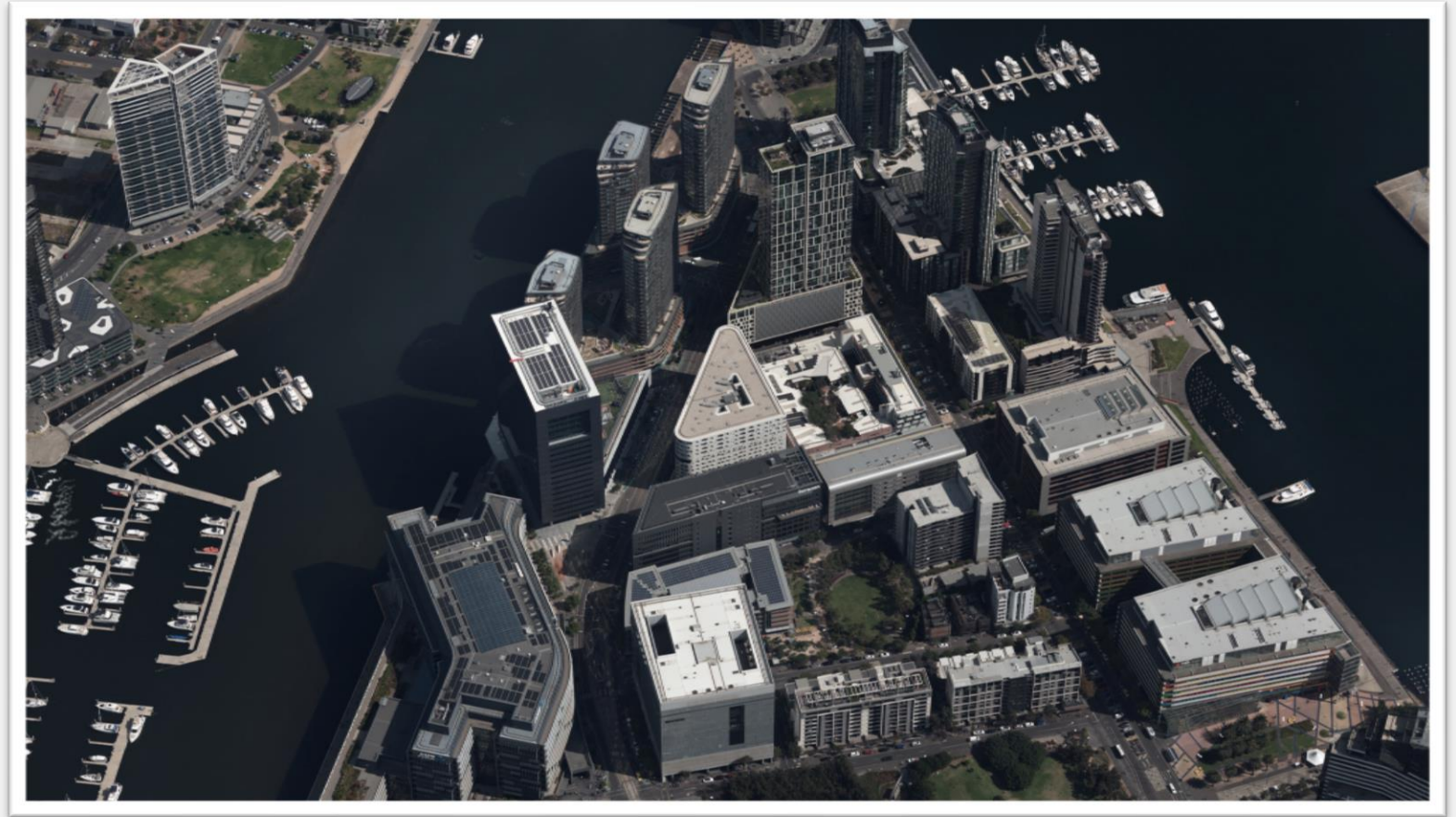


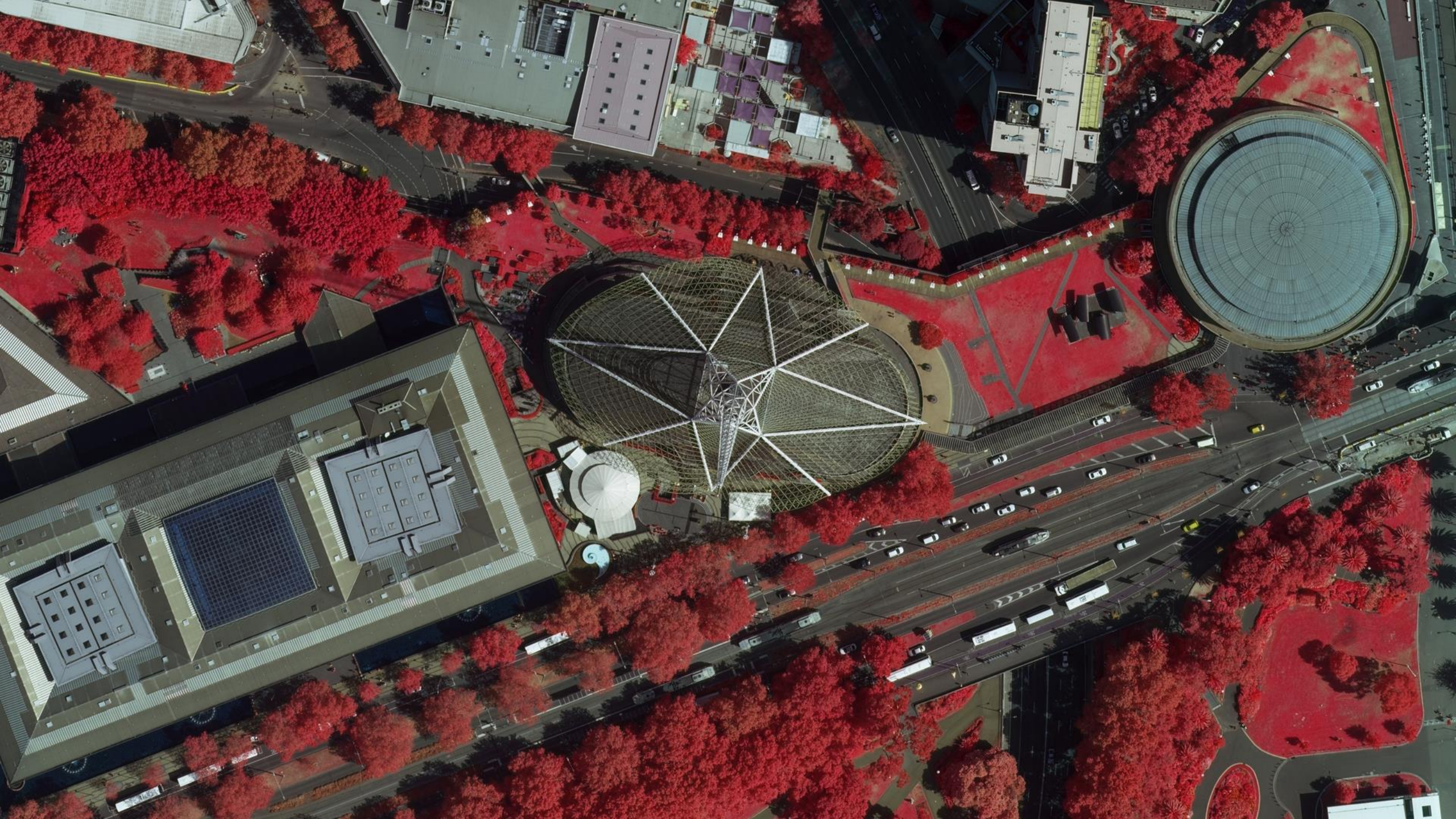
Nadir - height 1202.19 m, gndLevel = 400 m, max Res = 0.42px





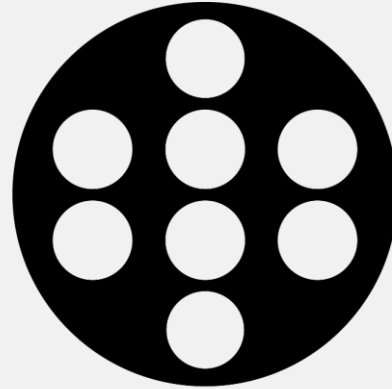
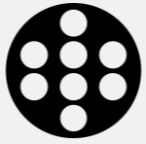
Oblique image data Flight Mission Melbourne











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