### Visualizing Waikiki

#### Integrating GIS into Driving Simulation Scenarios

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# Highway Driving Simulator



(HDS)



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- Background
  - HDS Features
  - o HDS Activities Types
  - o What GIS is, and Why Do we need it?
- Scenario Elements
  - Roadway geometry, Buildings, Trees, Signs, Signals (Lights + Ped), Traffic, GUI requirements, Data Collection
- GIS Tools
- Questions?



### Highway Driving Simulator





New Car Cab 2013 Ford Fusion December 2015





#### **HDS FEATURES**

- The Highway Driving Simulator now has 18 Video Channels covering 200 degrees FOV front overlapping for a full 360 degrees with LCD based rear view mirrors.
- 3x Barco SIM10 4K front projectors, each at 4096x2400 resolution with cylindrical warping, edge blending, Auto-Alignment (Color and intensity)
- Multi-Display Operators Console
- 3 Rear View panels (replacing mirrors) 1024x800 resolution each
- 6 Degrees of Motion platform for Pitch, Roll, Yaw, Heave, Sway and Surge
- Audio rendering of Engine, Road, and Wind sounds independently
- A full data capture and replay capability including EyeTracking



### **Operators Console**

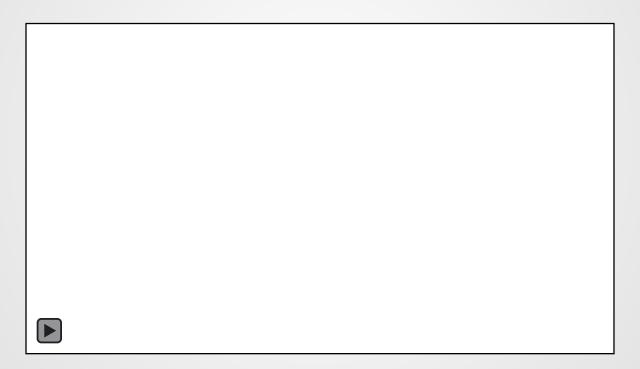








#### **4K PROJECTORS**



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### HDS Types of Activities

- Visualization projects to demonstrate how new infrastructure will "look" – articulate the benefits of roadway safety investments
- Behavioral research for safety to understand how the driving environment effects driving performance and what changes can be made to improve safety





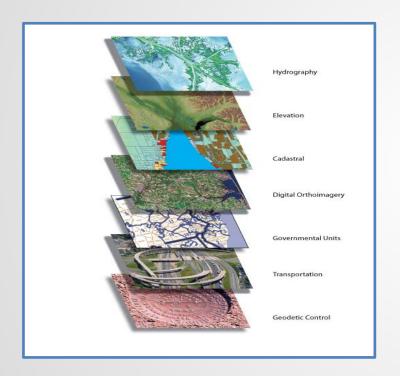
### What is GIS?

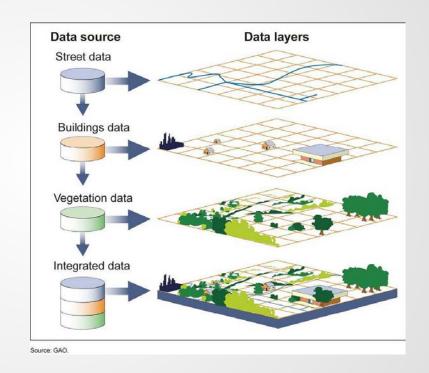
- "A geographic information system (GIS) is a system designed to capture, store, manipulate, analyze, manage, and present spatial or geographic data." Source: Wikipedia
- "GIS lets us visualize, question, analyze, and interpret data to understand relationships, patterns, and trends." Source: esri website
- GIS data and GIS applications have become ubiquitous in everyday use and coverage of many data types are of high quality and accuracy



### GIS Data Layers







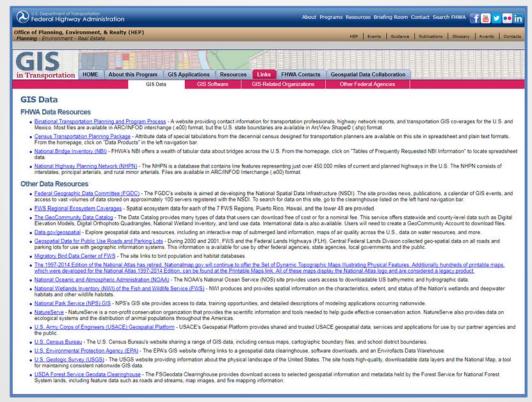
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#### GIS Data Resources from FHWA



#### https://www.gis.fhwa.dot.gov/gisData.asp





# Using GIS in Simulation & Visualization



- What Data can we get from GIS?
  - o Elevation Data
  - o Street Data (Open Roads compliant)
  - Vegetation Data (Parks, specific trees along streets, vegetation level)
  - o Building Data (Based on footprint, stories, style, use procedural generation rules)
  - Some city based "furniture"

#### Advantages of GIS

- Modelling existing "Real World" locations
- o Fit CAD Designs to "Real world" locations
- o For Public Understanding and Involvement (Hey That's my House!)
- o Comparisons of Real World Data matching Simulator Data
- o Many Cities and communities are generating the GIS Database layers for us

#### Challenges

- o Real-Time simulation must run fast at over 60 fps
- o Many GIS end products are for either proprietary or geared for presentation only (images / videos)
- o Only certain file formats can be used in 3D model environment



### **GIS Modeling Tools**



#### Google Earth ™

- Not fully GIS, but more of a viewer (data layers restricted and defined by developer)
- Elevation Data
- Imagery (satellite and aerial)
- Map Based Data
- Street View, 360 images based on location along major roads and some foot paths
- Some Building Data from larger cities

#### ● ArcGIS<sup>™</sup>

- Full GIS Database
- Actual Database Engine
- Requires expert knowledge to use

#### Esris CityEngine ™

- Easy to use Interface
- Parametric based scripting to generate large areas quickly
- Includes all GIS data layers from ArcGIS

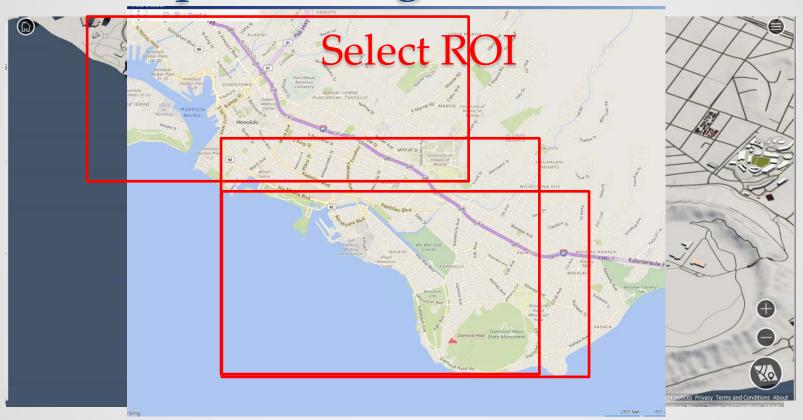
#### ■ Autodesk Infraworks 360 <sup>TM</sup>

- More Gear to Infrastructure Design Engineers and Quickly Generating Data Visualizations
- Also allows for scripting interpolation of data layers
- Large number of Export formats geared toward 3D Modeling

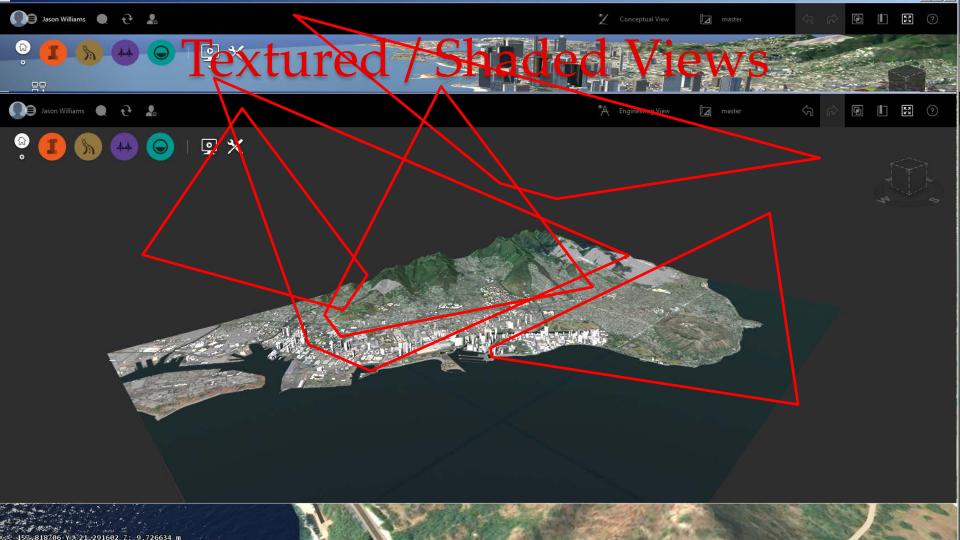


### Examples Using InfraWorks 360





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### Google Earth

#### Advantages

- o More true representation with data
  - Buildings are vetted by Google and not just generated
  - Constant corrections fixes are added
- o Includes 3D point cloud data for some vegetation / Tree layers
- o Imagery and Elevation Data is fairly high resolution
- Data source and resolution is defined
- o Tightly integrated with Street View

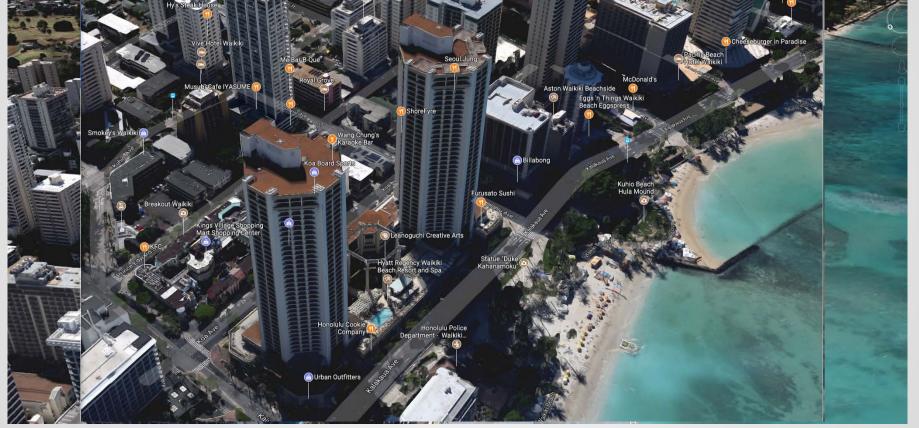
#### Disadvantages

- Much of the data can't be easily exported (other than elevation and imagery)
- o Does not work directly with other GIS data bases



### Google Earth Buildings







### Trees











### **Procedural Solutions**

- Can quickly build model based on parameter lookups and substitutions
- For example, using just the foot print, the number of floors and an architectural style, we can approximate many buildings
- Trees and Street Furniture can also be built procedural
- ESRI City Engine may be best if doing allot or procedural modeling.



### Waikiki - Video









### Challenges

- InfraWorks and ESRI City Engine data is not precise
- Need to make changes based on Google Street View or own surveys
- Point data is still hard to work with
- Level of expertise requirements are high for all the applications and engineering areas (Takes a while to learn)
- Large data sizes can be "clunky" to work with
- Need to control Level of Detail (LOD) switching for real-time, few good tools exist to automatically generate LOD in the GIS world
- Tools are always evolving





### ONLINE RESOURCES



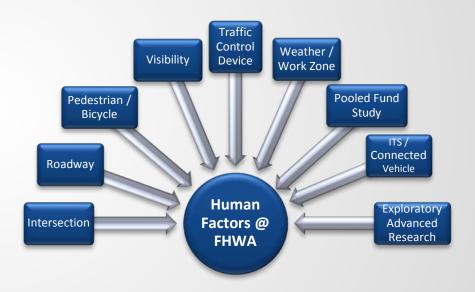
#### Federal Highway Administration

Office of Safety Research and Development

#### Human Factors Program



http://www.fhwa.dot.gov/research/tfhrc/labs/humanfactors/







### Questions?

## THANK YOU!