

# XR4GeoData: Geovisualization with Immersive Environment

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### Introduction



TU Munich – Chair of Big Geospatial Data management current research:

- science of geometric and spatial data (data science)
- spatial machine learning, big data, and high-performance computing
- time series analysis and trajectory computing,
- social network analysis,
- indoor location-based services.

### PhD research (Uni Freiburg/ Fraunhofer IPM):

Multi-data Fusion for 3D reconstruction of Complex Structures (Bridges).

#### Postdoc research:

 Geospatial multi-sensor data acquisition, Human Computer Interaction 4D spatial data analysis.



### Introduction: PhD Research



# Plan2Model: Reconstruction Synthetic Spatial Data.

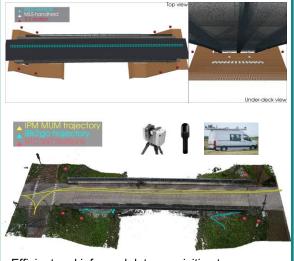




Semi-automated reconstruction of up-toscale synthetic 3D point cloud with semantic information from structural plans.

Poku-Agyemang, Kwasi Nyarko, and Alexander Reiterer. "3D reconstruction from 2D plans exemplified by bridge structures." Remote Sensing 15.3 (2023): 677. DOI: https://doi.org/10.3390/sr55030677.

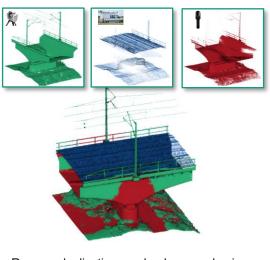
## Plan4Scan: Optimization of Spatial Data Acquisition



Efficient and informed data acquisition to maximise levels of details, accuracy, precision and completion of complex scenes.

Poku-Agyemang, Kwasi Nyarko, and Alexander Reiterer. "Model-based planning of complex 3D laser scanning campaigns for bridge digitisation." Automation in Construction 177 (2025): 106289.

### Weighted Point cloud Fusion



Remove duplications, redundancy and noise from spatial data while maintaining details and completion and improve accuracy.

Poku-Agyemang, Kwasi Nyarko, and Alexander Reiterer. "Weighted Multiple Point Cloud Fusion." PFG—Journal of Photogrammetry. Remote Sensing and Geoinformation Science (2025): 1-14. DOI:https://doi.org/10.1007/s41064-024-00310-1

### **Motivation**



### **Geospatial Data Acquisition.**











- Improvement in measurement techniques
- Improvement in precision, accuracy and details
- Increased data volumes from KB to PB

### **Geospatial Data Communication.**







How can the communication of geospatial data be improved through advancing **visualization of geospatial data?** 

### **Geospatial Data Management.**









- · Improvement in data storage, centralization and distribution
- · Expanded data modalities and improve data formats
- Migration to Big Geospatial data management.

### Geospatial Data Analysis.







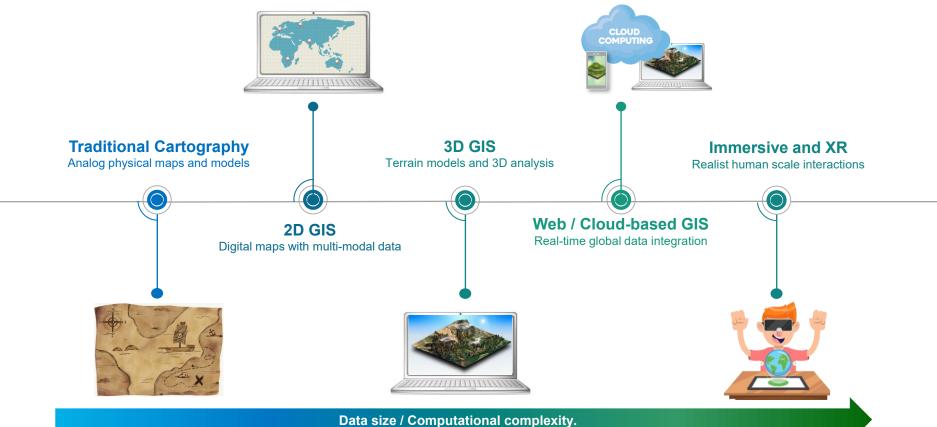




- · Improvement in efficiency of data processing.
- Automation and real-time data analysis with advanced ML and DL models for simulation and predictions.
- HPC and cloud computing for big data analysis.

### Geospatial Data Visualization





100 GB

1 KB

### **Extended Reality**



Real World

Virtual World

#### **Augmented Reality**

Overlay digital content on real world with low immersion levels.



#### **Mixed Reality**

Blend real virtual worlds allowing interaction with both worlds.



#### **Virtual Reality**

Fully immersive digital environment replacing the real world.



### Geovisualization and Augment Reality



#### Application in Geoscience:

- Indoor navigation.
- Underground utilities visualization
- Spatial planning: IKEA

#### Open research / application:

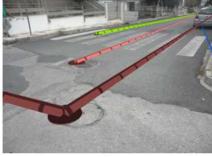
- Data acquisition: position of sensors.
- Engineering and construction: virtual setting out of designs.



IKEA Place app



Dickmann, Frank, Julian Keil, Paula L. Dickmann, and Dennis Edler. "The impact of augmented reality techniques on cartographic visualization." KN-Journal of Cartography and Geographic Information 71, no. 4 (2021): 285-295.





Stylianidis, E., Valari, E., Pagani, A., Carrillo, I., Kounoudes, A., Michail, K. and Smagas, K., 2020. Augmented reality geovisualisation for underground utilities

### Geovisualization and Mixed Reality



#### Application in Geoscience:

- Dissemination of Complex 3D models.
- Enhance surveying knowledge.
- Bridge monitoring and inspections.

### Open research / application:

- Data acquisition: occlusion analysis.
- Engineering and construction: collaborative analysis of scenes.



Janeras, M., Roca, J., Gili, J.A., Pedraza, O., Magnusson, G., Núñez-Andrés, M.A. and Franklin, K., 2022. Using mixed reality for the visualization and dissemination of complex 3D models in geosciences—application to the Montserrat massif (Spain). Geosciences. 12(10), p. 370.



Wang, S. et al. (2024) 'Mixed reality-based coordinate system for enhancing survey knowledge acquisition: a study on allocentric and egocentric perspectives', Cartography and Geographic Information Science, 52(2), pp. 160–180. doi: 10.1080/15230406.2024.2409915.



"Digitale Zwillinge Vorantreiben: Besprechungen in Virtuellen Umgebungen." customQuake. Accessed September 12, 2025. https://www.customquake.de/case-studies/mdfBIM+.html.

### Geovisualization and Virtual Reality

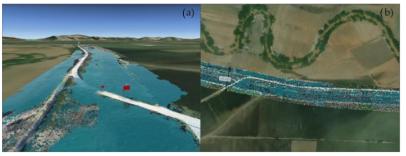


### Application in Geoscience:

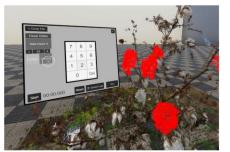
- Simulation of Flooding from LiDAR data.
- Point cloud annotation.
- Multi-temporal geological monument.

### Open research / application:

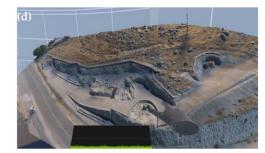
- Large scale Geodata visualization
- Multi-modal data visualization.



Papadopoulou, E.E. and Papakonstantinou, A., 2024. Combining Drone LiDAR and Virtual Reality Geovisualizations towards a Cartographic Approach to Visualize Flooding Scenarios. *Drones*, 8(8), p.398.



Franzluebbers, A., Li, C., Paterson, A. and Johnsen, K., 2022, December. Virtual reality point cloud annotation. In *Proceedings of the 2022 ACM symposium on spatial user interaction* (pp. 1-11).



Papadopoulou, E.E., Papakonstantinou, A., Kapogianni, N.A., Zouros, N. and Soulakellis, N., 2022. VR multiscale geovisualization based on UAS multitemporal data: The case of geological monuments. *Remote Sensing*, 14(17), 0.4259.

### Geovisualization and Extended Real



#### **Challenges:**

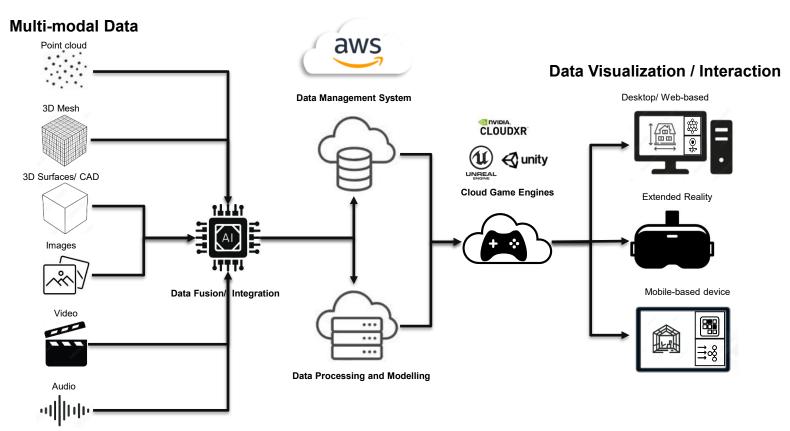
- Restricted to small scale datasets and simplified scenes
- Single data modality (Point cloud, mesh, ...)
- Limited local computational and visualization capabilities
- Limited to single user/player visualization.
- Scalability and continuous implementation.

### Research question:

How can a cloud-based framework be designed to enable scalable, **multi-user immersive** geovisualization of large-scale, multi-modal geospatial data with **efficient interaction support**?

### XR4GeoData: TUM-BGD Pipeline





### XR4GeoData: TUM-BGD VR Initial Result





### XR4GeoData: Outlook



- Improve data streaming with smart data retreival for Big Point cloud data.
- Explore other modalities eg. Meshes, CAD, 2.5D Images and 360 images.
- Develop AR/ MR visualization tool for interactive geospatial data communication.
- Explore HPC + GPU clusters for real-time mutli-user/player modelling and geometry update.
- Publish the first version for the Geoscience community.
- Evaluation of immersive technology and geospatial data communication.



Thank you

