

One world to live in....

Research and results

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1 October 2018



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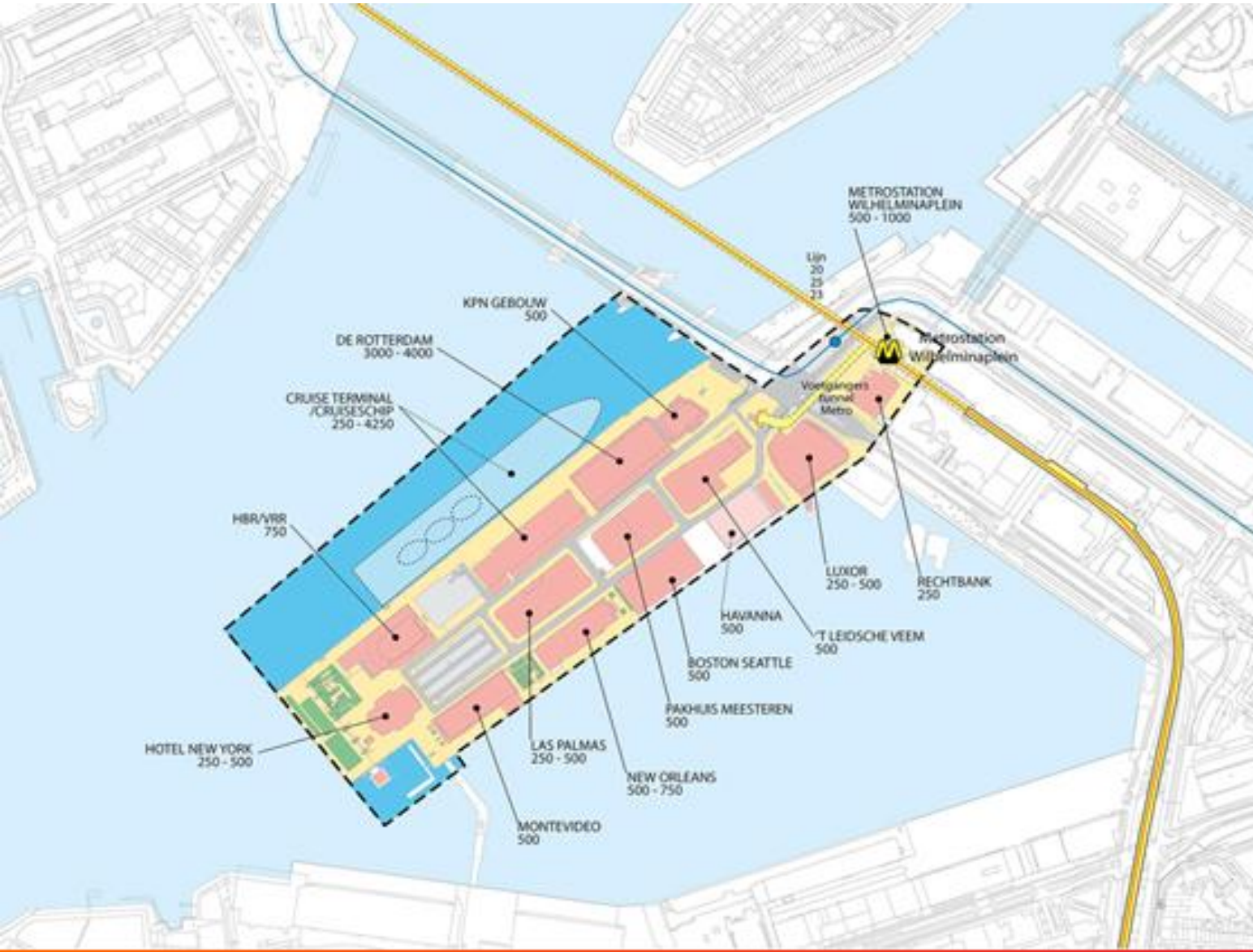


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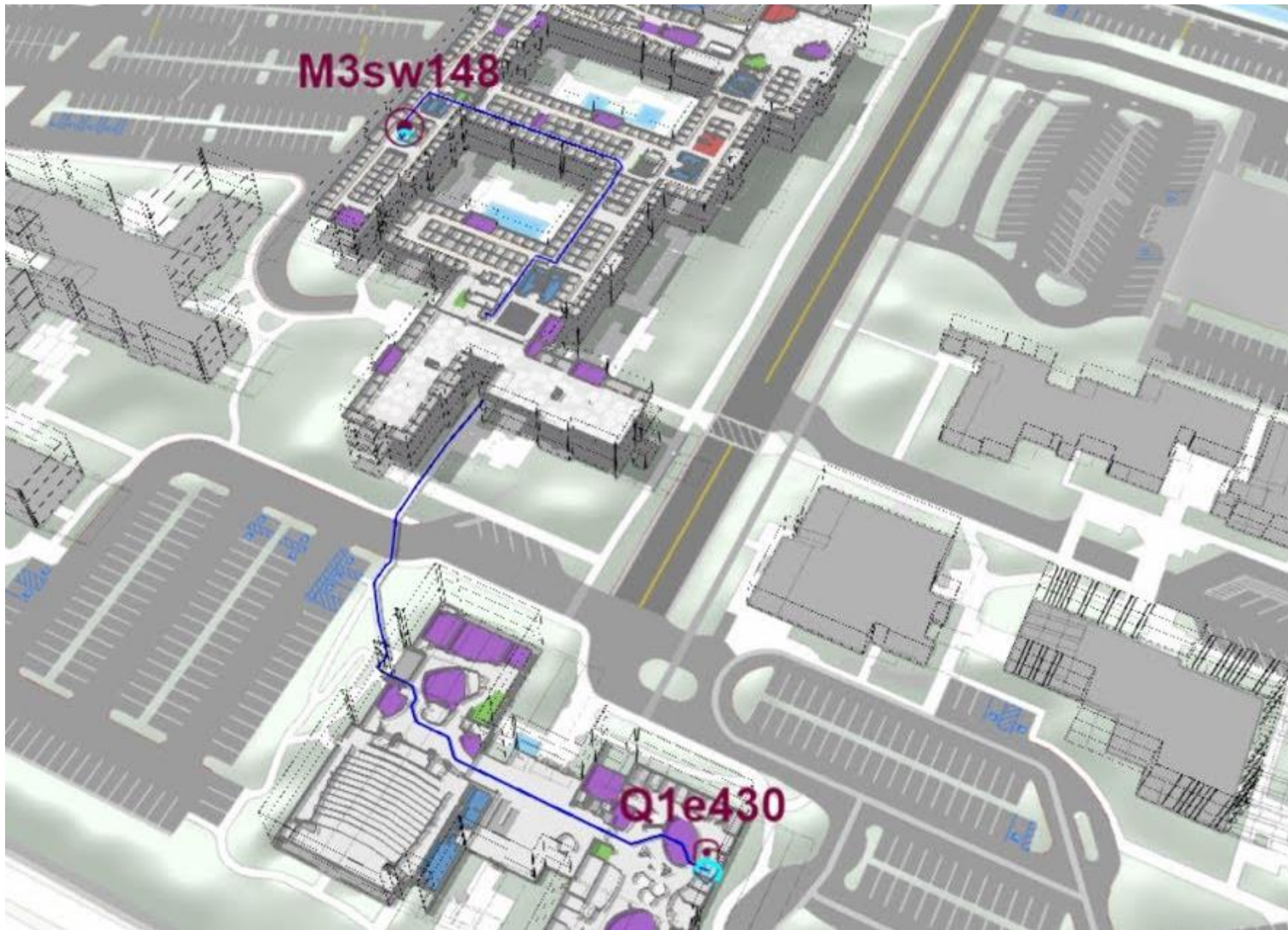


Wilhelminapier



Outdoor and indoor, one world to live in

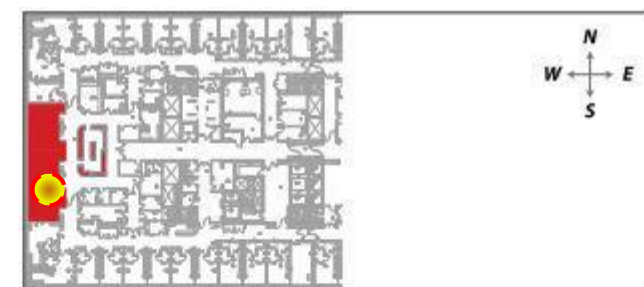
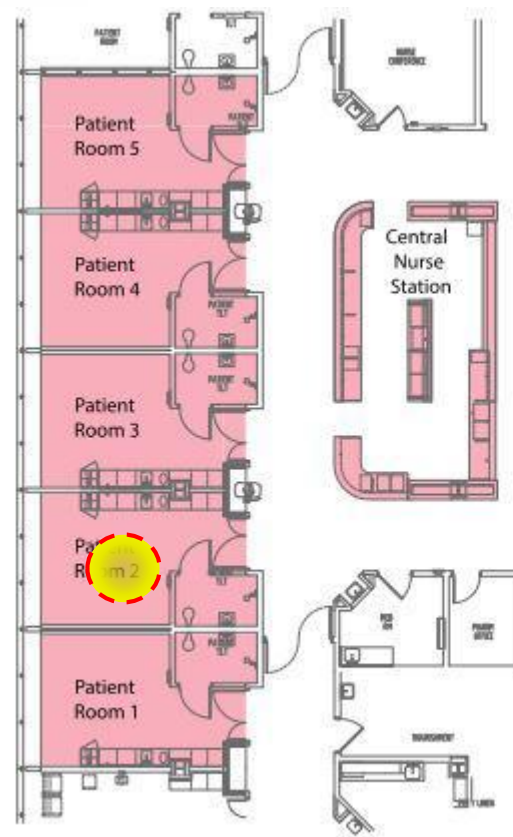
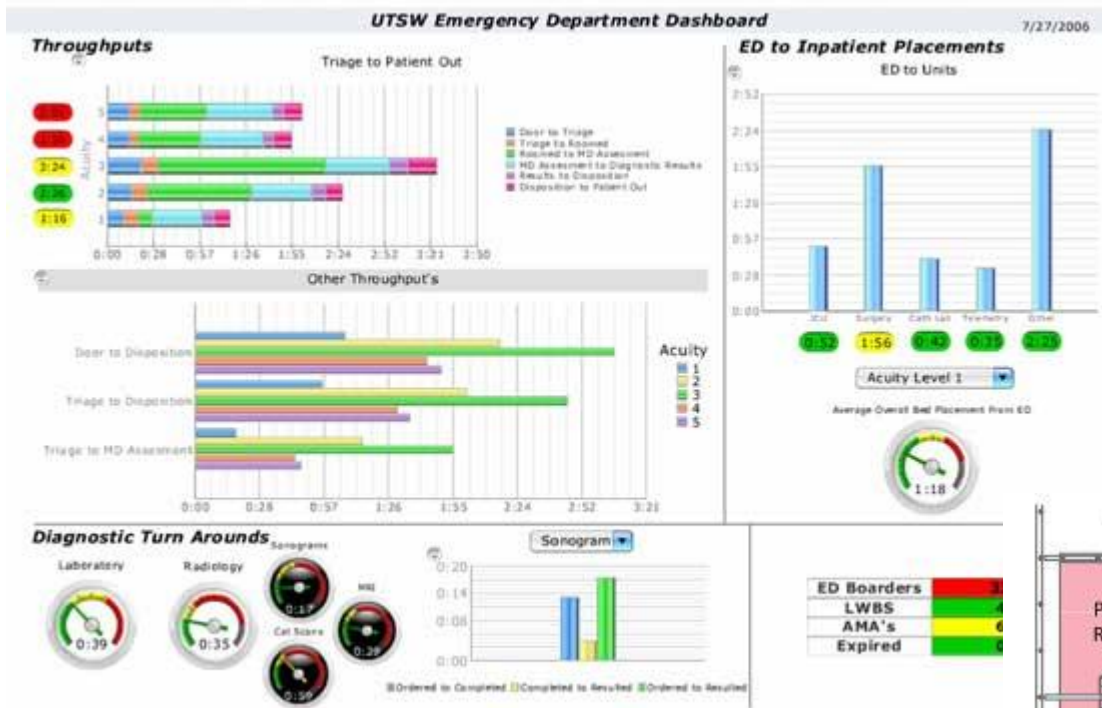




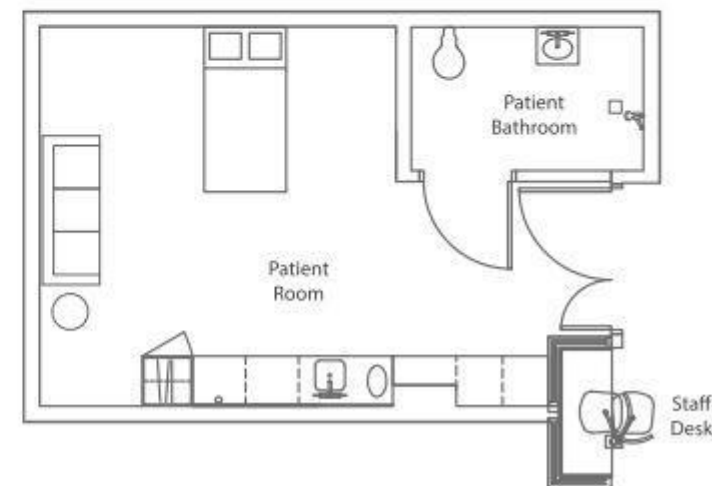
Indoor examples

- Hospitals & care centres 
- Warehouses & retail centres
- Airports, train/subway stations
- Smart grocery shopping
- Factories
- Musea, public areas etc.





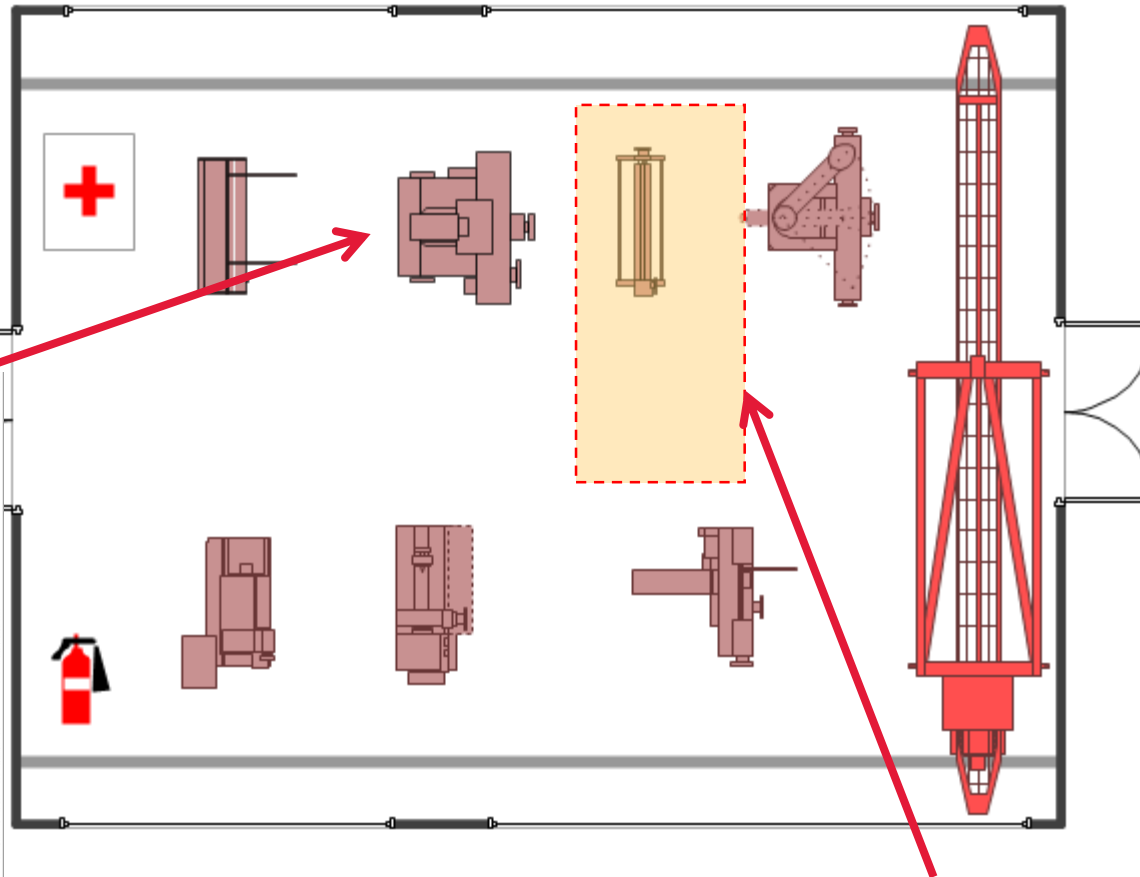
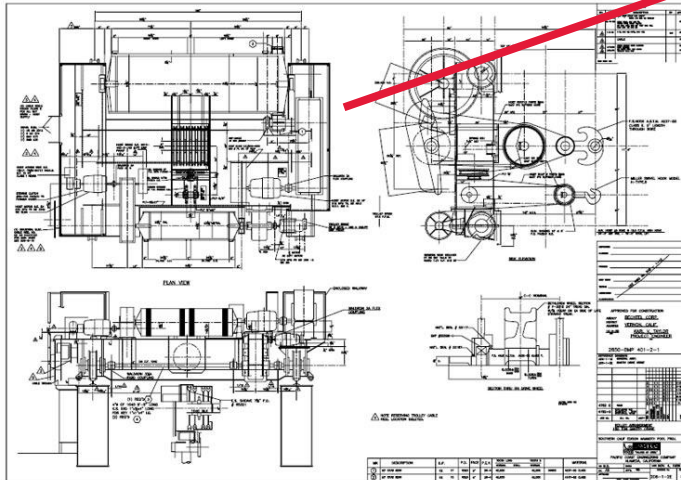
C



Factories as well

Analysis

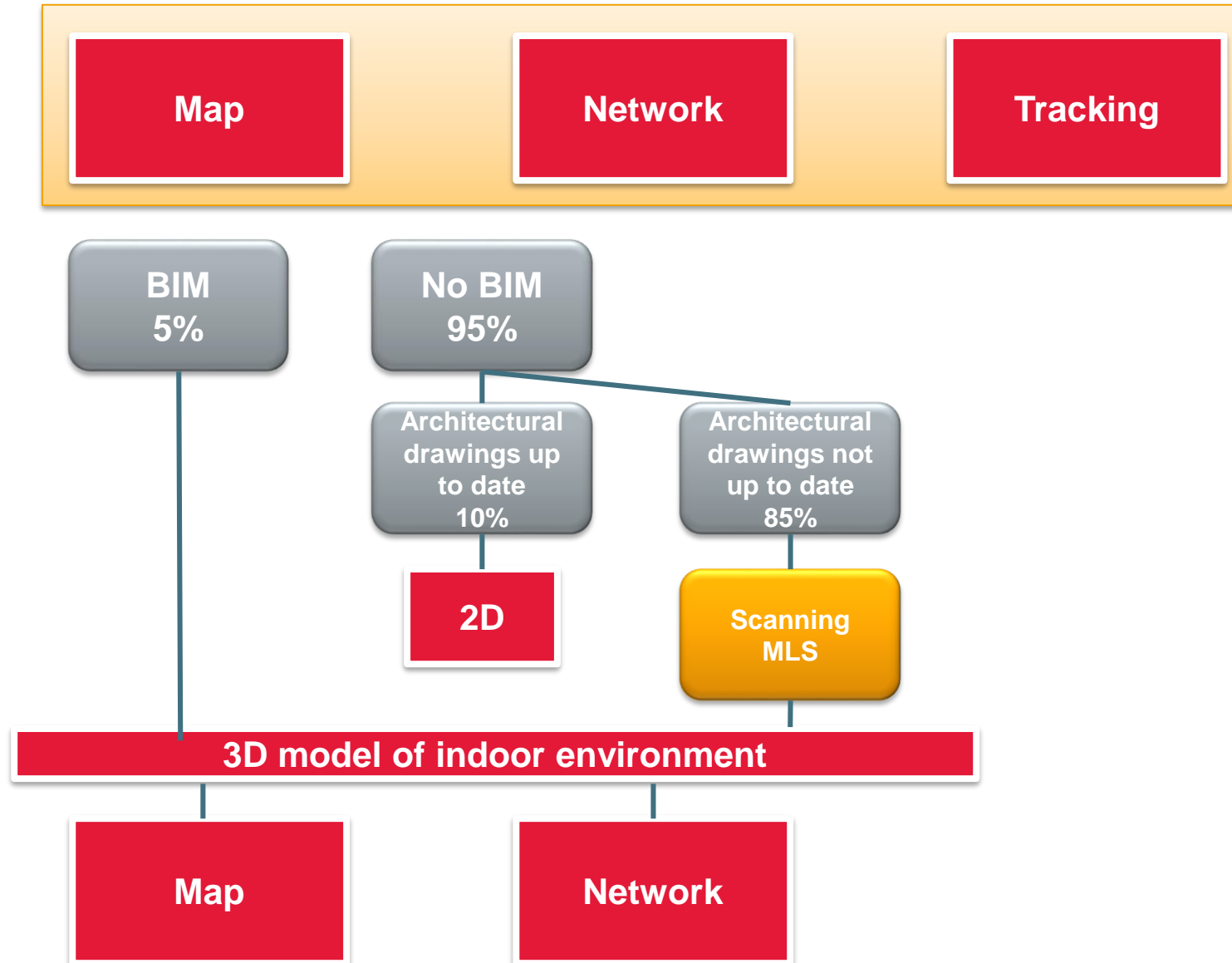
See



Warn

Track (navigation)

Indoor navigation, what do we need?



- Wifi
- BLE
- UWB
- LORA
- 5G
- ~~GPS~~

Scanning with a MLS



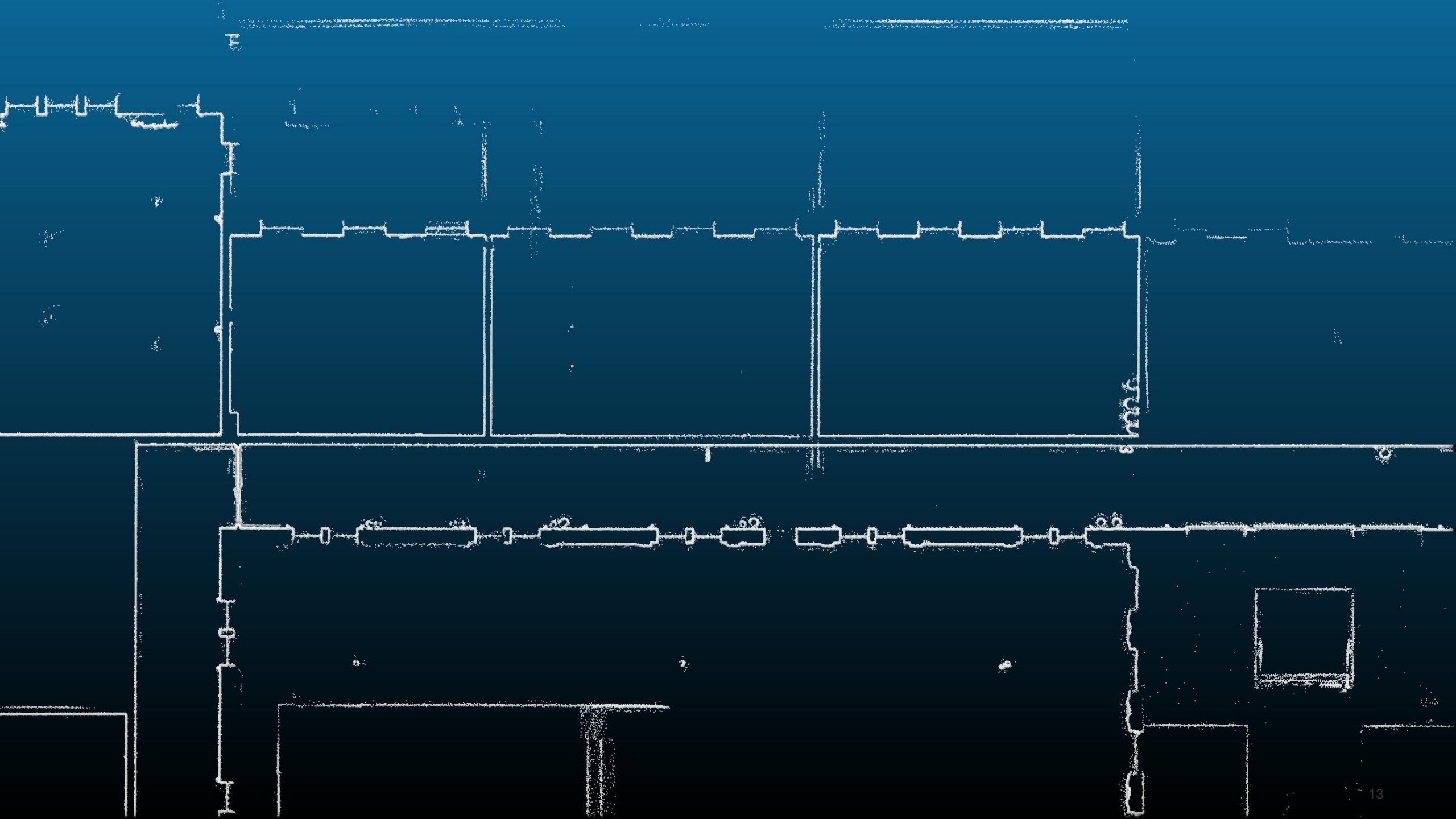
Why a MLS?

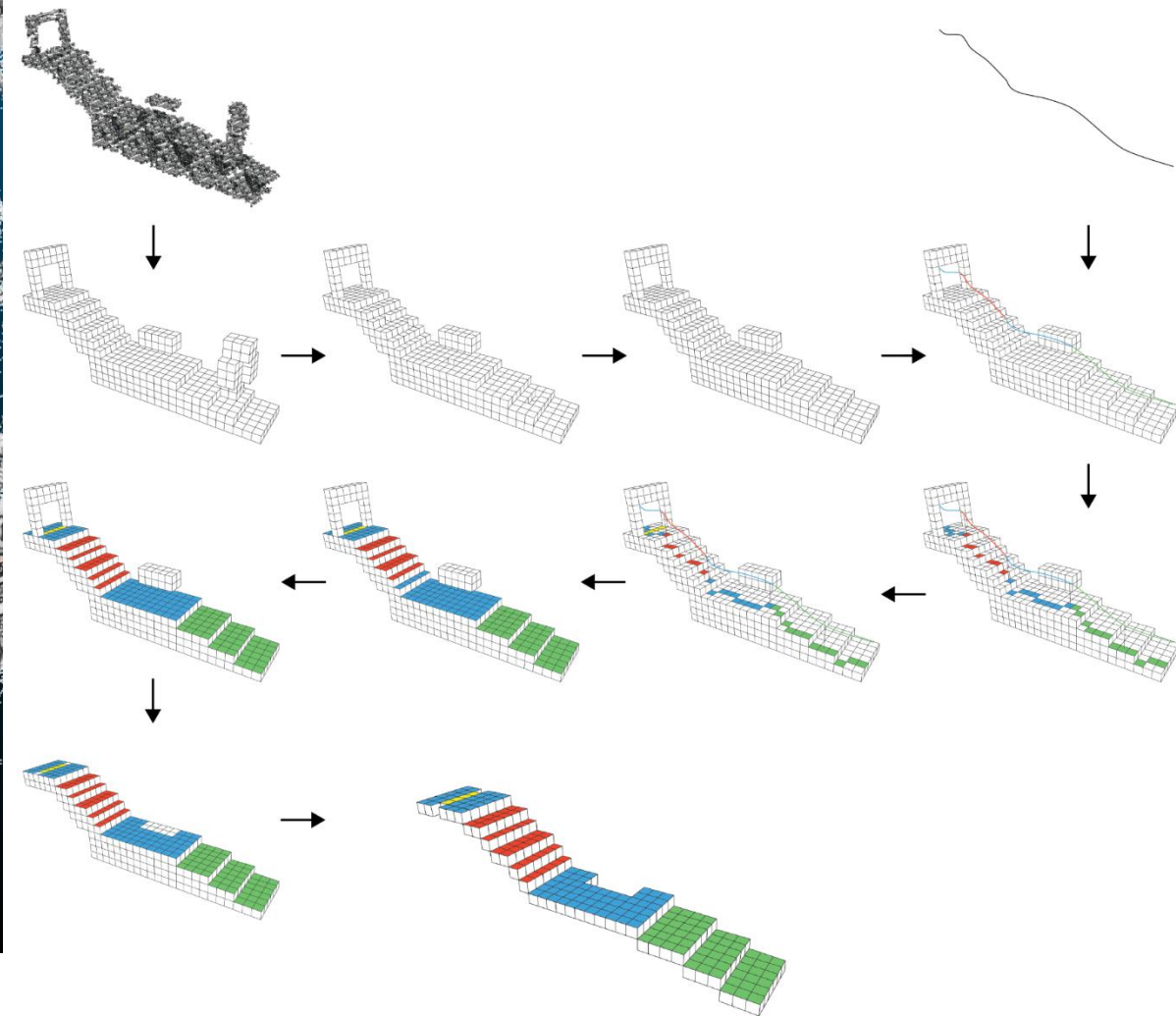
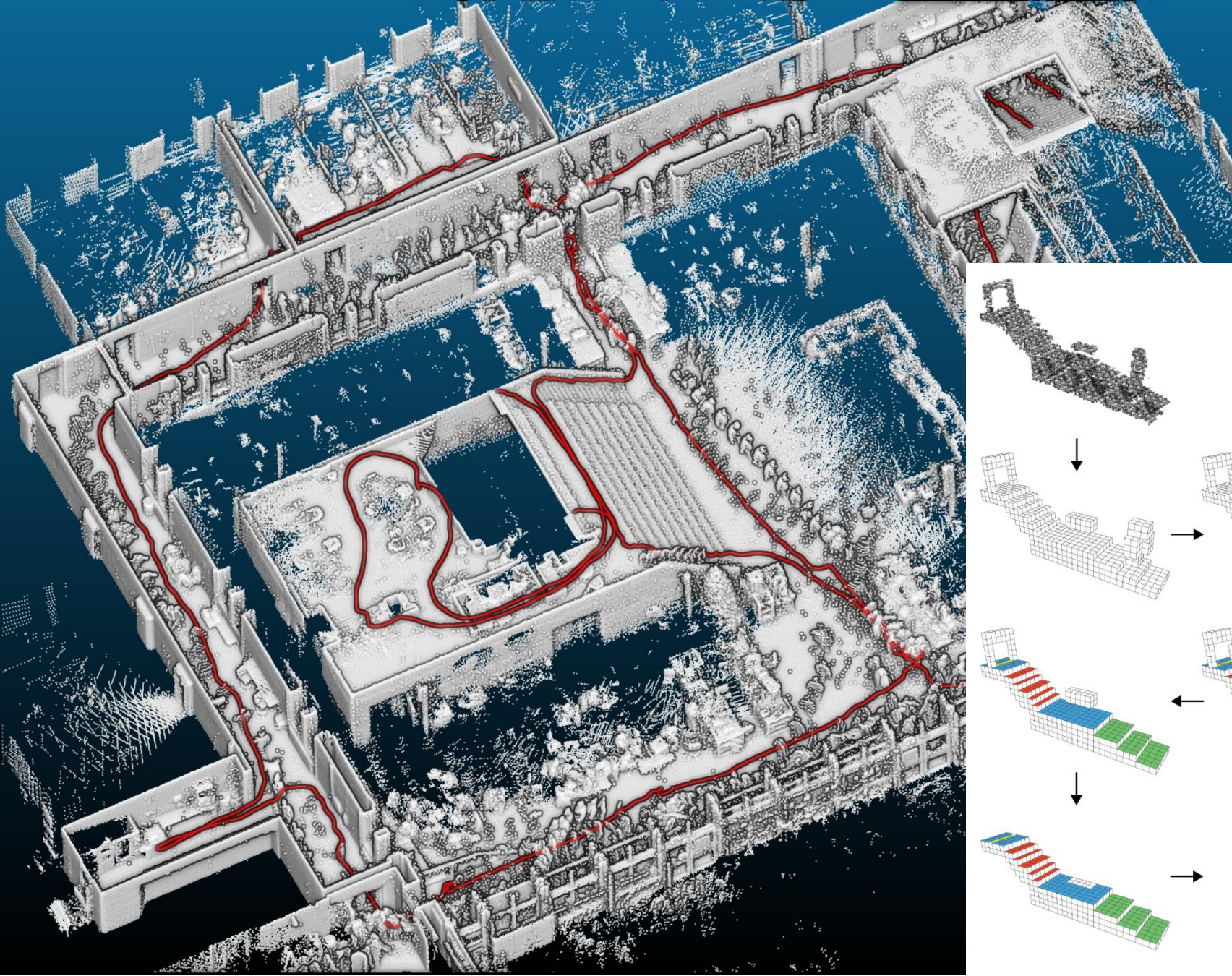
- Fast
- Flexible
- Accurate enough

Delivers:

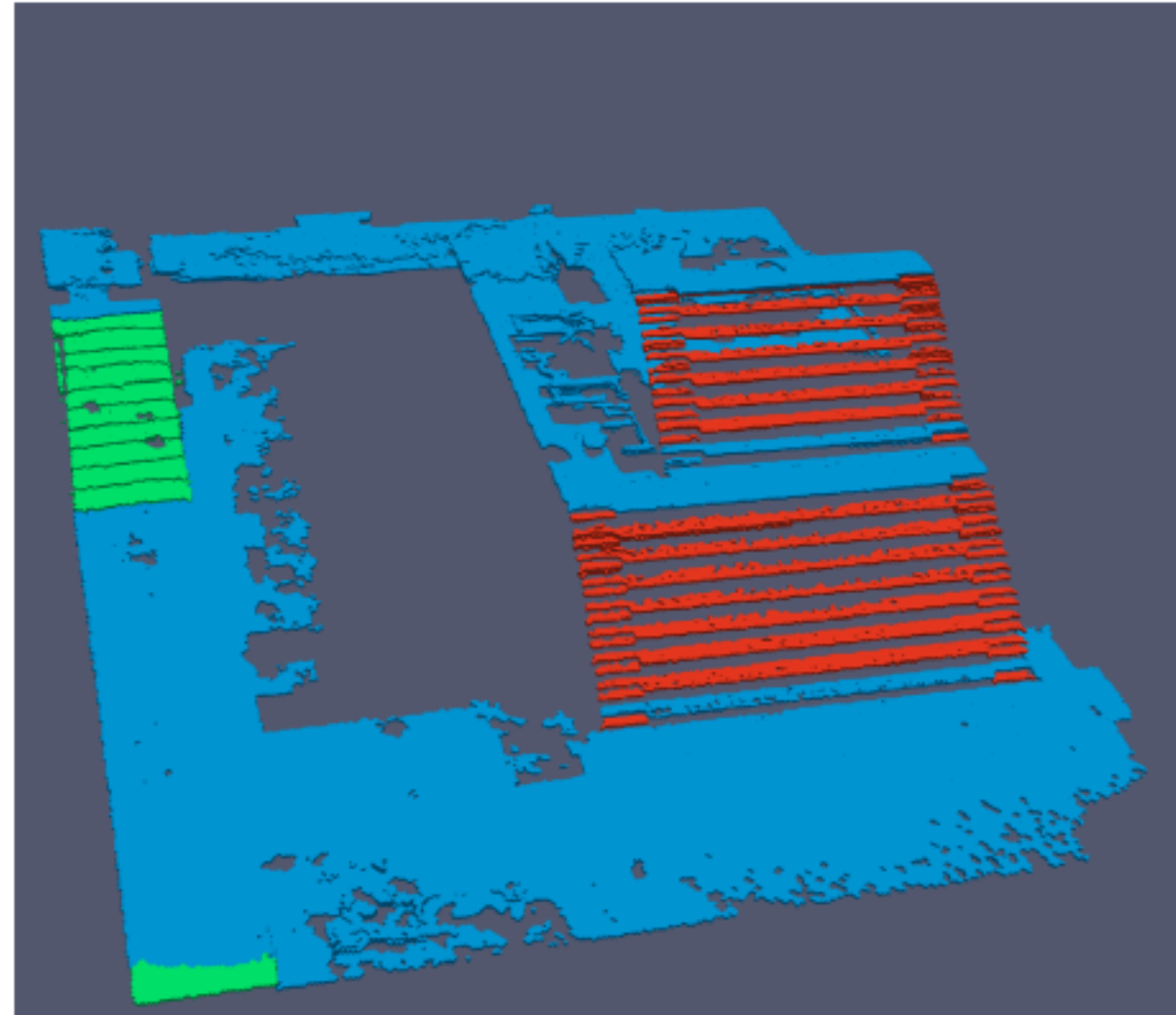
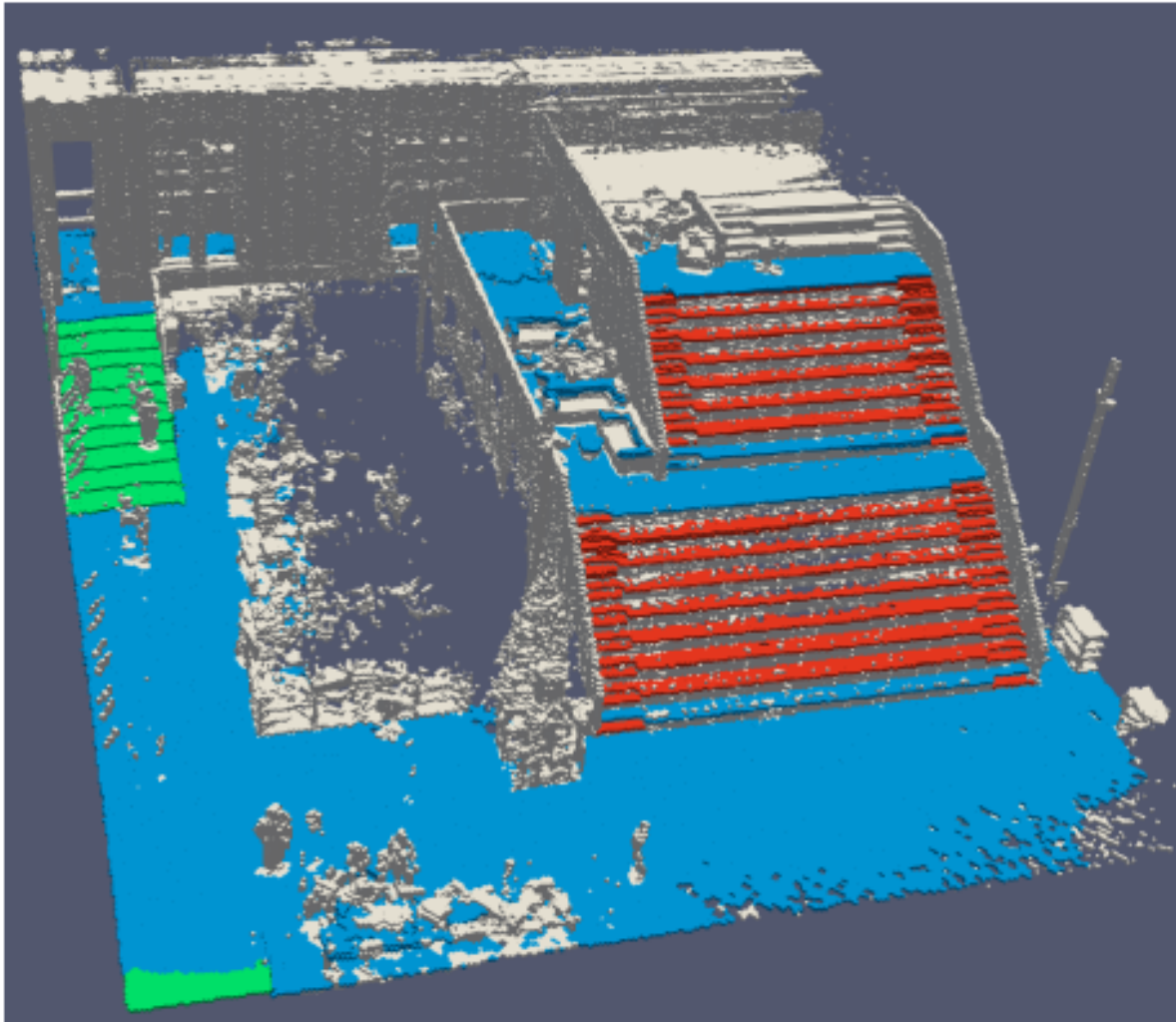
- Pointcloud
- Coordinates



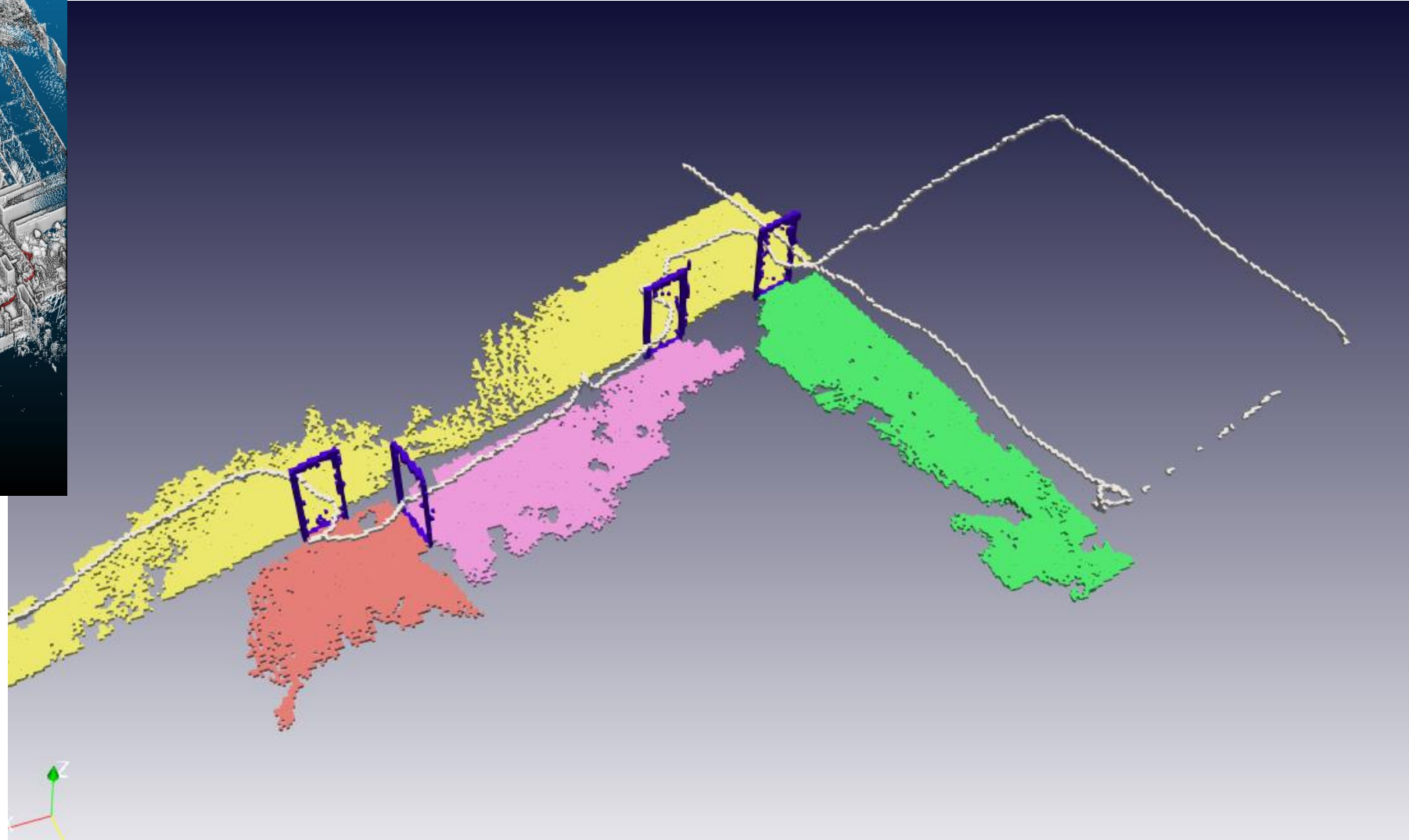
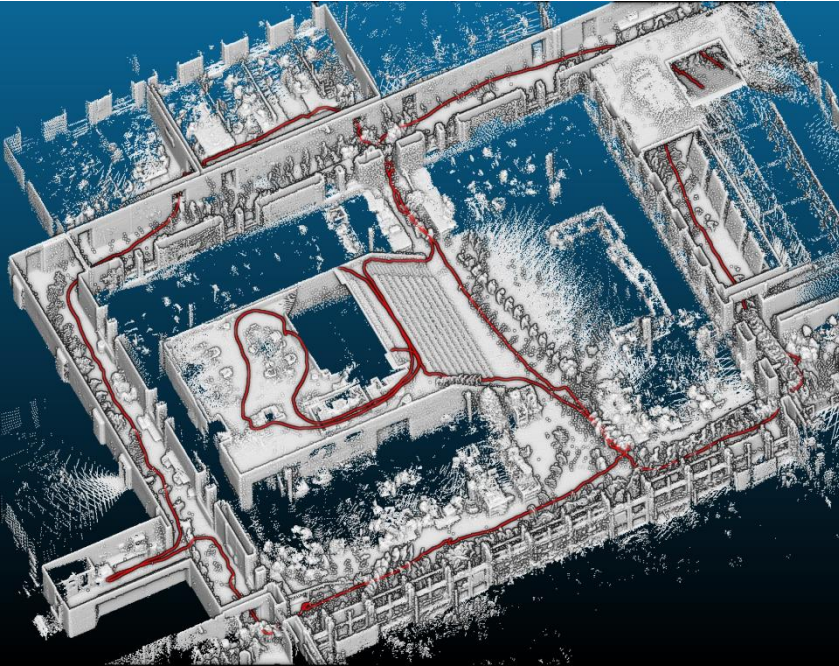




Results



Room segmentation




GIS, BIM, and Indoor Mapping | OGC IndoorGML | OGC IndoorGML OGC

Niet beveiligd | www.indoorgml.net

Apps | CGI Application Catalog | CGI CIO Service Desk | CGI Remote Access | CGI - Enterprise Portal | CGI Remote Access (Internal) | FACILITOR | My Site | Geïmporteerd uit Internet | Caren Zorgt | Nieuw tabblad | Andere bladwijzers

IndoorGML OGC

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IndoorGML

OGC Standard for Indoor Spatial Information

DOCUMENT

SCHEMAS



What is IndoorGML?

IndoorGML is an OGC standard for an open data model and XML schema for indoor spatial information. It aims to provide a common framework of representation and exchange of indoor spatial information. It is defined as an application schema of [OGC Geographic Markup Language \(GML\) 3.2.1](#).

Understanding IndoorGML

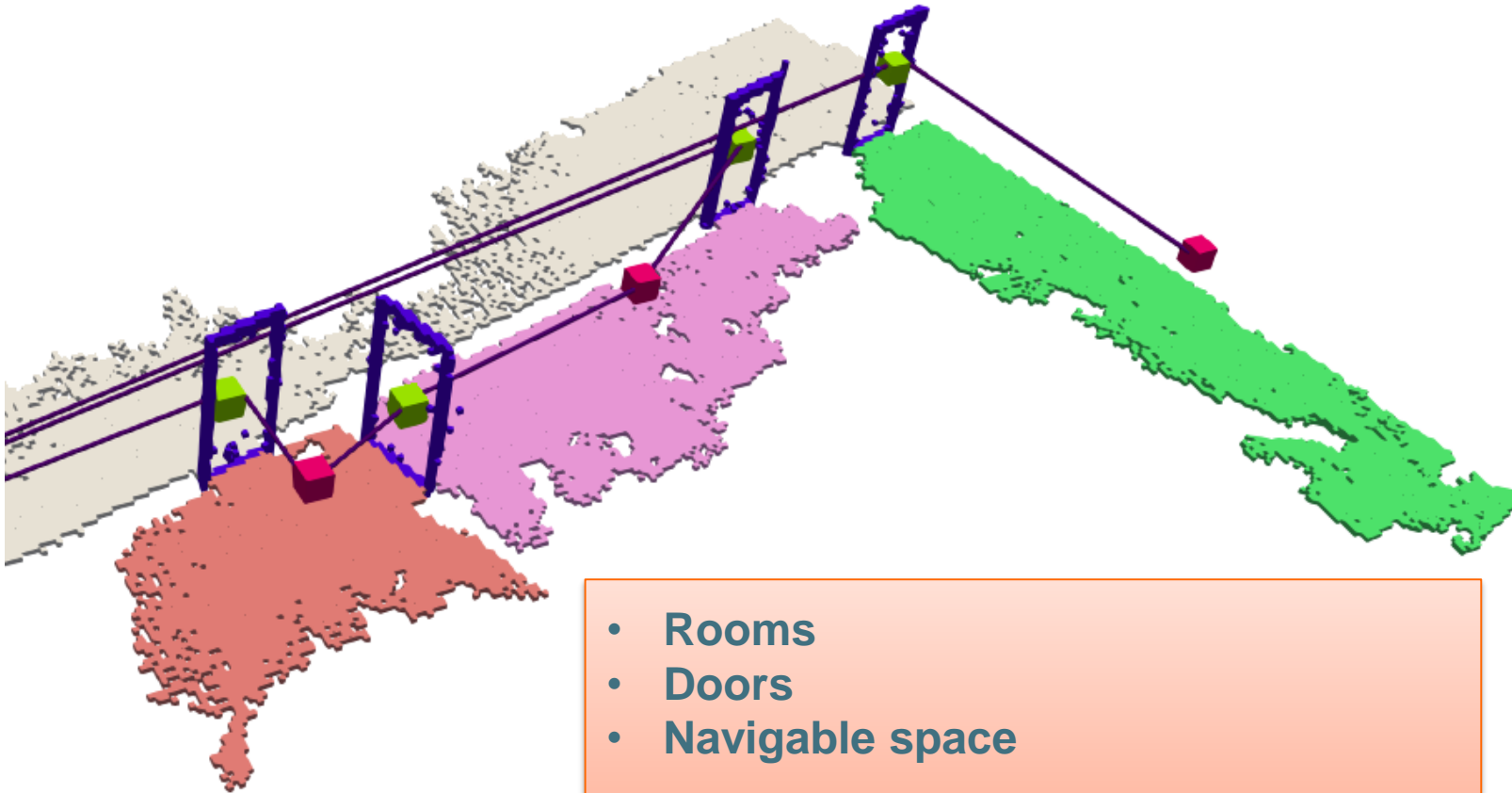
- [Motivations](#)
- [General Concepts of IndoorGML](#)

ArcGIS Indoorsdev....pdf

Alles weergeven

Confidential17

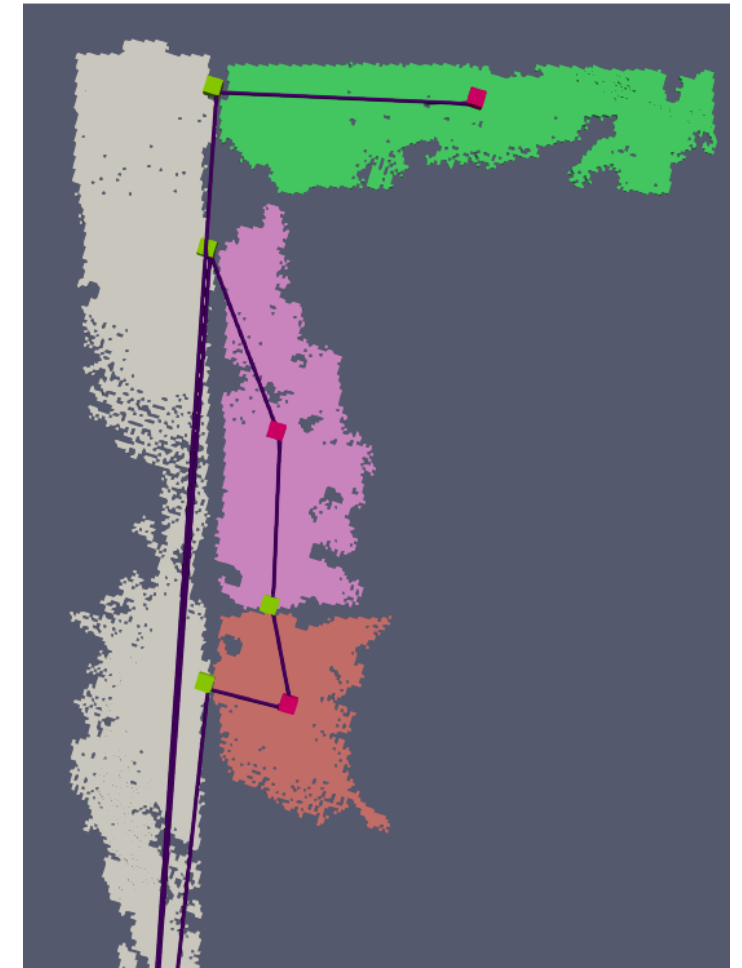
Nodes generation



- Rooms
- Doors
- Navigable space

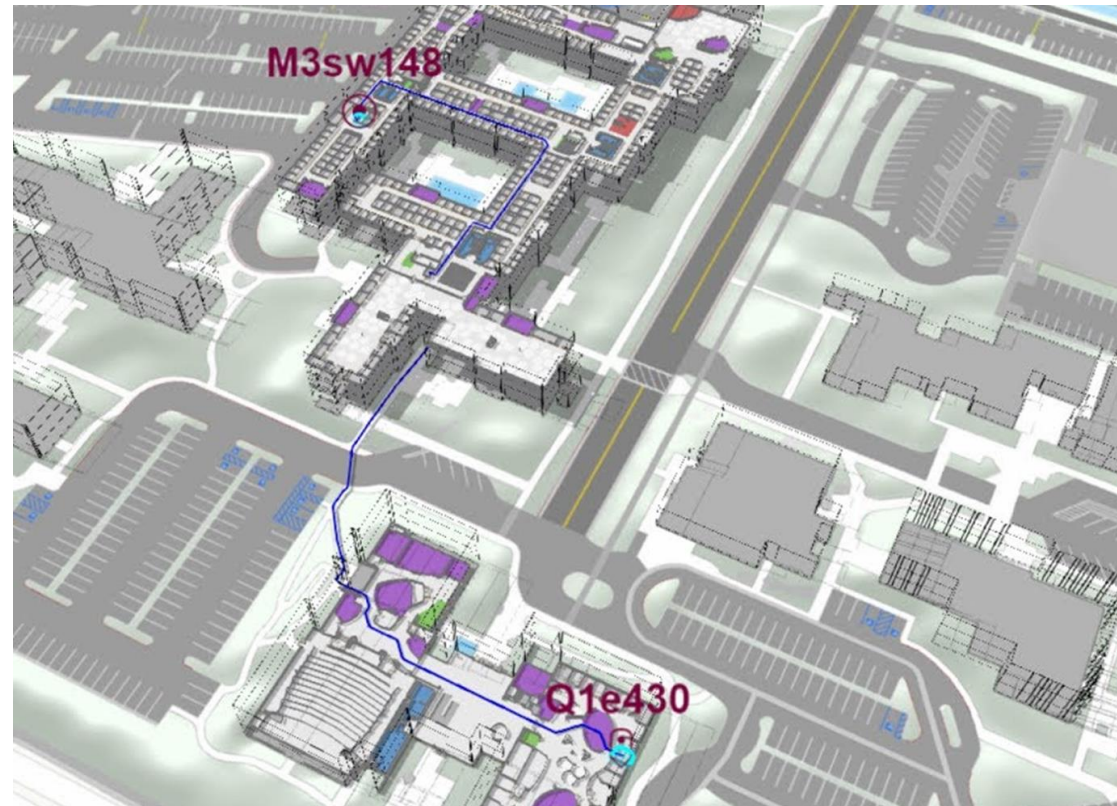
→ IndoorGML

→ Clean model with only nodes needed

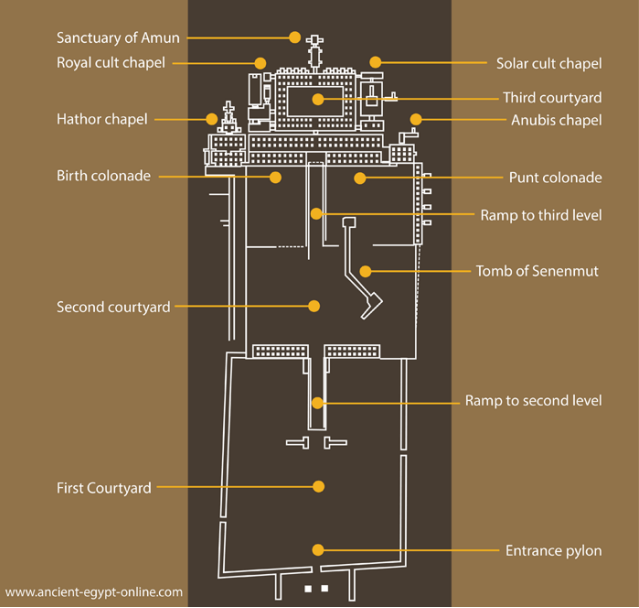
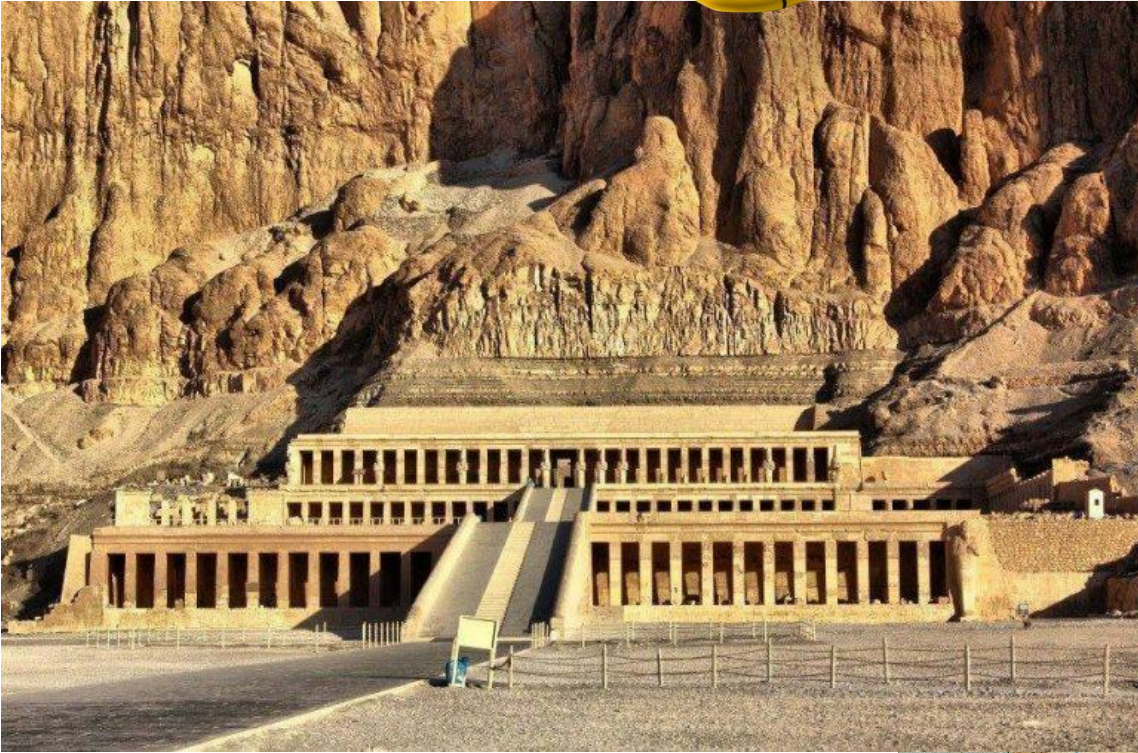


Future research

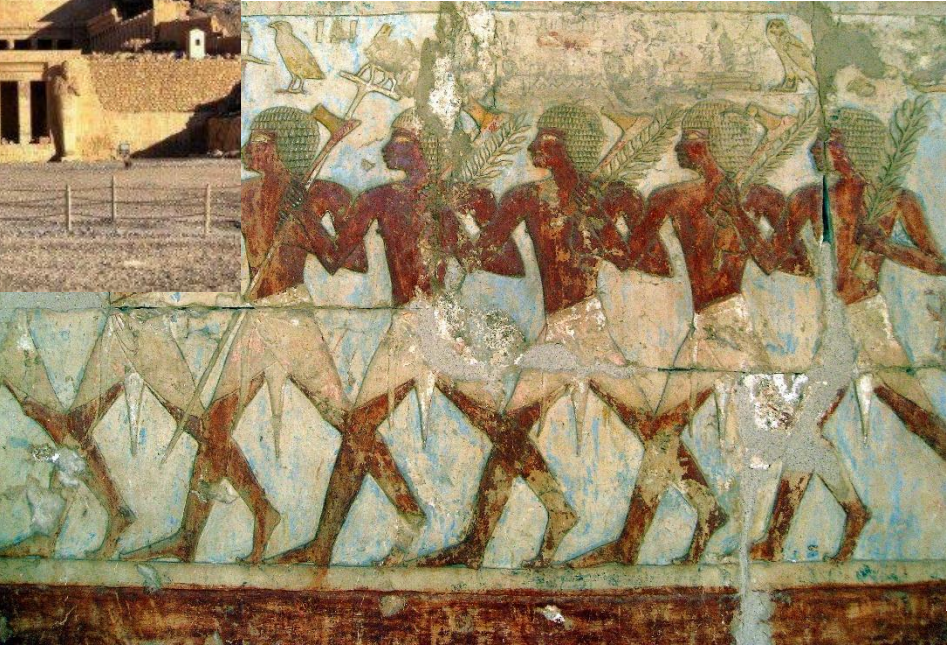
- Continuous coordinate systems
 - Finding geodetic ways to merge an indoor pointcloud into its real world coordinates
- Testing IndoorGML in a real app and real environment
- Adding elevators to our algorithms
- Adding hybrid navigation



Future work?



CGI





Contact me to continue the conversation.



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