

# Mapping and geomorphometric analysis of 3-D cave surfaces: a case study of the Domica Cave

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#### **Motivation:** massive 3-D data vs. 3-D geographic analysis

- Caves are typical 3-D landforms
- TLS applied since 2004
- TLS + cave = example of massive 3-D point data representing a 3-D landform





#### **Motivation: 2-D geomorphometry**

- Terrain modelled as a bivariate continuous function z=f(x,y)
- The methodological concept of digital terrain analysis well developed, as summarized in, e.g. Hengl & Reuter (Eds.), (2008)
- Targeted on raster data and 2-D analyses

#### Geometric analysis of a 2-D surface grid



#### **Motivation: 3-D geomorphometry**

- 2-D geomorphometry -> 3-D geomorphometry
  Trivariate function w = f (x, y, z)
  Hofierka & Zlocha (1993), Hofierka (1997), Petrasova et al. (2014)
- **3-D morphometry of 3-D volumetric phenomena** already possible, e.g. Neteler & Mitasova (2008) (GRASS GIS, v.vol.rst, r3.flow)

Geometric analysis of a 3-D phenomena (3-D grid)



#### **Motivation: 3-D terrain surface?**

- Mapping blood vessel surface
- Not applicable to 3-D interface surfaces such as surfaces of cave, overhangs, tunnel
- Not a trivariate function w=f(x,y,z)
- "3-D terrain" as a polyhedral mesh
- Restricted capabilities in GIS, more tools exist in 3-D graphic software, e.g. Meshlab, Blender, VMTK
- Need for 3-D approach in geomorphometry of 3-D surfaces
- Challenge of massive 3-D laser scanning data





#### **Our case study: the Domica Cave**





# High-resolution laser scanning in the Domica Cave: final 3-D point cloud

#### Data acquisition

- 5 days in March 2014,
- Faro Focus 3-D 120S scanner
- 1,600 metres of cave passages scanned
- almost 12 billion of 3-D points
- Measurement sampling 7 mm at 10 metres distance
- 327 scannig positions,
- Overall registration error 2.24 mm
- Georeferencing error 12 mm
- Under review in:





FARO SCENE FARO

MeshLab



- Processing, registration and decimation of the original point cloud
- **2. Calculation of normals** for the points (future mesh vertices)
- Production of the **3-D cave** surface model (a triangular mesh)
- 4. Calculating mean curvature of the 3-D surface model for multiple scales
- 5. Interpretation of the curvature



- Poison surface reconstruction
  - Khazdan et al. (2006)
- Resolution controlled by:
  - the input point density (kept constant)
  - the octree depth parameter







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## **3-D cave gemorphometry**

- Mean surface curvature
- Enables identification of particular forms, sharp shapes, flat tectonic lines, stalactites
- Concentration of water flow (e.g. dripping water generating stalactites)

GRASS GIS: v.surf.rst (Neteler & Mitasova, 2008)



Mean curvature of terrain surface a 2-D object Meshlab: Guennebaud et al. (2008)



Mean curvature of a cave passage a 3-D object

## **3-D gemorphometry**

• Useful for classifying stalactites (strong convex features)



Mean curvature of 1x1 sq. metre of cave ceiling, 34,000 points, octree depth 13

## **3-D cave gemorphometry**

- Curvature value is defined for a neighbourhod which extent is defined by the number of input points
- Multiscale approach



## Summary





#### **Future research**



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