



Mobile Digital Imagery Mapping

2500kms Roadway Asset Inventory Snohomish County, Washington, U.S.A.

F.I.G. CONGRESS 2014

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OUTLINE

INTRODUCTION

- Personal and Firm
- MOBILE LIDAR MOBILE DIGITAL IMAGERY
- COMPARISON with GOOGLE STREET VIEW
- SNOHOMISH COUNTY MAPPING PROJECT
- ADDITIONAL APPLICATIONS



To improve the **QUALITY** of life while demonstrating stewardship of the built and **Natural** environments.



DEA is a multi-discipline engineering and surveying firm founded in 1976 employing over 600 professionals serving the Transportation, Energy, Land Development, Water Infrastructure, Surveying and Geomatics, and Marine Services markets.

Offices located in Oregon, Washington, Arizona, California, Colorado, Idaho, and New York. www.deainc.com



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Mobile Laser Scanning



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Mobile Laser Data – Raw Point Cloud





Asset and Infrastructure Mobile Mapping

Imagery Based System



Point Cloud Based System





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Asset and Infrastructure Mobile Mapping

- AIMM
- Photogrammetry based, terrestrial data collection system.
- Photogrammetry is a proven and reliable science
- Imagery is more intuitive than a point cloud
- The technology has been developed by our partner in Belgium-





Value

- AMMS- Asset Maintenance Management System
- AIMM will provide you with:
 - Data to populate the AMMS system
 - Accurate position
 - "resource" grade up to precise location at the 2-3cm level
 - Feature identification and attribution
 - Imagery record of the asset
 - Condition assessment from the imagery
 - Relative measurements between features in the imagery
 - Desktop reconnaissance of maintenance/emergency calls



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How It Works- Briefly

- Vehicle travels at typical traffic speed
 - 20-35 in developed areas
 - Higher rates of speed on highways
- 14 cameras 360 field of view 11 to 22 images per sec.
- On board dual frequency GPS
 - Supplemental ground control can be added for higher accuracy
- Stereo imagery develops a "3D" image environment
- Click on a feature in the image to send it into your basemap.
- Data is collected directly into AutoCAD, MicroStation, or Esri ArcGIS







Comparison to Google Street View

"We no longer go to maps, they come to us..." - The Guardian (2010)



Average distance between images ~ 50 feet surveying and geomatics

Comparison to Google Street View

"We no longer go to maps, they come to us..." - The Guardian (2010)



Average distance between images ~ 50 feet

Comparison to Google Street View



Distance between images as little as 1 foot surveying and geomatics

Comparison to Google Street View

Integration With ArcMap





Data Superimposition



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Extraction of Feature Thumbnails

<complex-block><complex-block>





Recording: Jul 12 – Aug 8, 2012 Total Recording: 2580 miles Net Mapped: 1533 miles No. of images: 7,998,369 (X 14) 111,977,166 Total Total Mapped Features: 317,952 Final Delivery: Dec 2013



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Snohomish County, WA

	Feature	Number	Total Dimensions		I VAL	are the
Traffic_Management	CABINETS	246				Star and
	ссту	297				R1-1
	HEADS_PED_VEHICLE	1,940				R1-1
	LUMINAIRE	13,535				CODE_DESC STOP
	LUMINAIRE_POLE	13,234				PLATE_SIZE 30x30 HEIGHT 9.95
	PED_SIG_PUSH_BUTTON	700				BACK_COLOR WHITE FORE COLOR RED
	SIGNAL_POLE	584				FACING E
Traffic_Pedestrian_Services	ADA_ACCOMMODATIONS	6,603			1	SIGN_POST_ID 12300125
	BARRIERS	301	10 Miles	# / / /		
	CURBING	14,436	688 Miles		#1	
	GUARD_RAILS	1,691	65 Miles	14 4	12	
	NON_MOTORIZED_FACILITIES	7,700	1730 Miles	A *	A P	
	PAVEMENT_MARKING_LNS	19,227	2126 Miles	í 💋		11
	PAVEMENT_MARKING_PTS	2,439				Recta Comments of
	PLANTER_AREAS	12,313	101 Acres	*		LITTIC .
	SIGN_PLATES	26,053		*		
	SIGN_POSTS	24,226		۲	8-2-2-	
	SPOT_POST_PTS	1,460		1	15	the state of the s
	SPOT_POSTS	60		7		A DESCRIPTION OF THE OWNER
	STREET_NAME_SIGNS	13,239			41392	A COLORED
	TRAFFIC_CALMING	110			1.26	all and
Other Objects	CATCH_BASIN	29,504			-	NO. NOT
	EDGE_PAVEMENT	15,810	3061 Miles		1	A DESCRIPTION OF
	UTIL_COV	112,244				
	TOTAL NUMBER OF FEATURES	317,952				





Guard Rails

- Attribution Based on WSDOT Standards
- Rail Types
- Segment Lengths
- Post Spacing
- Post Types
- Impact Attenuators
- Approaches & Terminations



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Snohomish County, WA





TYPE •	PIECE_LN	HEIGHT . MATERIAL .	SECTION_LN . POST_TP .	POST_SP .	POST_SZ .	BLOCK_TP	BLOCK_SIZE	HAS_SPAN	 APPR_DES 	APPR_TERM .	APPR_POST .	APPR_POST -	APPR_FLARE .	IMPACT_ATI +	TERM_END_SE .	TERM_D
BEAM GUARDRAIL TYPE 1	13' 6.5"	2.3 GALVANIZED	114.8 WOOD	6'3"	6X8	WOOD	6X8	NO	TYPE1	GALVANIZED			YES	NONE	С	TYPE1
BEAM GUARDRAIL TYPE 1	13' 6.5"	2.3 GALVANIZED	15.9 NONE	NONE	NONE	NONE	NONE	NO	TYPE1	GALVANIZED	CONCRETE	OTHER	NO	NO	F	TYPE1
BEAM GUARDRAIL TYPE 1	13' 6.5"	1.8 GALVANIZED	114.9 WOOD	6'3"	6X8	WOOD	6X8	NO	SRT350	GALVANIZED			NO	NO	NONE	NONE
BEAM GUARDRAIL TYPE 1	13' 6.5"	1.9 GALVANIZED	389.6 WOOD	6'3"	6X8	WOOD	6X8	NO	ET2000 ()	GALVANIZED	WOOD	6X8	NO	NO	С	TYPE1
BEAM GUARDRAIL TYPE 1	13' 6.5"	2.2 GALVANIZED	59.2 WOOD	6'3"	6X8	WOOD	6X8	NO	NONE	NONE	NONE	NONE	NONE	NO	OTHER	ET2000 (
BEAM GUARDRAIL TYPE 1	13' 6.5"	2.4 GALVANIZED	46.6 WOOD	6'3"	6X8	WOOD	6X8	NO	NONE	NONE	NONE	NONE	NONE	NO	OTHER	ET2000
BEAM GUARDRAIL TYPE 1	13' 6.5"	1.9 GALVANIZED	38 WOOD	6'3"	6X8	WOOD	6X8	NO	NONE	NONE	NONE	NONE	NONE	NO	G	TYPE1
BEAM GUARDRAIL TYPE 1	13' 6.5"	1.9 GALVANIZED	357 WOOD	6'3"	6X8	WOOD	6X8	NO	NONE	NONE	NONE	NONE	NONE	NO	NONE	NONE
BEAM GUARDRAIL TYPE 1	13' 6.5"	2.1 GALVANIZED	284.9 WOOD	6'3"	6X8	WOOD	6X8	NO	NONE	NONE	NONE	NONE	NONE	NO	NONE	NONE
BEAM GUARDRAIL TYPE 1	13' 6.5"	1.9 GALVANIZED	96.5 WOOD	6'3"	6X8	WOOD	6X8	NO	ET2000 ()	GALVANIZED	WOOD	6X8	NO	NO	NONE	NONE
BEAM GUARDRAIL TYPE 1	13' 6.5"	2.4 GALVANIZED	15.6 NONE	NONE	NONE	NONE	NONE	NO	TYPE1	GALVANIZED	CONCRETE	OTHER	NO	NO	F	TYPE1
BEAM GUARDRAIL TYPE 1	13' 6.5"	1.9 GALVANIZED	45.6 WOOD	6'3"	6X8	WOOD	6X8	NO	TYPE1	GALVANIZED	WOOD	6X8	NO	NO	NONE	NONE
BEAM GUARDRAIL TYPE 1	13' 6.5"	2.1 GALVANIZED	288 WOOD	6'3"	6X8	WOOD	6X8	NO	TYPE1	GALVANIZED	WOOD	6X8	YES	NO	С	TYPE1
BEAM GUARDRAIL TYPE 1	13' 6.5"	2 GALVANIZED	184.1 WOOD	6'3"	6X8	WOOD	6X8	NO	ET2000 ()	GALVANIZED	WOOD	6X8	NO	NONE	NONE	NONE
RIE-BEAM GUARDRAIL	13' 6.5"	2.1 GALVANIZED	262.4 CONCRETE	OTHER	OTHER	NONE	NONE	NO	NONE	NONE	NONE	NONE	NONE	NO	NONE	NONE
RIE-BEAM GUARDRAIL	13' 6.5"	1.9 GALVANIZED	260 CONCRETE	OTHER	OTHER	NONE	NONE	NO	NONE	NONE	NONE	NONE	NONE	NO	NONE	NONE
BEAM GUARDRAIL TYPE 1	13'6.5"	2.1 GALVANIZED	14.1 WOOD	3'1"	10X10	WOOD	8X8	NO	NONE	NONE	NONE	NONE	NONE	NO	C	TYPE1
BEAM GUARDRAIL TYPE 1	13'6.5"	2.1 GALVANIZED	109.9 WOOD	6'3"	6X8	WOOD	6X8	NO	TYPE1	GALVANIZED	WOOD	6X8	NO	NO	NONE	NONE
REAM GUARDRAIL TYPE 1	13'6.5"	1.9 GALVANIZED	162.3 WOOD	6'3"	6X8	WOOD	6X8	NO	NONE	NONE	NONE	NONE	NONE	NO	C	TYPE1
BEAM GUARDRAIL TYPE 1	13'6.5"	2.4 GALVANIZED	29 WOOD	6'3"	6X8	NONE	NONE	NO	TYPE1	GALVANIZED	WOOD	6X8	NO	NO	NONE	NONE
BEAM GUARDRAIL TYPE 1	13' 6.5"	2 GALVANIZED	192.2 WOOD	6'3"	6X8	WOOD	6X8	NO	ET2000 ()	GALVANIZED	WOOD	6X8	NO	NO	C	TYPE1
RIE-REAM GUARDRAIL	13'6 5"	2.7 GALVANIZED	30.3 METAL	6'3"	OTHER	WOOD	OTHER	NO	NONE	NONE	NONE	NONE	NONE	NO	NONE	NONE
-BEAM GUARDRAIL TYPE 1	13'6.5"	2 GALVANIZED	13.6 WOOD	3'1"	10X10	WOOD	8X8	NO	NONE	NONE	NONE	NONE	NONE	NO	G	TYPE1
-BEAM GUARDRAIL TYPE 1	13' 6.5"	1.4 GALVANIZED	27 WOOD	6' 3"	6X8	WOOD	6X8	NO	TYPE1	GALVANIZED	WOOD	6X8	YES	NO	NONE	NONE
HRIE-BEAM GUARDRAIL	13' 6.5"	2.4 GALVANIZED	30.5 METAL	6'3"	OTHER	WOOD	OTHER	NO	NONE	NONE	NONE	NONE	NONE	NO	NONE	NONE
REAM GUARDRAIL TYPE 1	13'6.5"	2.1 GALVANIZED	14.5 WOOD	3'1"	10X10	WOOD	10×10	NO	NONE	NONE	NONE	NONE	NONE	NO	6	TYPE1
BEAM GUARDRAIL TYPE 1	13'6 5"	2.3 GALVANIZED	13.4 WOOD	3'1"	10×10	WOOD	888	NO	TYPE1	GALVANIZED	WOOD	6X8	YES	NO	NONE	NONE
BEAM GUARDRAIL TYPE 1	13'6.5"	2.3 GALVANIZED	408 7 WOOD	6'3"	6X8	WOOD	6X8	NO	FT2000 ()	GALVANIZED	WOOD	6X8	NO	NO	C	TYPE1
REAM GUARDRAIL TYPE 1	13'6.5"	2 GALVANIZED	314.5 WOOD	6'3"	6X8	WOOD	6X8	NO	ET2000 ()	GALVANIZED	WOOD	6X8	NO	NO	6	TYPE1
BEAM GUARDRAIL TYPE 1	12'6 5"	1.6 GALVANIZED	214.8 WOOD	6'2"	678	WOOD	6Y8	NO	TYPE1	GALVANIZED	WOOD	678	NO	NO	NONE	NONE
BEAM GUARDRAIL TYPE 1	12'6 5"	2 GALVANIZED	2825 2 WOOD	6'2"	678	WOOD	678	NO	TYPE1	GALVANIZED	WOOD	678	VES	NO	C	TYDE1
BEAM GUARDRAIL TYPE 1	13'6.5"	2 GALVANIZED	252.3 WOOD	6'3"	678	WOOD	6X8	NO	NONE	NONE	NONE	NONE	NONE	NO	C	TYPE1
BEAM GUARDRAIL TYPE 1	13'6.5"	2.3 GALVANIZED	802 3 WOOD	6'3"	678	WOOD	678	NO	ET2000 ()	GALVANIZED	WOOD	678	NO	NO	C	TYPE1
BEAM GUARDRAIL TYPE 1	13' 6 5"	2.3 GALVANIZED	988 7 WOOD	6'3"	6X8	WOOD	6X8	NO	TYPE1	GALVANIZED	WOOD	678	VES	NO	C	TYDE1
BEAM GUARDRAIL TYPE 1	13' 6 5"	2 GALVANIZED	634.6 WOOD	6' 3"	6X8	WOOD	678	NO	NONE	NONE	NONE	NONE	NONE	NO	NONE	NONE
BEAM GUARDRAIL TYPE 1	13'65"	1.8 GALVANIZED	40.2 WOOD	6'3"	618	WOOD	6X8	NO	TYPE1	GALVANIZED	WOOD	6X8	VES	NO	NONE	NONE
AREAM GUARDRAIL TYPE 1	13' 6 5"	2 1 GALVANIZED	162 7 WOOD	6'3"	618	WOOD	6X8	NO		GALVANIZED		0,10	VES	NO	C	TYPE1
PEAM GUAPDRAIL TYPE 1	12'6 5"	2 GALVANIZED	822.7 WOOD	6'2"	679	10000	6Y9	NO	ET2000 ()	GALMANIZED	14/000	EVO	NO	NO	NONE	NONE
BEAM GUARDRAIL TYPE 1	12'6 5"	1.9 GALVANIZED	569.9 WOOD	6'2"	670	WOOD	679	NO	NONE	NONE	NONE	NONE	NONE	NO	NONE	NONE
BEAM GUARDRAIL TYPE I	12'6 5"	2.1 GALVANIZED	102.7 WOOD	6'2"	679	WOOD	678	NO	NONE	NONE	NONE	NONE	NONE	NO	NONE	NUNE
OCAN GUARDRAIL TYPE I	1016 57	2.1 GALVANIZED	105.7 WOOD	6108	640	10000	640	NO	NONE	NONE	NONE	NONE	NONE	NO	C	70/001
PEAN GUARDRAIL TYPE 1	1016 67	2 GALVANIZED	312.8 WOOD	6128	010	WOOD	640	NO	TYONE	CALVANUTED	MONE	EVO	NONE	NO	NONE	NONE
DEAM GUARDRAIL TYPE I	13 0.5	2 GALVANIZED	327.4 WOOD	610#	6V0	WOOD	640	NO	NONE	MONE	NONE	NONE	NONE	NO	C	TYOR
-BEAM GUARDRAIL TYPE 1	15 0.5	1.8 GALVANIZED	327.2 WOOD	0.3	078	WOOD	0X8	NO	NONE	NONE	NONE	NUNE	NONE	NO	C	TYPE1
BEAM GUARDRAIL TYPE 1	13 0.5"	2.0 GALVANIZED	103 WOOD	0.3	0.4.8	WOOD	0.7.8	NU	ITPEL	GALVANIZED	WOOD	DXS	NU	NU	C.	ITPE1

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Sign Plates

- MUTCD Codes
- Dimensions
- Materials
- Maintenance Records

	and the second
	W1-8R
CODE	W1-8R
CODE_DESC	CHEVRON - RIGHT
PLATE_SIZE	18x24
HEIGHT	8.94
BACK_COLOR	YELLOW
FORE_COLOR	BLACK
FACING	W
DBL_FACE	NO
PLATE_POSITION	1
SUPPORT_ID	269000216
ROTATION	90
SIGN_ELEVATION	245.248
TYPE	WOOD
SIGN_POST_ID	269000216
ROAD_NAME	132nd St SE
ROAD_NUMBER	52860
MP	0.992868
CL_OFFSET	16.610732
SIDE	LEFT
OWNERSHIP	PW COUNTY ROAD FUN
MAINT_RESP	ROAD MAINTENANCE
FINANCE_RESP	PW COUNTY ROAD FUN
J	







Sidewalks

- Condition Assessments
- Materials
- Impervious Surfaces
- ADA Requirements







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Previous S/W Inventory

- Road CL Based
- Road Number
- Begin/End Milepost
- Side of Road
- Sidewalk Type
- Difficult to Verify
- Limited Information







Curbing

- **Curb** Types

 - Curb and Gutter
 - Extruded
 - Pre-cast Concrete Dual Faced Mountable

 - Rolled Curb

 - Thickened Edge

 - Materials

 - Asphalt
- Side of Road



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Pavement Management



Current Methodology

- **Tabular Summaries**
- Field Inspection of Pavement
- Division of Roads into 0.1 mile segments for analysis
- Adheres to ASTM D6433





"Pavement Management is a program for improving the quality and performance of pavements and minimizing costs through good management practices"

	Locate Paveme	Pavement Distress		
	Prioritize Detai	led Analysis		
-	Perform System	n-Wide Analysis		
	Road Name	Marine Dr NE		
	Segment_Length	8139.73		
	Area_SQ_FT	195353.57		
11211	Area_Distressed_Minor	34134.62		
	Area_Distressed_Moderate	11341.24		
	Area_Distressed_Severe	5235		
157	Percent_Distress_Minor	17.47%		
	Percent_Distress_Moderate	5.81%		
	Percent_Distress_Severe	2.68%		
	Area_Allegator	3121		
	Area_Ravelling	556		
	Area_Patching	4644		
> Theorem	Area_Potholes	856		
<1 < 5 - 1> See Track	Area_Bumps	641		
Actual size Fe Previous	Area_Transverse_Crack	3444		
	Length_Longtitudinal_Crack	6447		
	Segment_Rating	Moderate		

Road Name	Marine Dr NE
Segment_Length	8139.73
Area_SQ_FT	195353.57
Area_Distressed_Minor	34134.62
Area_Distressed_Moderate	11341.24
Area_Distressed_Severe	5235
Percent_Distress_Minor	17.47%
Percent_Distress_Moderate	5.81%
Percent_Distress_Severe	2.68%
Area_Allegator	3121
Area_Ravelling	556
Area_Patching	4644
Area_Potholes	856
Area_Bumps	641
Area_Transverse_Crack	3444
Length_Longtitudinal_Crack	6447
Segment_Rating	Moderate
Action_Needed	Repair
Priority	Low
Schedule	Q2 2015
Maintenance_Department	Public Works
Owner	Public Works
Last_Updated	3/10/2014 16:56

Pavement Management



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An accurate inventory aids with disaster recovery



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<complex-block>



Getting Started

Involve Stakeholders at Multiple Levels

- Management
- Power Users
- Occasional Users

Share expenses over multiple departments

- Public Works, Assessors, Utilities, Police, Fire,
- Plan Plan Plan!
 - Pilot Projects Help



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Decide What to Map

Construction	·	the second s			
DELIVERY_ZONE	Feature Class Properties				
EDGE_PAVEMENT	General Editor Trac	king XY Coordinate	System		
B OBSCURED_AREA	Subtypes Feature Extent	Relationships Repre	esentations		
UTIL_COV	Z Coordinate System Domain, Resol	ution and Tolerance Fields	Indexes		
Traffic Management	Field Name	Data Type			
CABINETS	OBJECTID	Object ID			
CCTV CCTV	SHAPE	Geometry			
	TYPE	Text	_		
	HEIGHT	Double			
	MATERIAL	Text			
	SECTION_LN	Double	_		
PED_SIG_PUSH_BUTTON	POST_LN	Double			
SERVICE_CAB	POST_SP	Text			
SIGNAL_POLE	POST_SZ	Text	_		
Traffic_Pedestrian_Services	BLOCK_SIZE	BLOCK_SIZE Text +			
ADA_ACCOMMODATIONS	Click any field to see its properties.				
BARRIERS	Field Properties				
CURBING	Alas OBJECTIC				
GUARD RAILS					
NON MOTORIZED FACILITIES					
PAVEMENT MARKING LNS					
PAVEMENT MARKING PTS		Impo	rt		
DI ANITER AREAS	To add a new field, type the name into an er	npty row in the Field Name column, di	duin		
SIGN PLATES	the Data Type column to choose the data ty	pe, then edit the Field Properties.			
CIGN POSTS					
STREET_NAME_SIGNS		OK Cancel	Apply		
TRAFFIC CALMINIC	C		2		

Define Features to Map

- Readily Visible Infrastructure
- Points, Lines, or Polygons
- Develop a data dictionary
- Keep the end user in mind

Define Mapping Procedures

- Where is it mapped
- Map it to enable to proper analyses

Define the Database

 How will the final AMMS consume the GIS

Define Attribution Procedures

Attribute during mapping or later?



Mapping vs. Attribution

Build Templates to Automate Attribution

- Database Design
- Build Domains

Utilize Specialized Knowledge Base

- Some features can be attributed after mapping.
- Current workforce can be leveraged for attribution of complex features
 - Guard Rails
 - Power Infrast
 - Etc

Create Features			
🐨 🖷 <search></search>			- Q &
BARRIERS			
CONCRETE TYPE 2 SINGLE SLOPE CONCRETE VERTICAL BACK	-CONCRETE TYPE 4	-SINGLE SLOPE CONCRETE	
CABINETS			
E CABINETS			
CATCH_BASIN			
CATCH_BASIN			
CCTV			
O CCTV			
CURBING_REPLACEMENT			
- CONCRETE	-CONCRETE SIDEWALK	-EXTRUDED	
-OTHER.	= PRE-CAST CONCRETE DUAL FACED MOUNTABLE	-ROLLED CURB	
ROLLED EDGE (BOTH SIDES)	SEPARATED FROM ROADWAY	-SLOPED MOUNTABLE	
THICKENED EDGE			
EDGE_PAVEMENT			
EP			
GUARD_RAILS			
HEADS_PED_VEHICLE			
1 SECTION	3 SECTION LEFT	3 SECTION THRU	
4 SECTION LEFT	4 SECTION RIGHT	DOGHOUSE	
OPTICALLY PROGRAMMED	PEDESTRIAN SIGNAL		
LUMINAIRE			
NO NO	🌞 YES		
LUMINAIRE_POLE			
ALUMINUM	 FIBERGLASS 	 OTHER 	
STEEL	WOOD		
NON_MOTORIZED_FACILITIES_3D			*
Construction Tools			فا
/ Line			
Rectangle			
Circle			
O Ellipse			
0.5.1.1			-



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Document and Follow Consistent Workflow

GUARDRAILS	
Last change: 2012	12 19
Description	
Guard rails are me	tal line objects to guide traffic as a protective measure.
Object type	
The guard rail is a	line object, but we add point objects as text for the beginning and the end of the
rail to add extra in	formation.
IMPORTANT this	document only describes the rail line object. Additional exactcal attributes are
explained in a sec	and document (Guardrail attributes). The reason for this is that the rail itself (this
document) can be	e measured by the road edges operator. A specialized guardrail operator cap, add
the extra attribute	es afterwards.
Attributes	
The month call has	reversi strikuter. Only a few of them are collected using the level of the supplication
polyline. More att	tributes are added using text elements snapped to the polyline.
Name ; Guardrail	type
Explanation:	
This attribute indi	cates what kind of guard rail it is.
W-beam type 1	This is the default value. The cross section of the guardrail has the
	shape of a W (turned 90 degrees)
W-beam type2	This is the same rail as type 1, but there is an additional rectangular
Their bases	tube placed beneath the w-beam.
Other	If the rail is not one of the previous types; Can happen on small
-	bridges
Acate ; Guardrail	material
This attribute indi	instan what material the superioral is made of Normally saluarized evanturbes the
entire rail appears	s completely rusted, in that case it is core 10
Values:	
Galvanized	This is the default value
Core10	When the rail is rust colored
Measurement	and attribute collection
Guard rails are me	asured on the top of the rail.
Due to overexpos	ure it is often difficult to measure points exactly on the highest point of the guard
rail. The guard rail	has a W shape (turned 90 degrees). At regular distances, at a guard rail post you
can see the naiss	ised to connect the different guard rail segments. These hails are often visible even
approximately in t	the middle of the upper rail surface.
In the image: mea	sure the rail on the red line. The blue cirdes are the connection nails.



Be aware of the difference between the measurement loadion for guardrals and barriers: guardrals an measure do not barriers are measured to the ground. A guardral has extra attributes for the beginning (agonath) and end (termination), and also for the durage between different types (branking). Resure of that if it were important that are barrier to object as long at the type does not change. If there is a transition between different types, the variability is the origin that the origin association between different types, the variability is an ended.







Document and Follow Consistent Workflow



Plan for Implementation and Maintenance





Plan for Implementation and Maintenance



Other Applications

- Scratching the Surface- once imagery is acquired, users find reasons to use it:
 - Law enforcement
 - Emergency Response/ 911
 - Assessors Office
 - Legal (Photo record of conditions)
 - Pavement condition assessment (analysis takes some field work)



Other Applications



Assessor Review



Clearance Measurement



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Other Applications- 3D mapping - Design Review



Complex 3D Mapping

Design Review



Other Applications – Design Visualization



Point Cloud Generation







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Questions?

Thank You

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