

# UAV Photogrammetry Based Generative Design

Analyzing public spaces through photogrammetry,  
GIS data and location-based social network (LBSN) data



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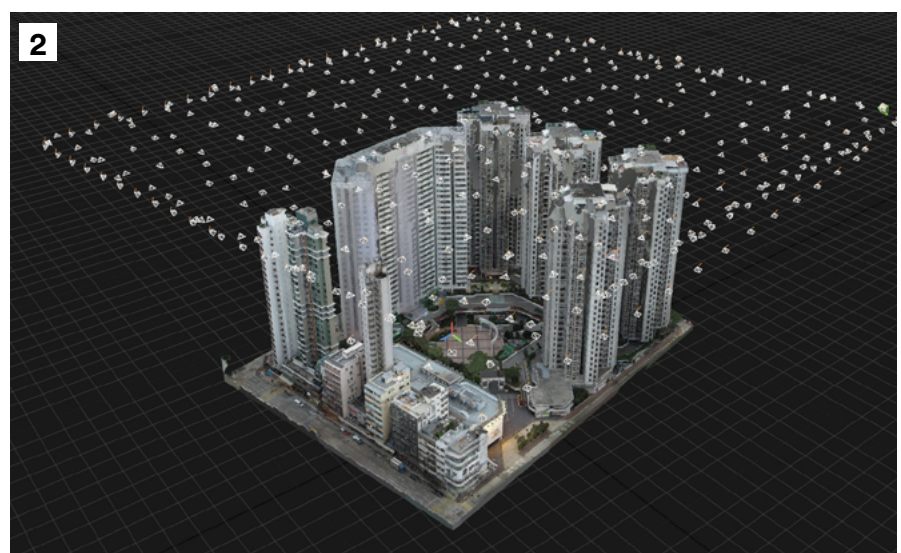
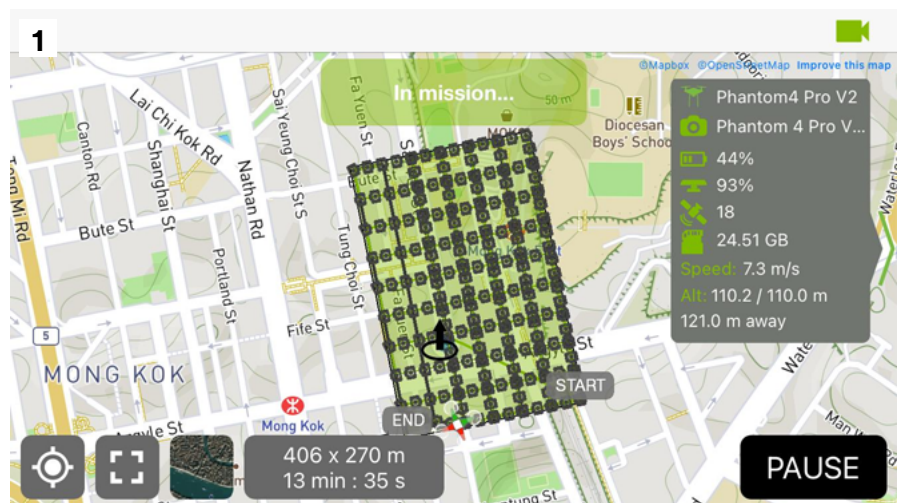


 School of Architecture  
THE CHINESE UNIVERSITY OF HONG KONG

## Workshop Introduction

Unmanned Aerial Vehicles (UAV) or 'drones' in combination with 2D and 3D mapping software are increasingly used for a range of applications such as land surveying, agriculture, civil engineering and heritage preservation. Within architectural design education and practice, these tools are considered part of the construction stage or building maintenance processes and are so far ignored for their potential to inform new ways of understanding the urban environment.

This workshop will expose participants to a range of digital tools and methodologies to develop a multi-layered mapping system that juxtaposes location-based social networks (LBSN) data, geographic information systems data and geotagged photogrammetry models. Through analysing directly in a high-resolution modelling environment that captures the full complexity of a site, design development and testing techniques can be set up that will allow for greatly improved quality and performance of new buildings within their environment.



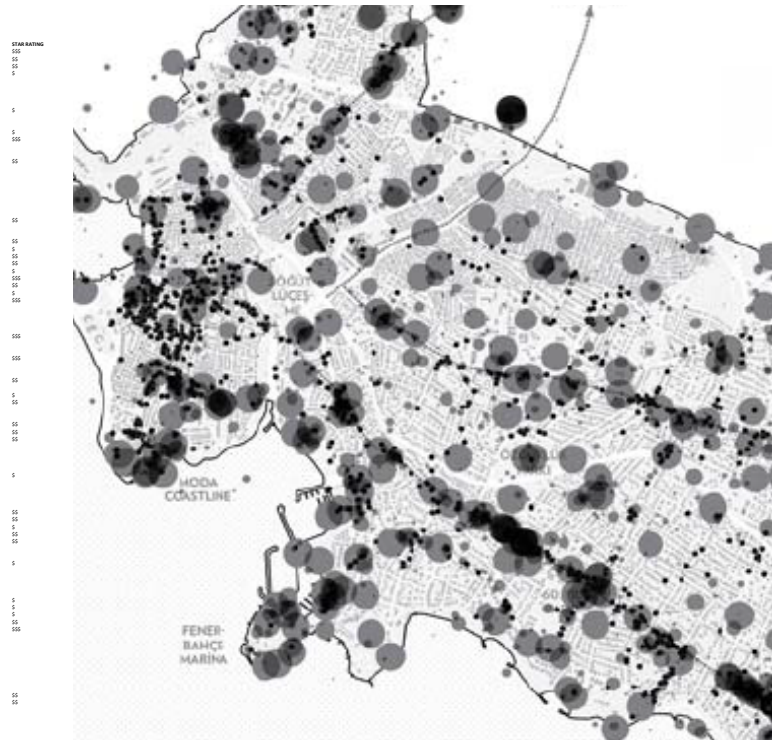
1/ Drone flight path planning in Pix4Dcapture

2/ Photogrammetry modeling in Reality Capture from geo-referenced data set

3/ Raw geotagged shop data scraped from Google Map

4/ Mapping of Instagram post and like numbers (by E. Ensari & B Kobas)



[illegible]

- Introduction to UAV photogrammetry and drone control
- Site reconnaissance and flight path planning
- Image processing and modelling
- Site visit

- Introduction to GIS data
- GIS data mapping in Rhino/Grasshopper
- Mapping with web scraped data

- Social media data scraping
- Mapping human mobility and patterns
- Creating layered digital urban maps

## Skills & Software Requirement

Basic knowledge of 3D modelling will be an advantage. We will provide a step-by-step guide for drone flying, Python scripting and Reality Capture (photogrammetry).

The workshop will be hosted by the School of Architecture, Lee Shau Kee Architecture Building, The Chinese University of Hong Kong, Ma Liu Shui. Computers and software will be made available via the Digital Lab at the School of Architecture.

## Workshop Instructors

### JEROEN VAN AMEIJDE

Assistant Professor  
School of Architecture – Chinese University of Hong Kong



Jeroen van Ameijde is Assistant Professor at the School of Architecture, the Chinese University of Hong Kong, teaching and conducting research in architecture and urban design. He taught at the Architectural Association in London, The Bartlett, UCL, and the University of Pennsylvania, and has over ten years of experience as practicing architect, including as a director at Urban Systems Office. Jeroen's research interests focus on the intersection between urban studies and urban design, and how the analysis and planning of social, cultural and economic activities can be guided through computational methods for urban analytics and data-driven design.

### JANE LING

Research Assistant  
School of Architecture – Chinese University of Hong Kong



Jane Ling is a designer hailing from Hong Kong and the UK. She graduated with a Master of Architecture with honours from the Architectural Association and has worked in Tokyo, Spain, and Hong Kong. Her interest lies in work that intersects technology, art, and advocacy. She was published in AA Files 77 as part of ARO, and produced the AR exhibition showcase for Projects Review 2020.

### CARSON LEUNG

Research Assistant  
School of Architecture – Chinese University of Hong Kong



Carson Leung is an architectural designer and researcher. He graduated from the Architectural Association School of Architecture and has worked at several architectural practices in Hong Kong. He is currently a research assistant at the School of Architecture in the Chinese University of Hong Kong working at the intersection of 3D scanning, digital design and robotic fabrication in architecture.

### KIMBERLEY LAU

Research Assistant  
School of Architecture – Chinese University of Hong Kong



Kimberley Lau is an architectural designer. She is currently pursuing a Master of Architecture degree at the University of Cambridge, and formerly attended the Chinese University of Hong Kong. She has worked in local, Chinese, and Australian architectural practices. Her current research revolves floating construction, water-borne infrastructures and digital design methods.

*This workshop is supported by the Hong Kong Construction Innovation and Technology Fund (CITF), and participation is offered free of charge to students and professionals in the fields of architecture, urban design, landscape architecture and urban studies.*

## For enquiries and applications to participate

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