

An aerial photograph of a lush, green mountain landscape. A small village with several buildings is nestled in a valley, surrounded by dense forest. Winding paths or roads are visible through the trees. The image has a soft, ethereal quality with some light flare on the left side.

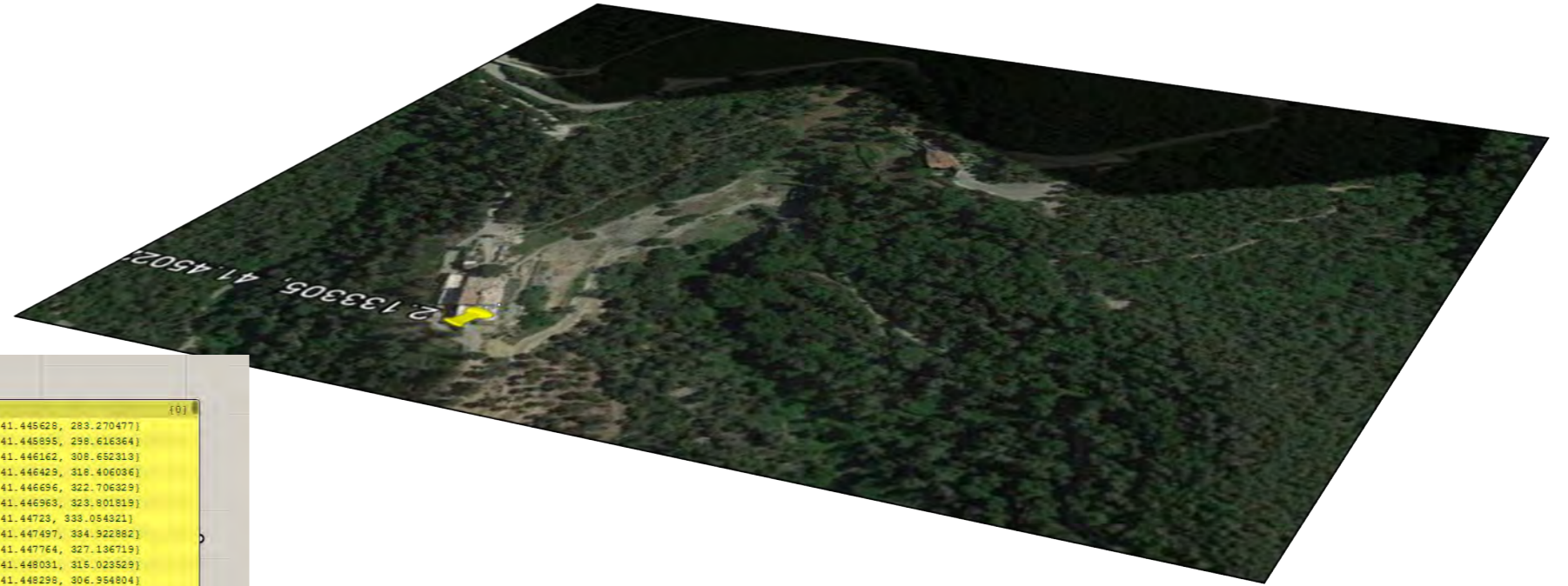
TERRITORIAL COMPUTING

Hydrology Analysis-Valldaura

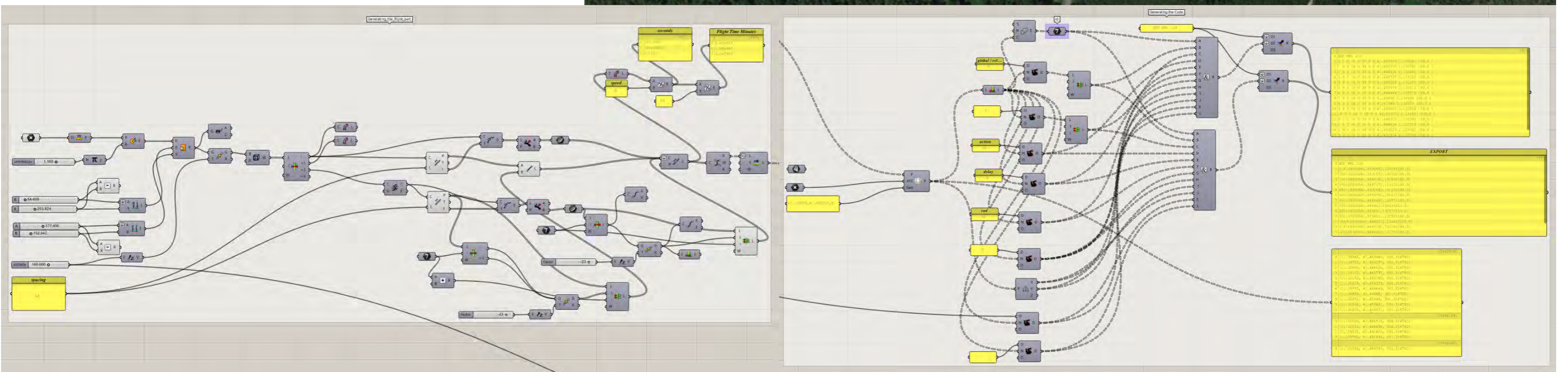
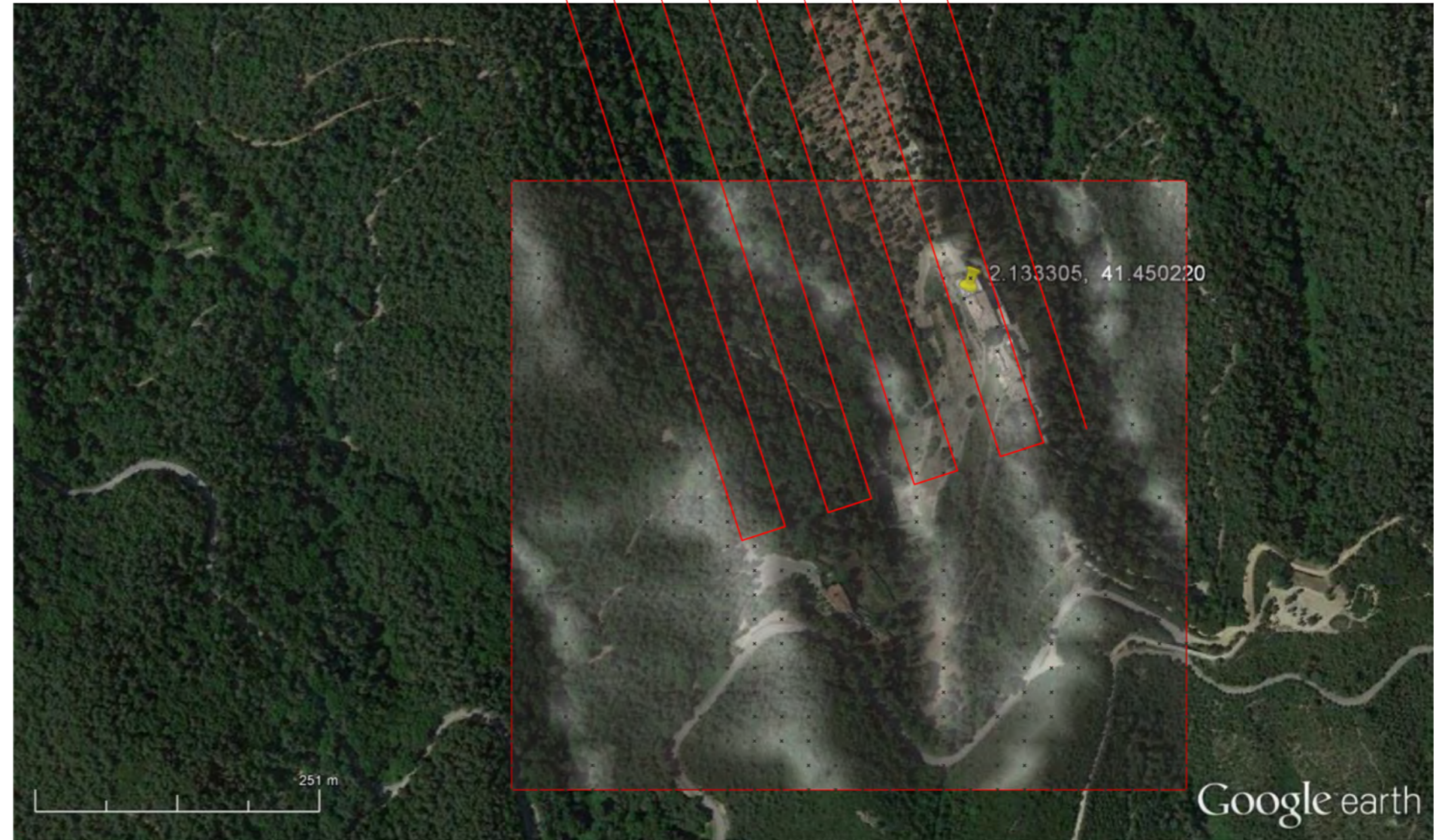
Borislav Schalev Shashank Shahabadi Alejandro Carrillo

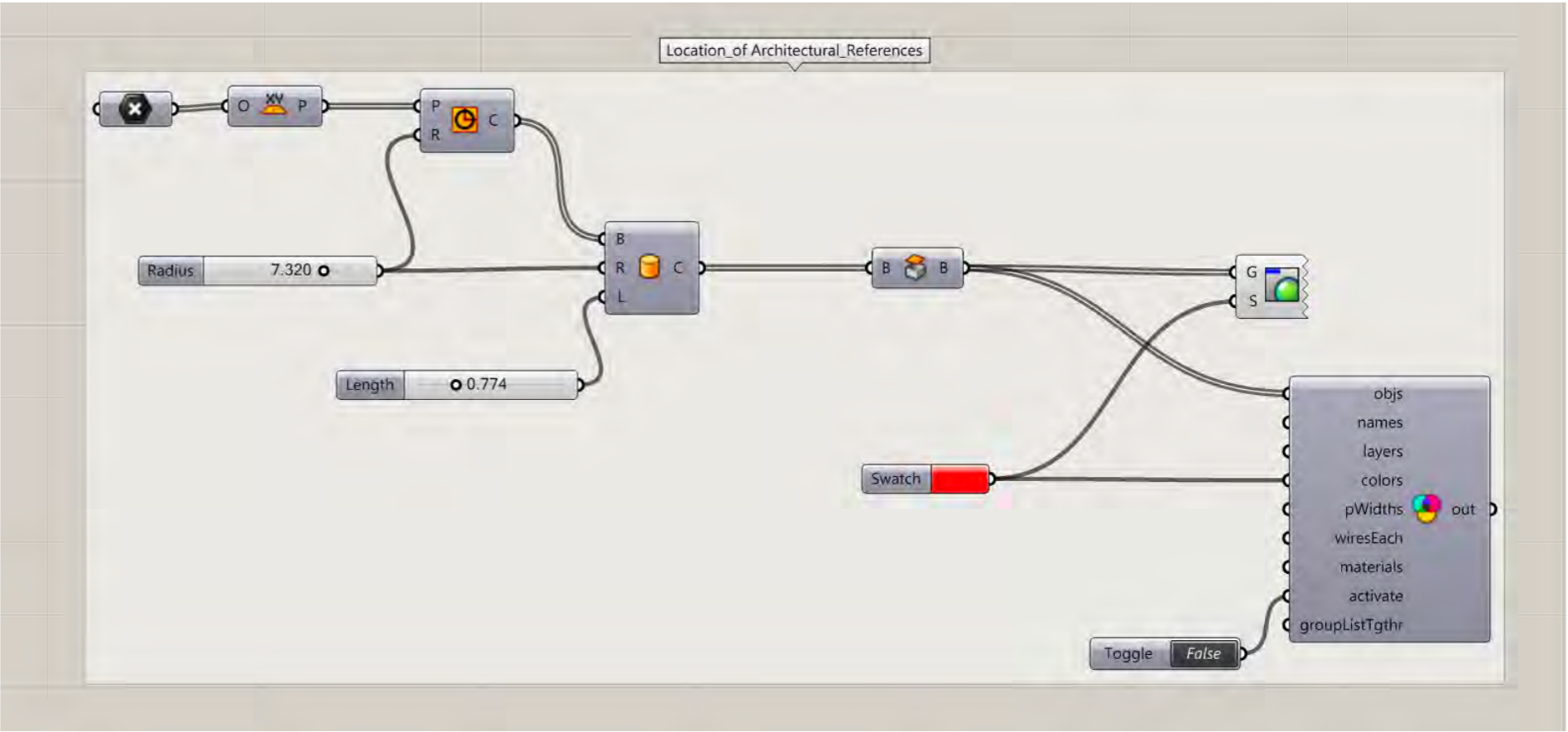
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Instituto de
arquitectura
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The first step we did was to extract an image from google earth so we can create a low resolution terrain of the site with Ghowl .So with this initial data we can start analysing the waterflow and slopes of the site.

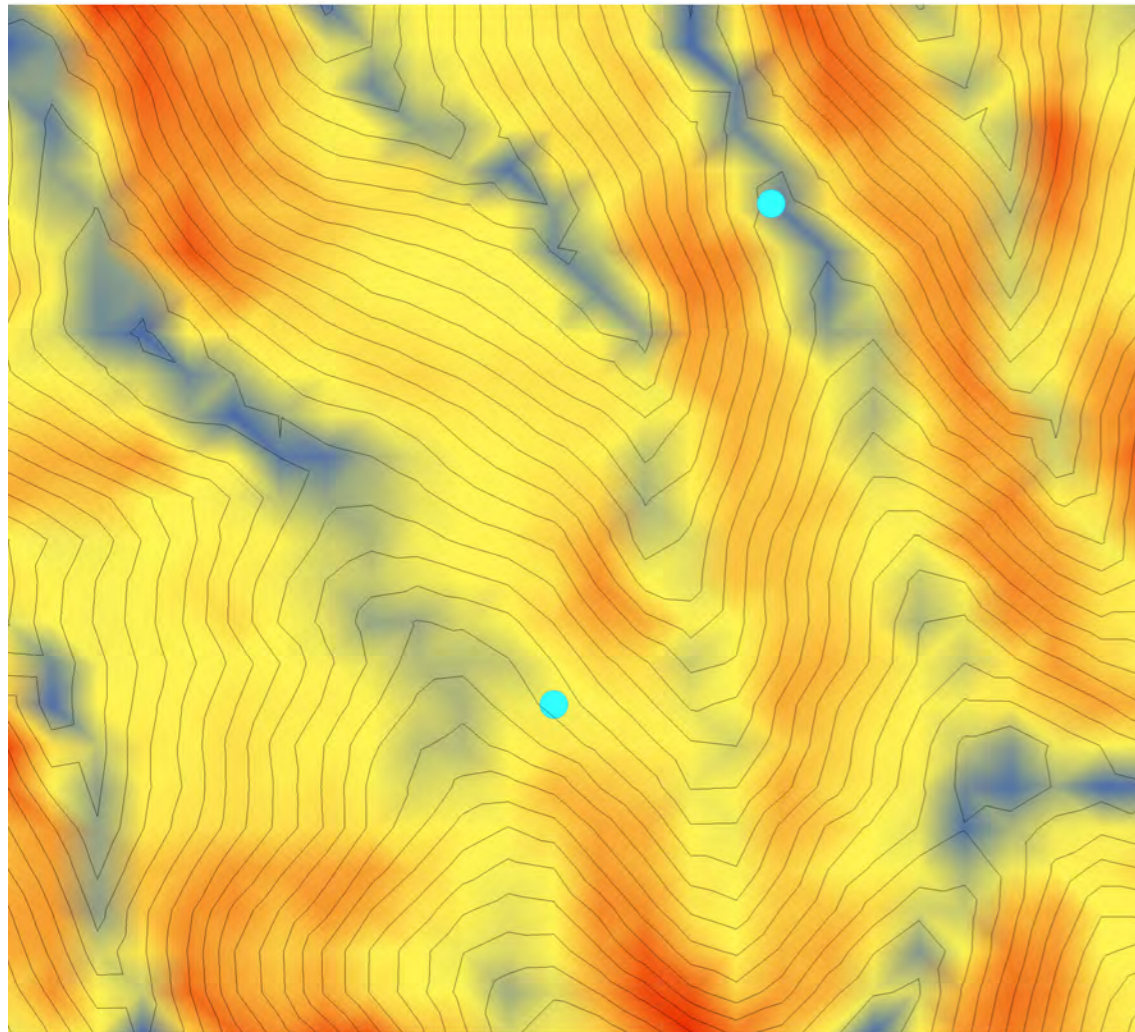


After that we also generate a grasshopper definition for creating a flight path for the drone so we can gather more precise data for analysing the terrain

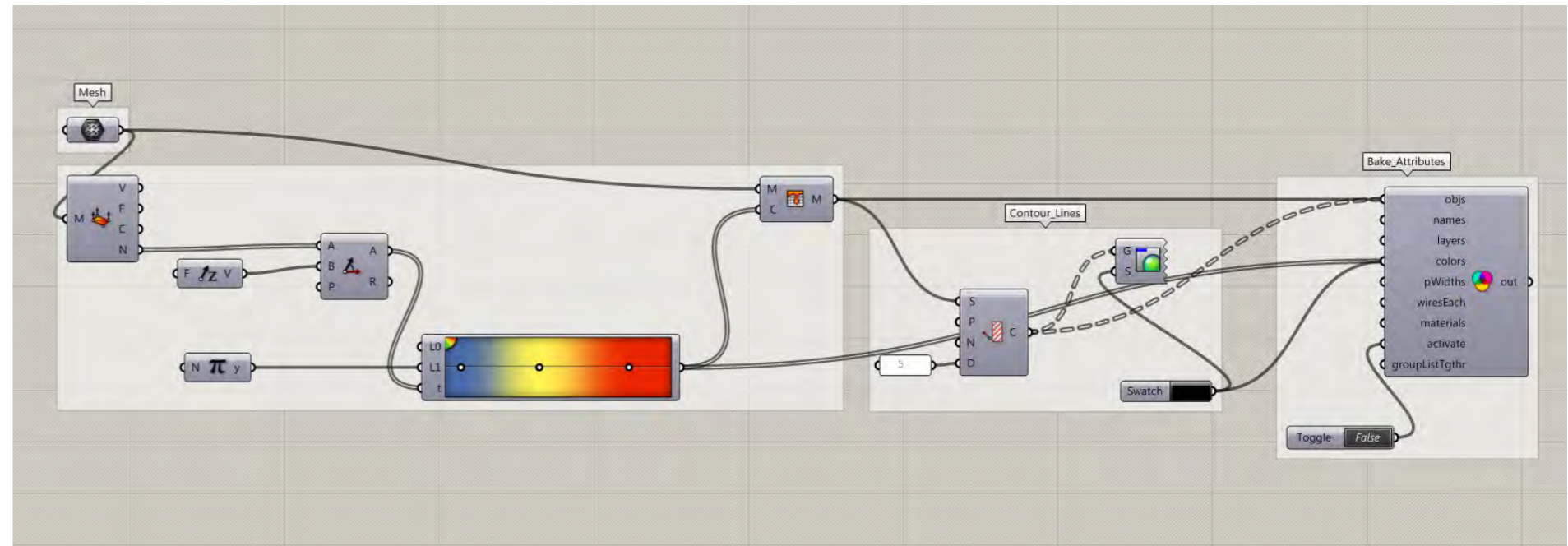




Slope Analysis-Valldaura

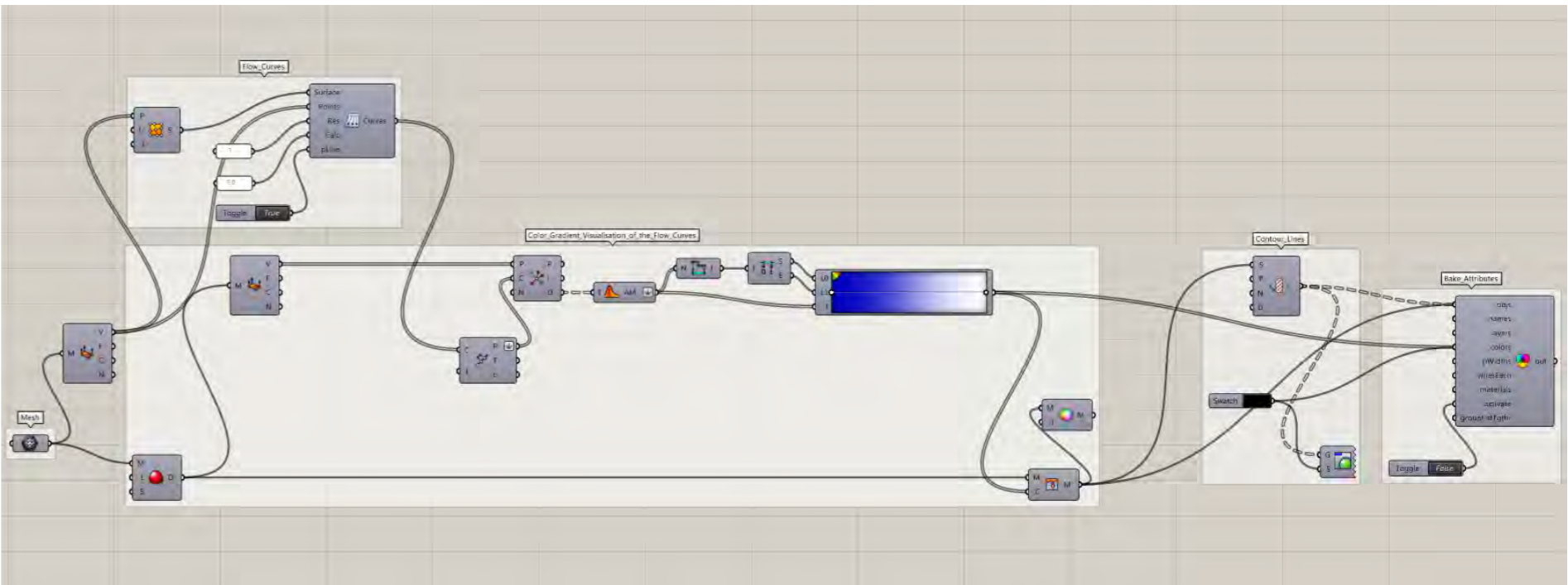
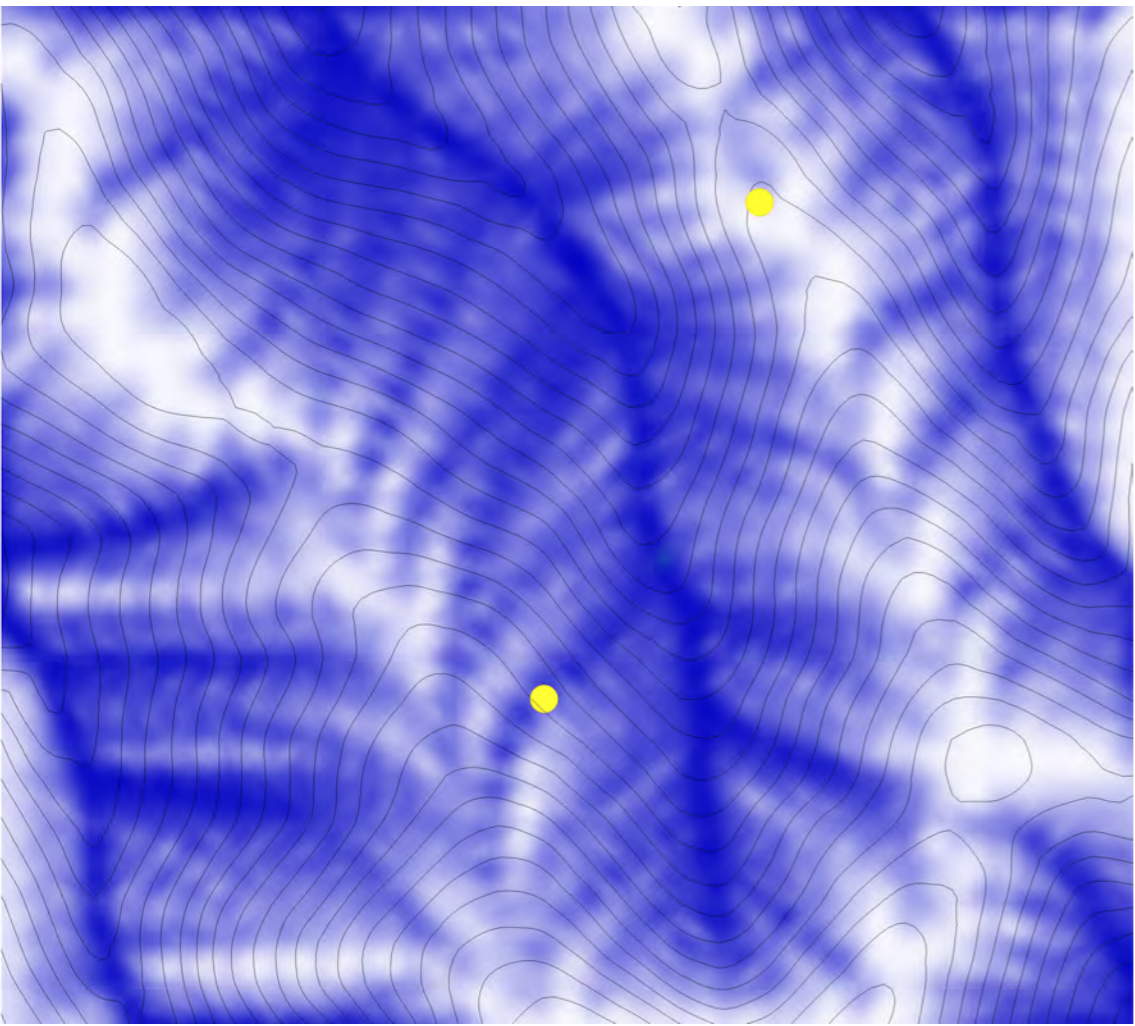


■ HIGHEST ANGLE
■ MID ANGLE
■ LOWEST ANGLE



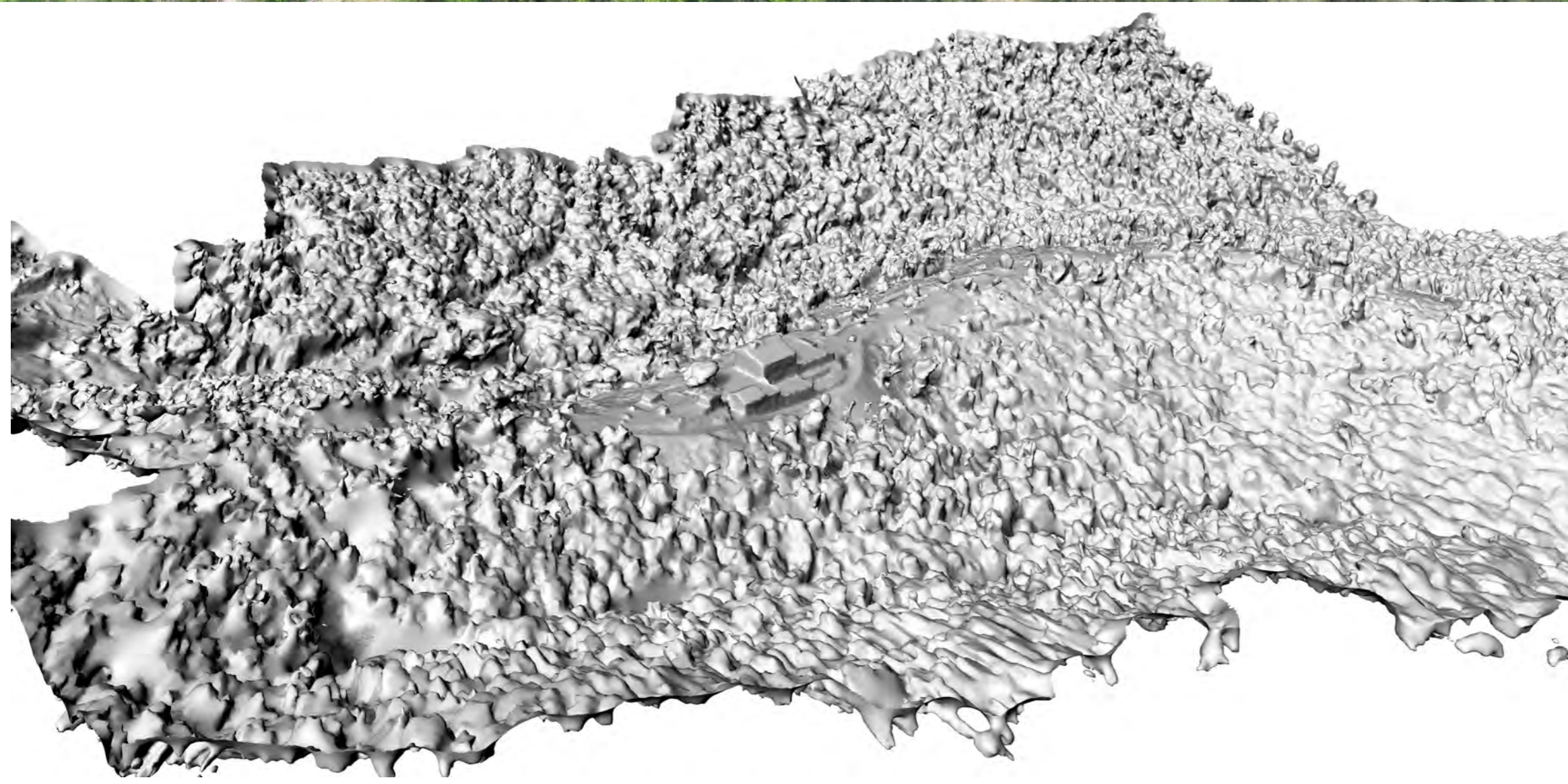
We created a grasshopper definition for the slope analysis ,where the gradient displays the angle of the slope of each vertice of the mesh we are analysing . The blue color is representing the lowest angle and the red the steepest angle

Waterflow Analysis-Valldaura



We generated a waterflow analysis definition that let us visualize the way that water flows through the terrain

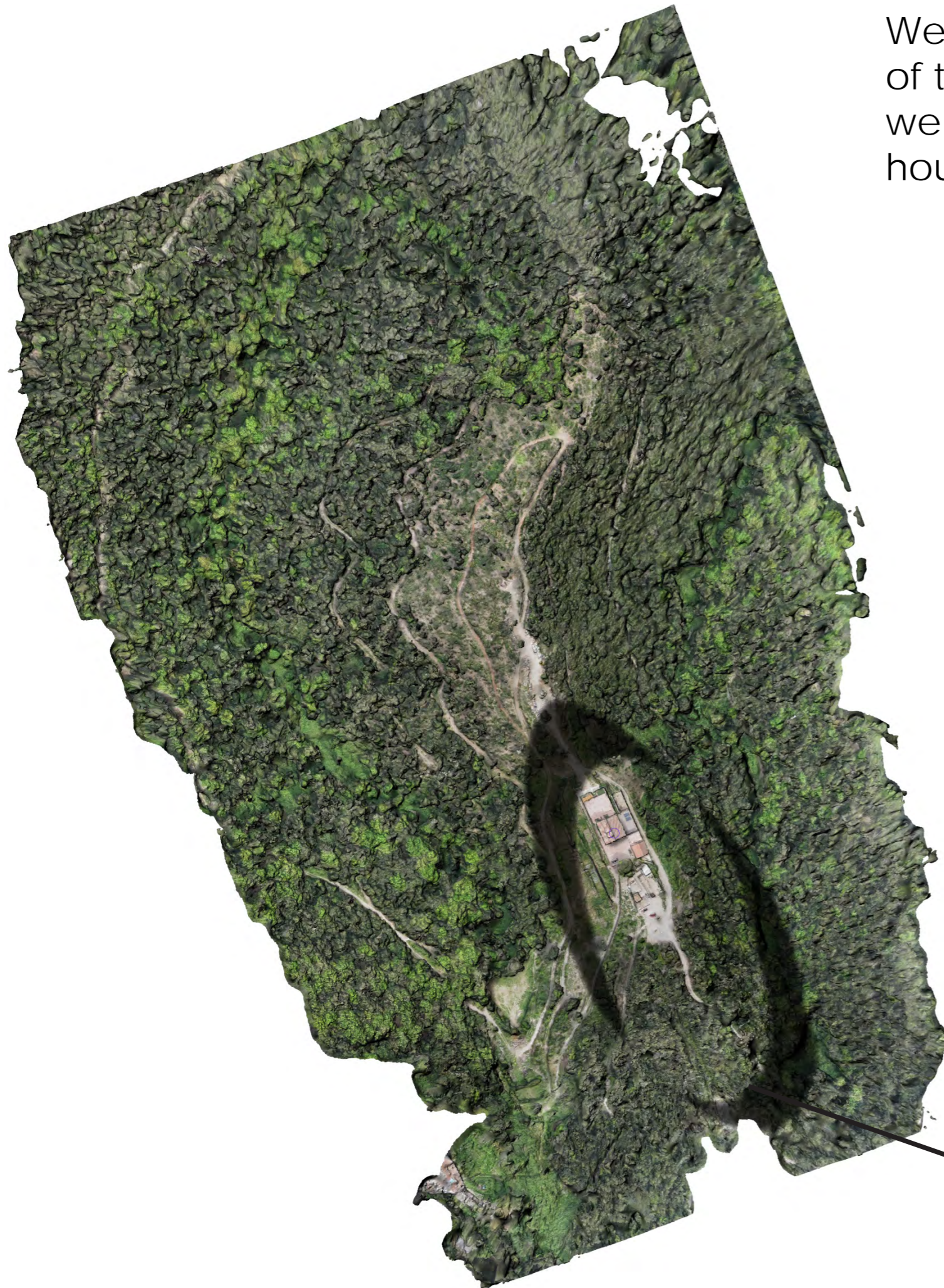
■ WATERFLOW



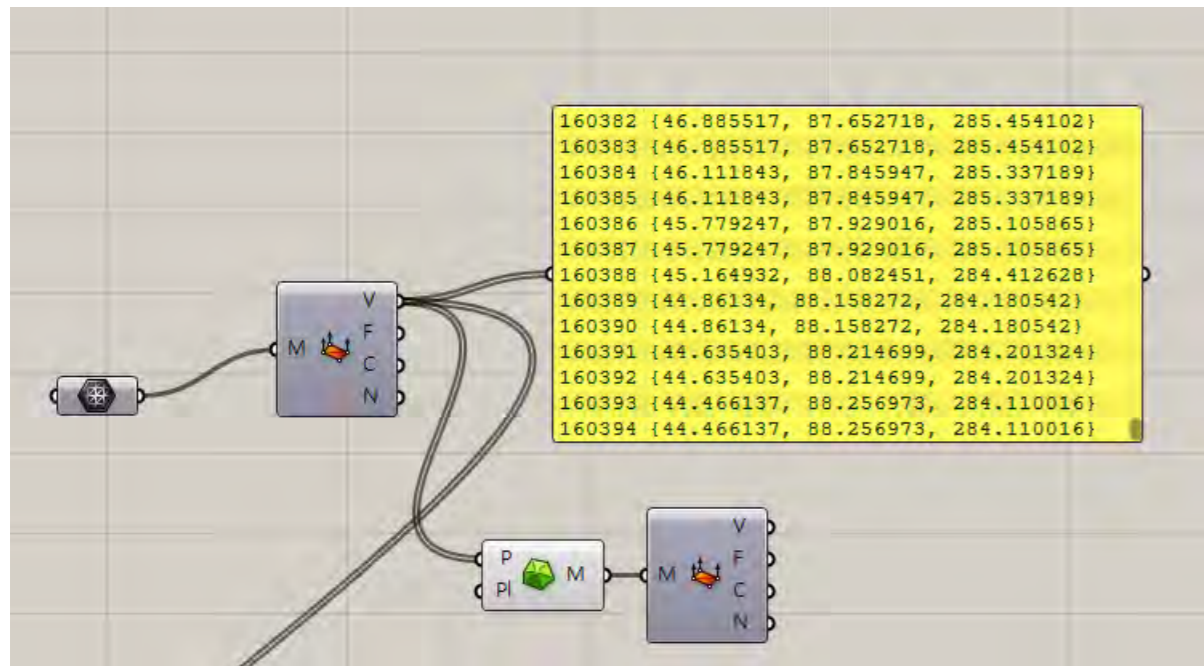
After several flights with the drones and analysing all the data with mission planner we were able to generate a high resolution image and also a 3d model of the site so we can run again all the grasshopper definition with a higher precision



We had to reduce the area of analysis because of the complexity of the mesh that we obtain so we decided to select the area close to the house to do our analysis.



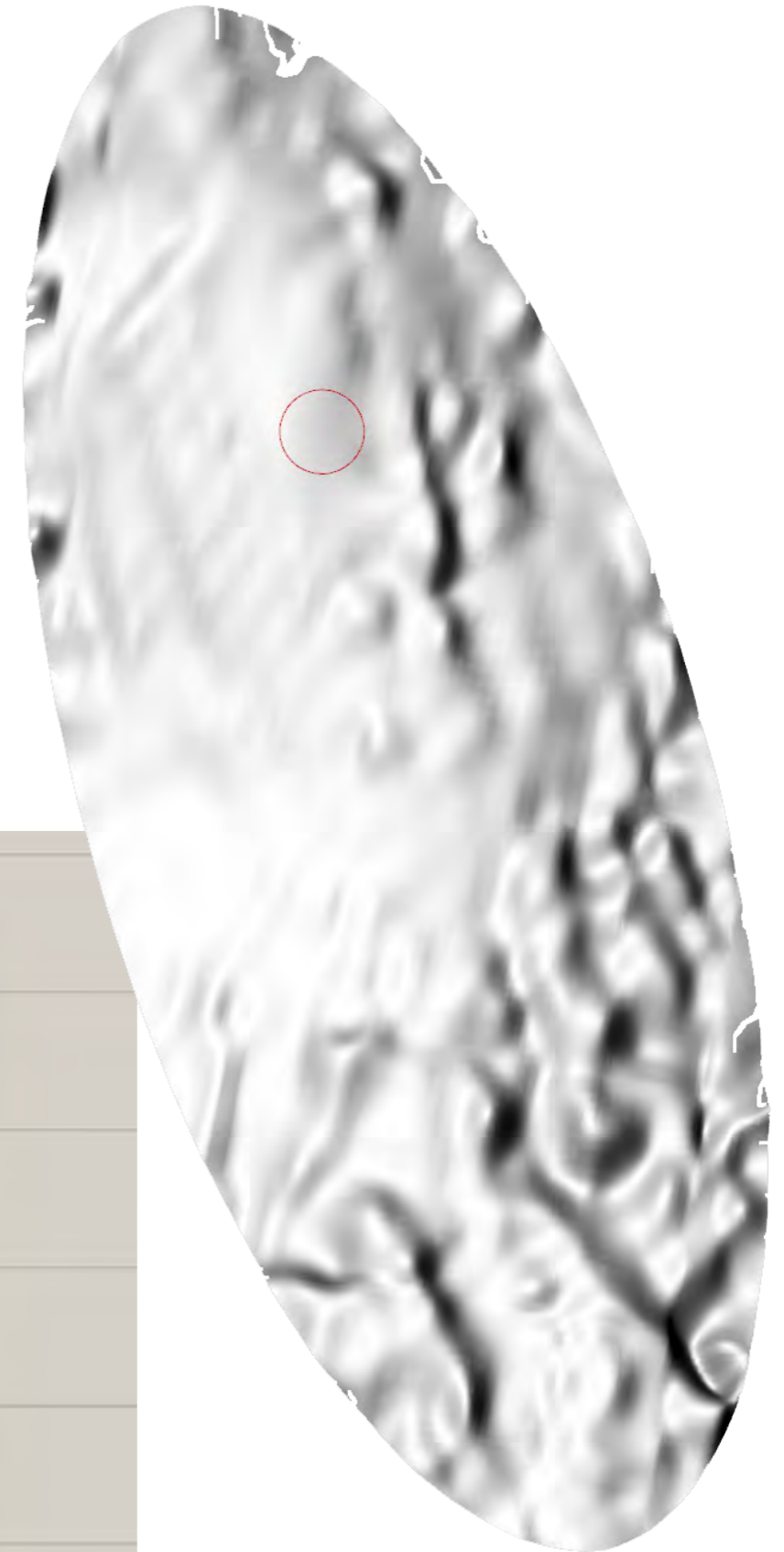
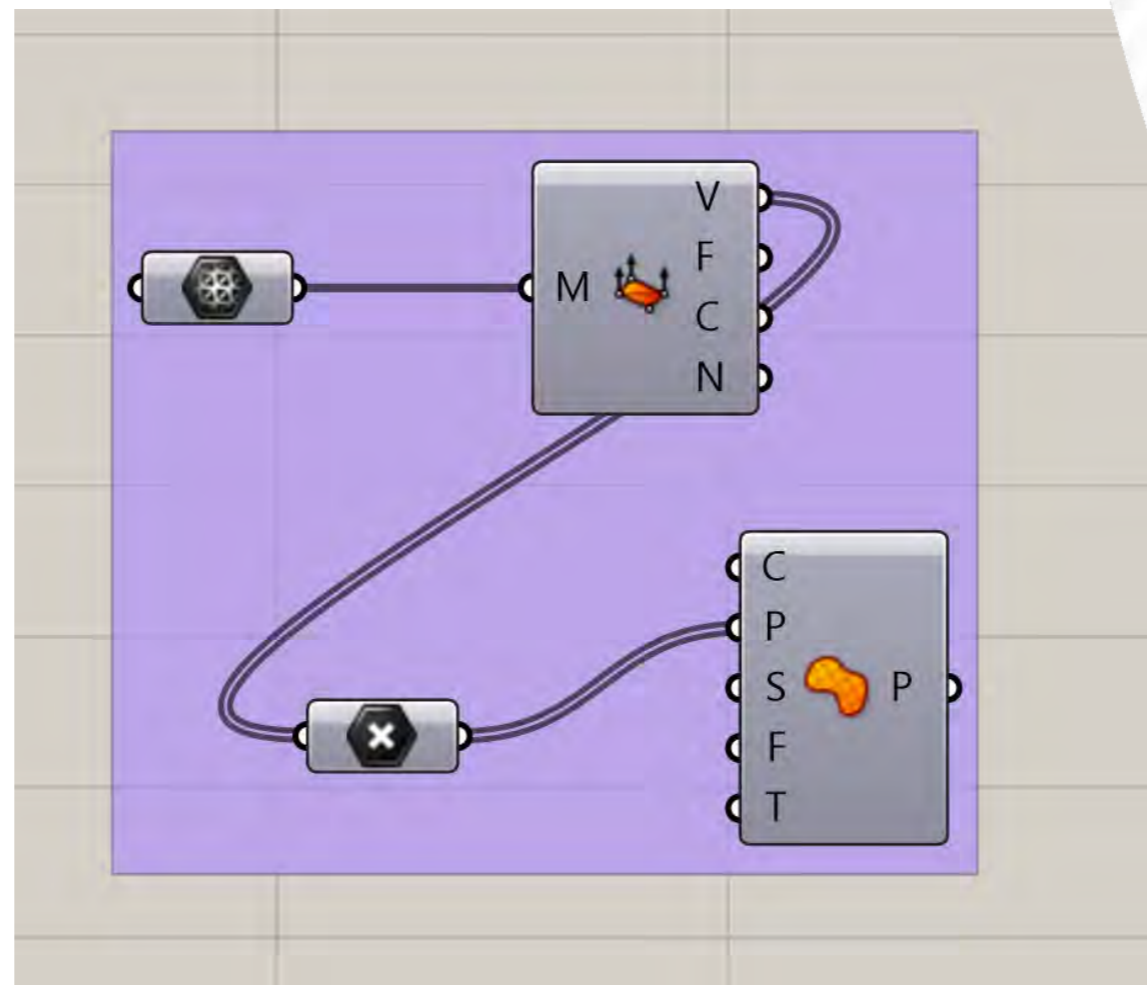
SELECTED AREA

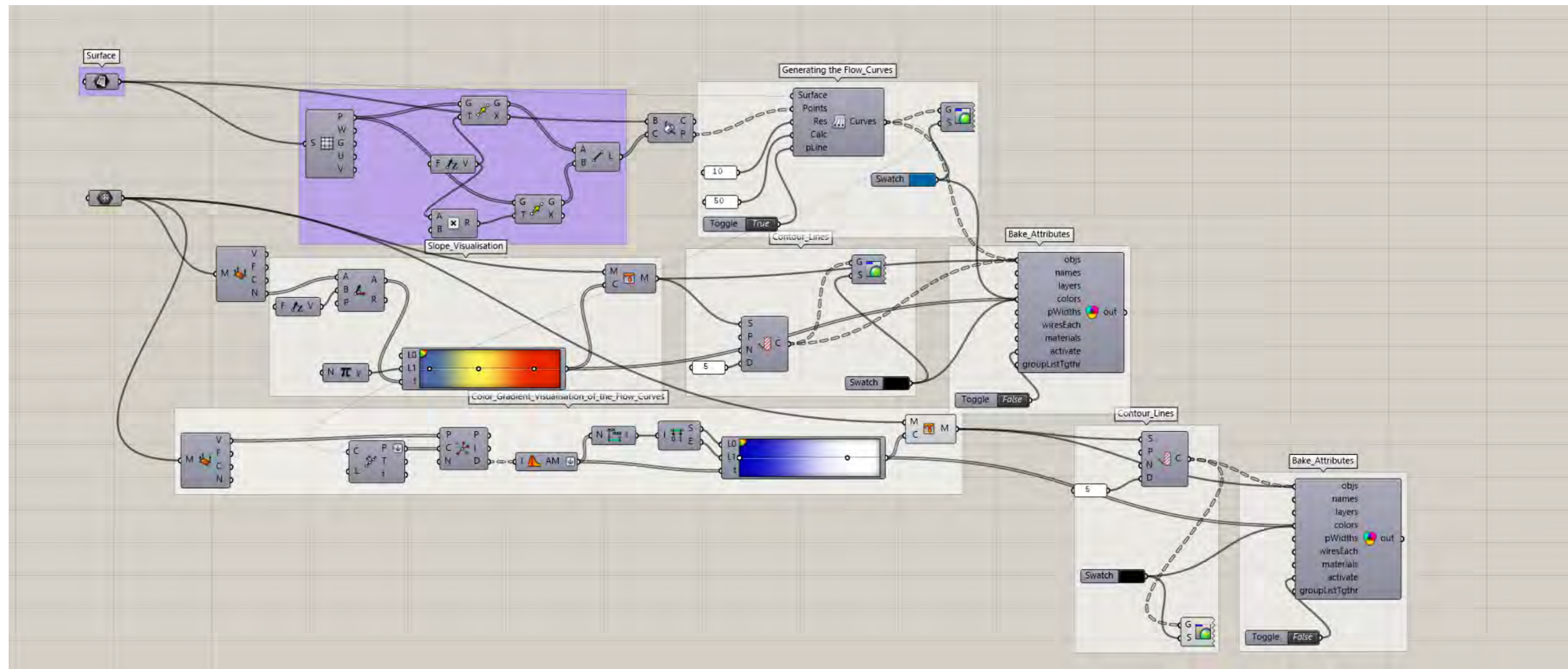


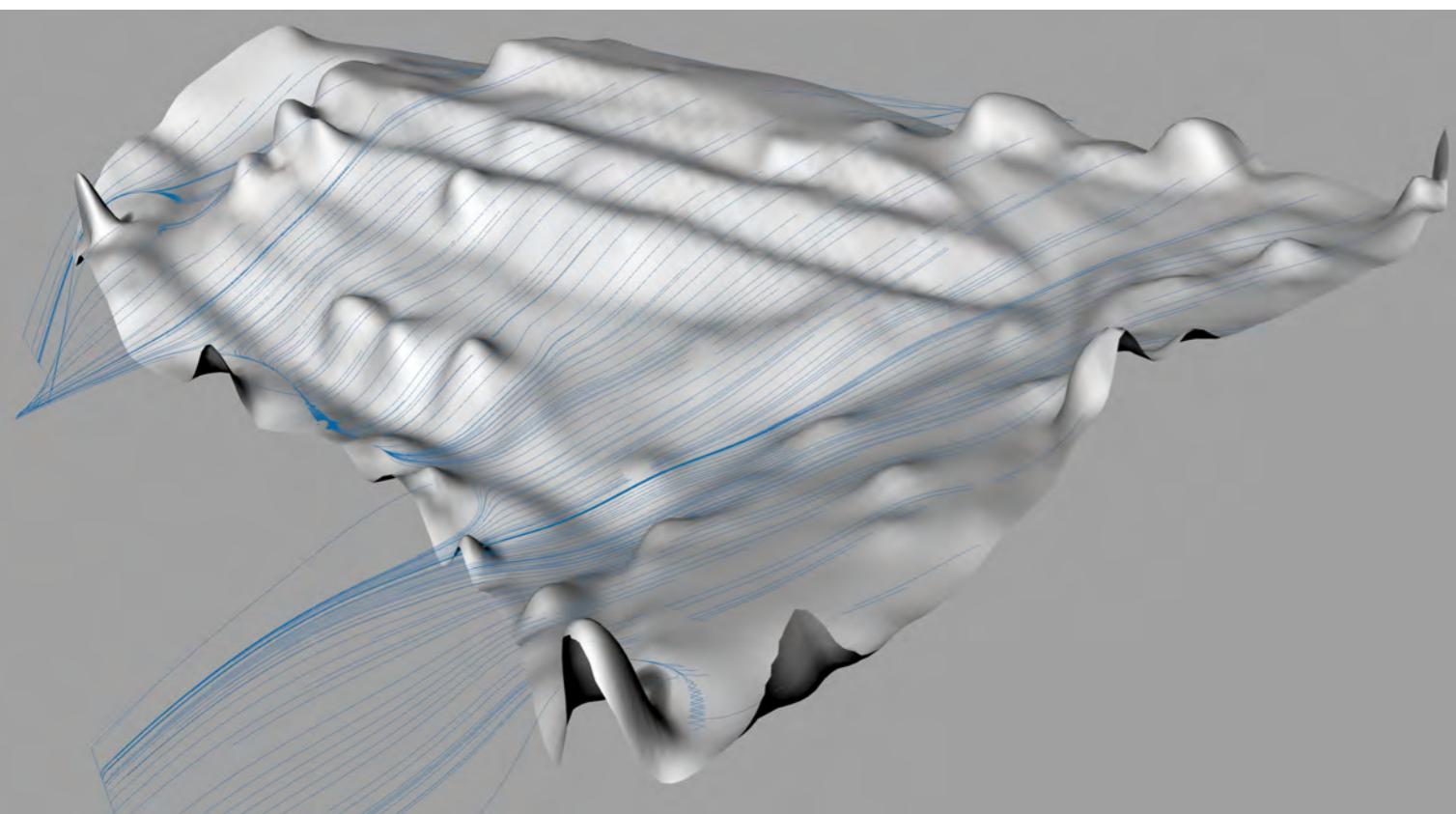
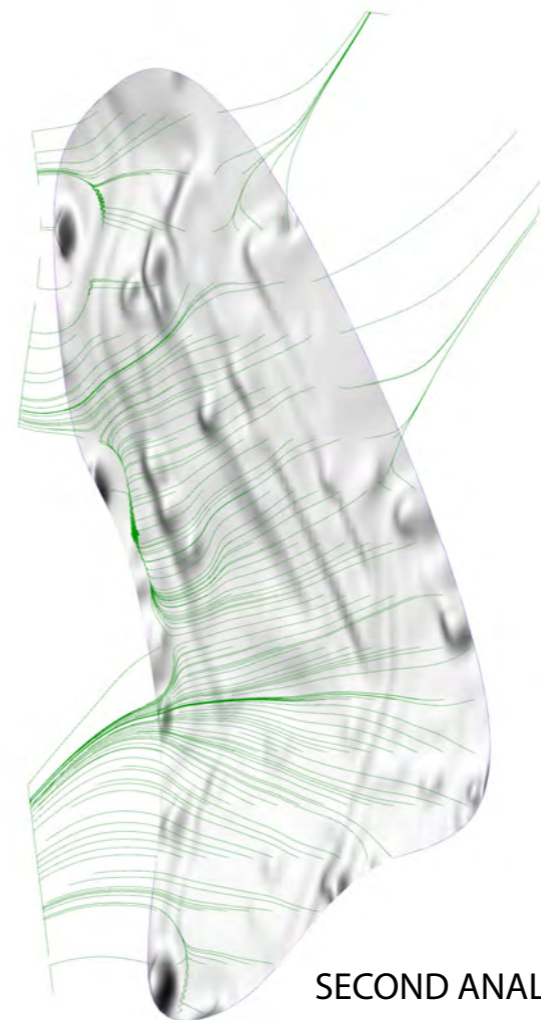
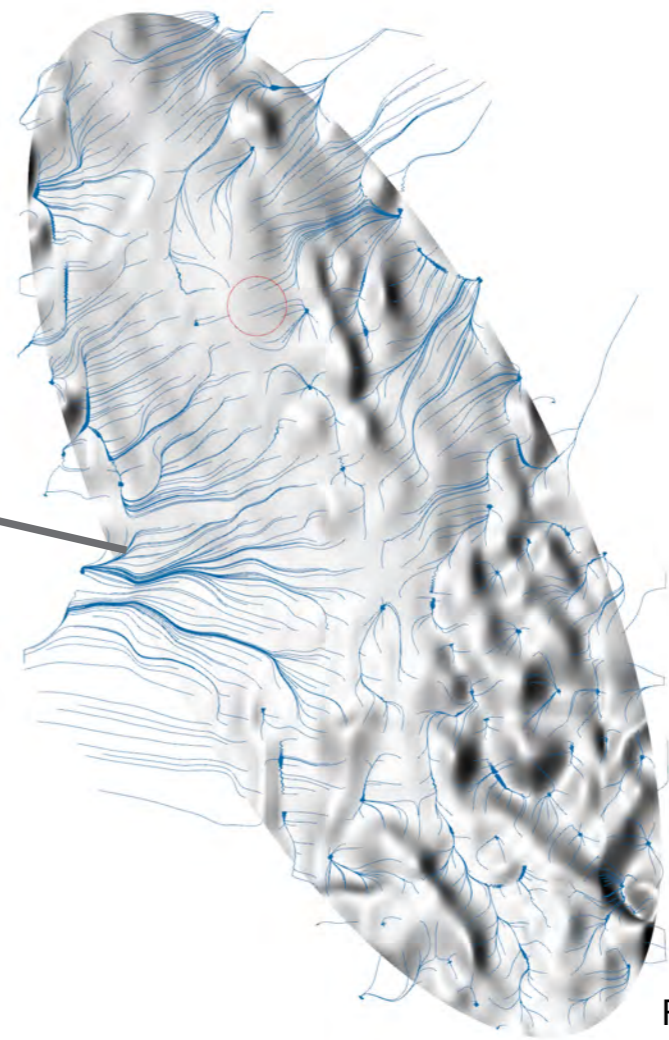
There were several gaps in between the mesh which didn't form a singular surface so we tried to fill the holes with a delaunay mesh. But since this had over 16000 individual components we had to look for other options to analyse the terrain.

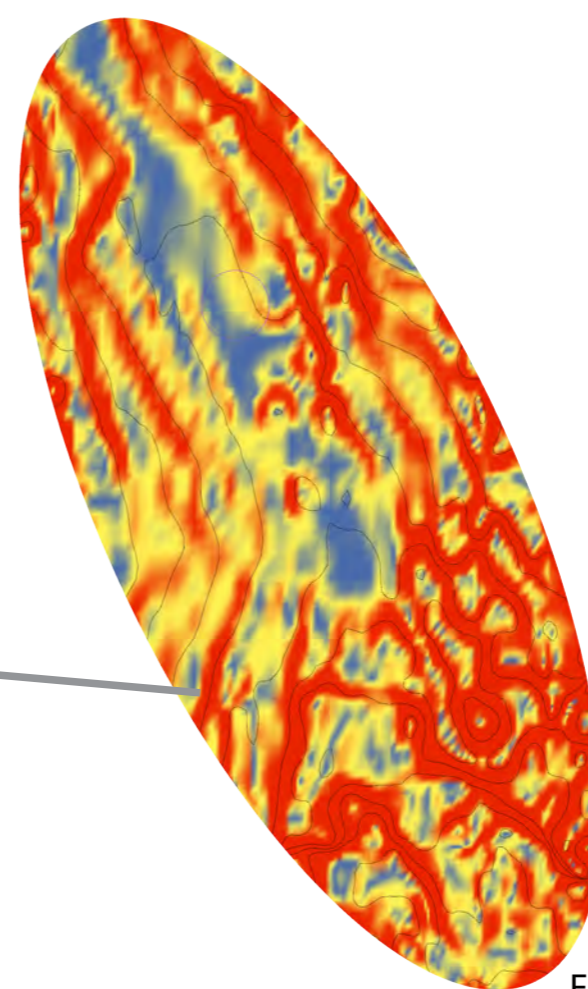
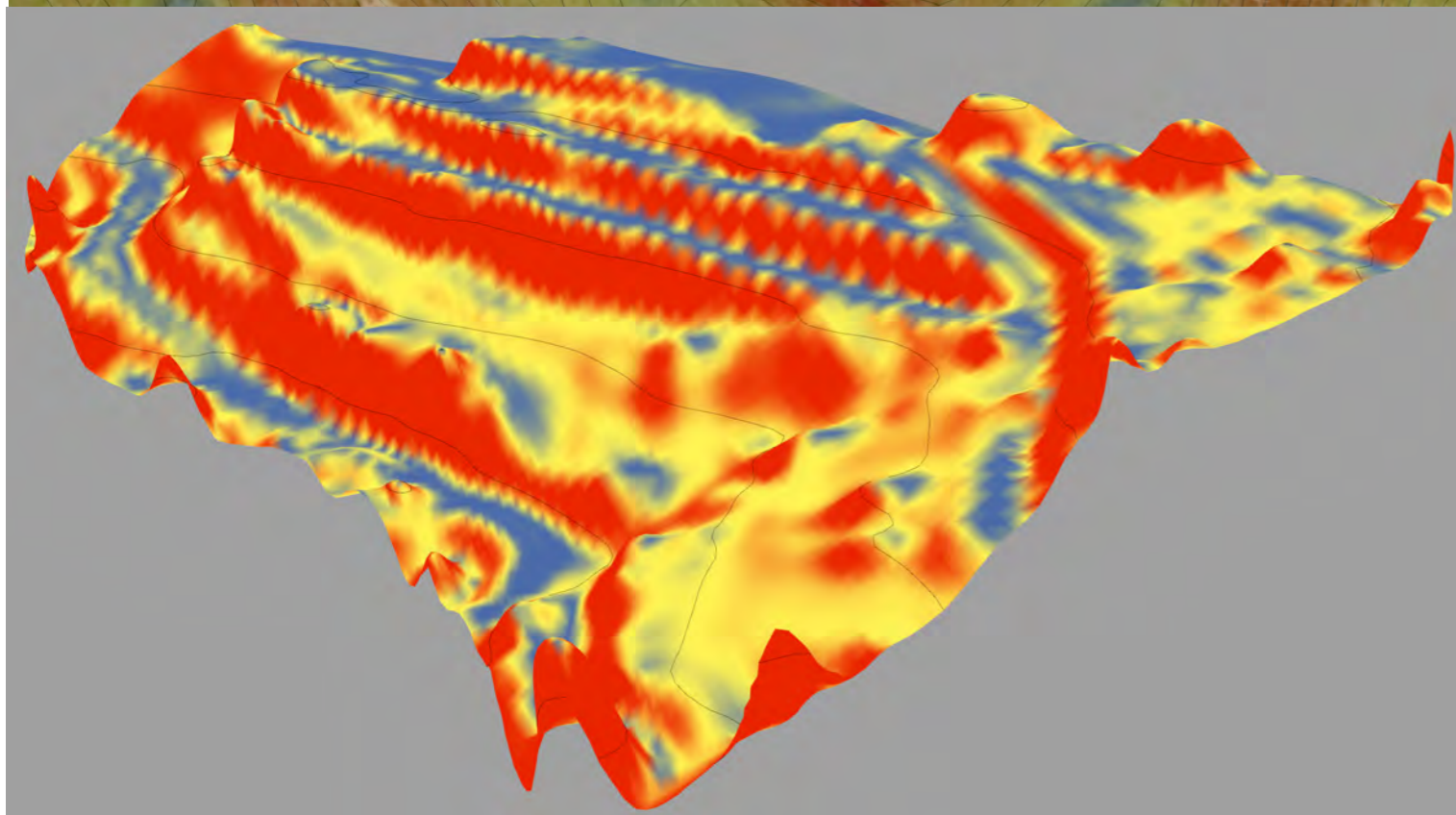
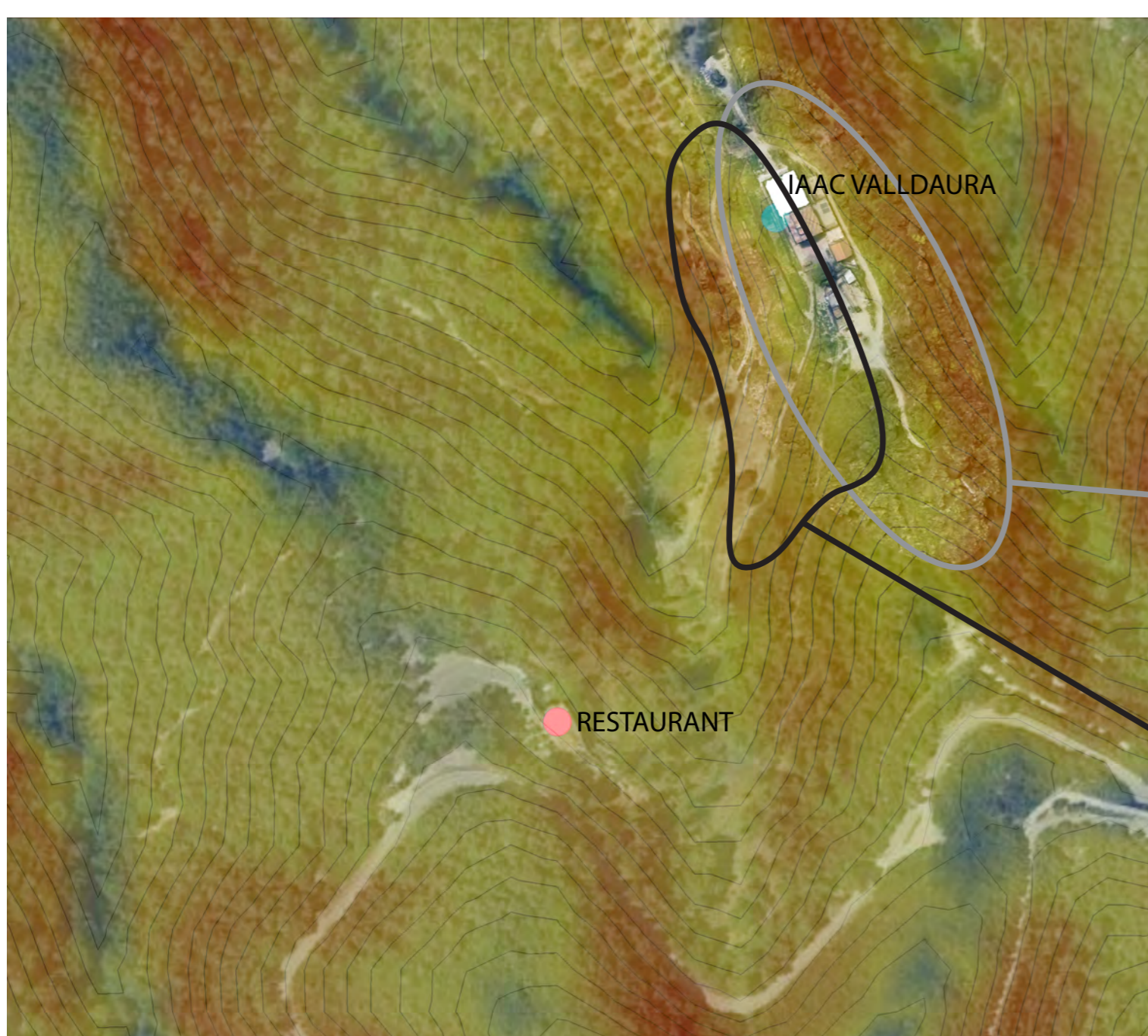


So to get a terrain we broke
the mesh into its components
to make a surface with the
mesh points

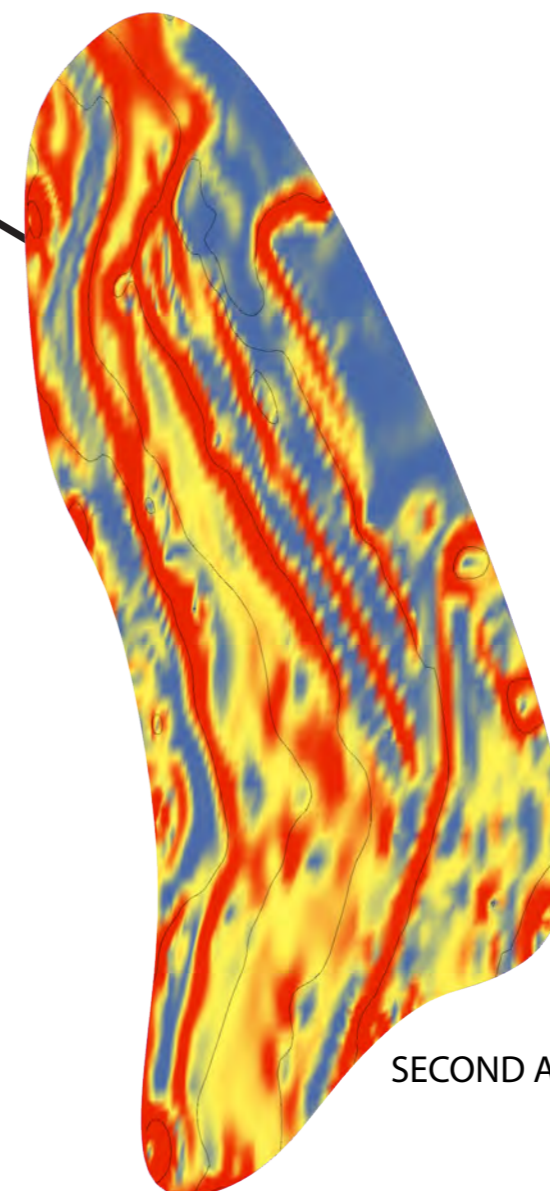




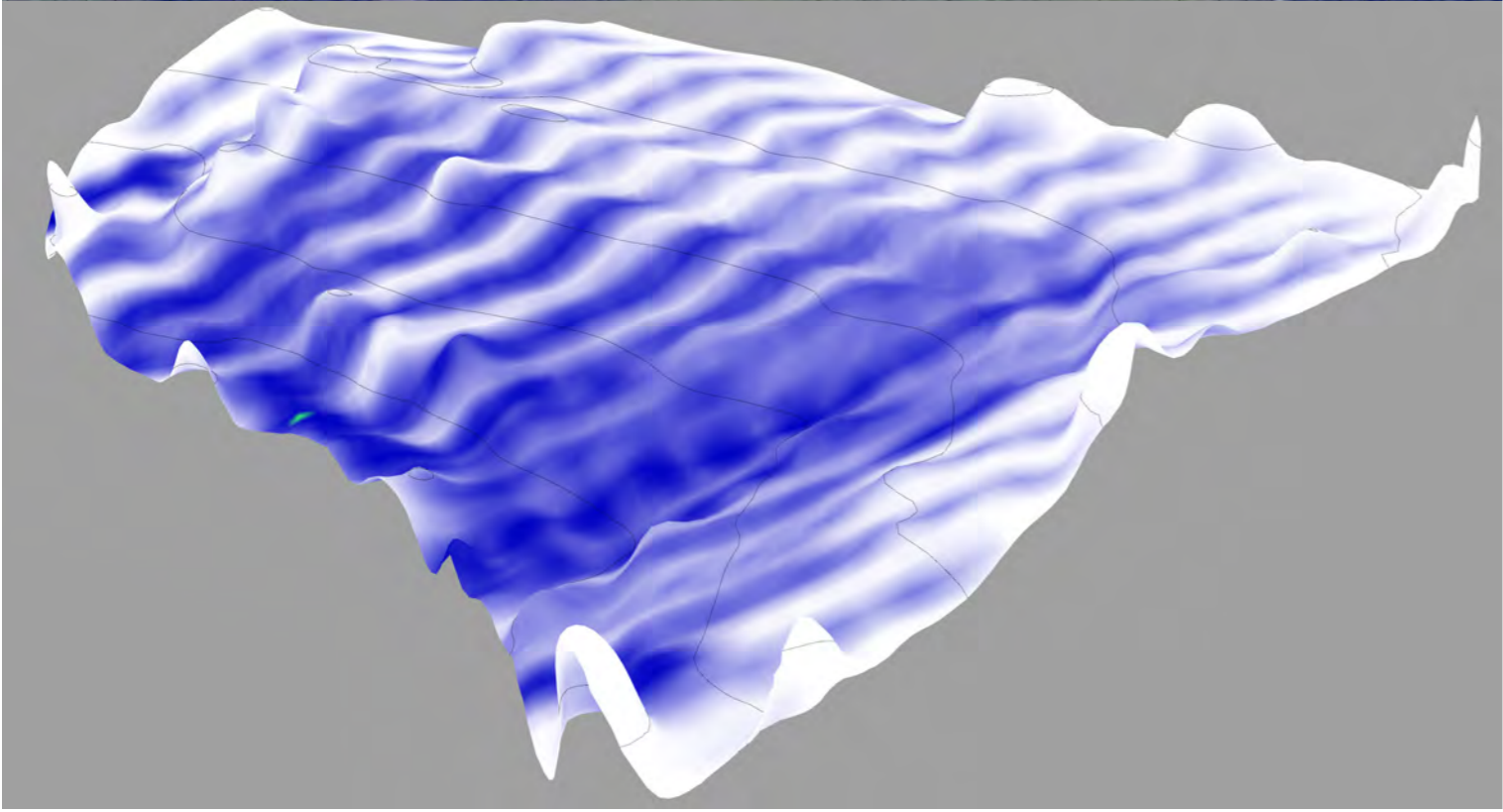
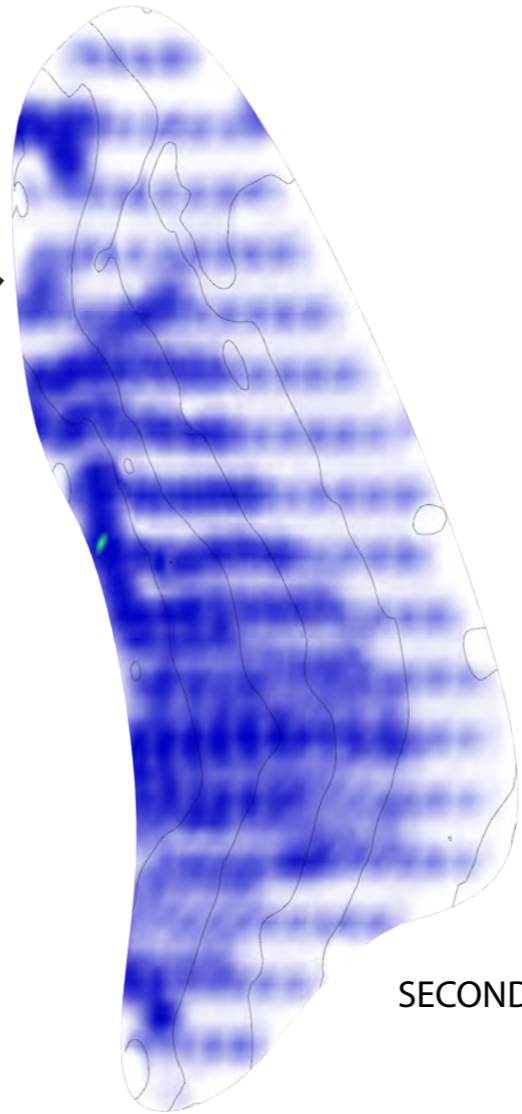
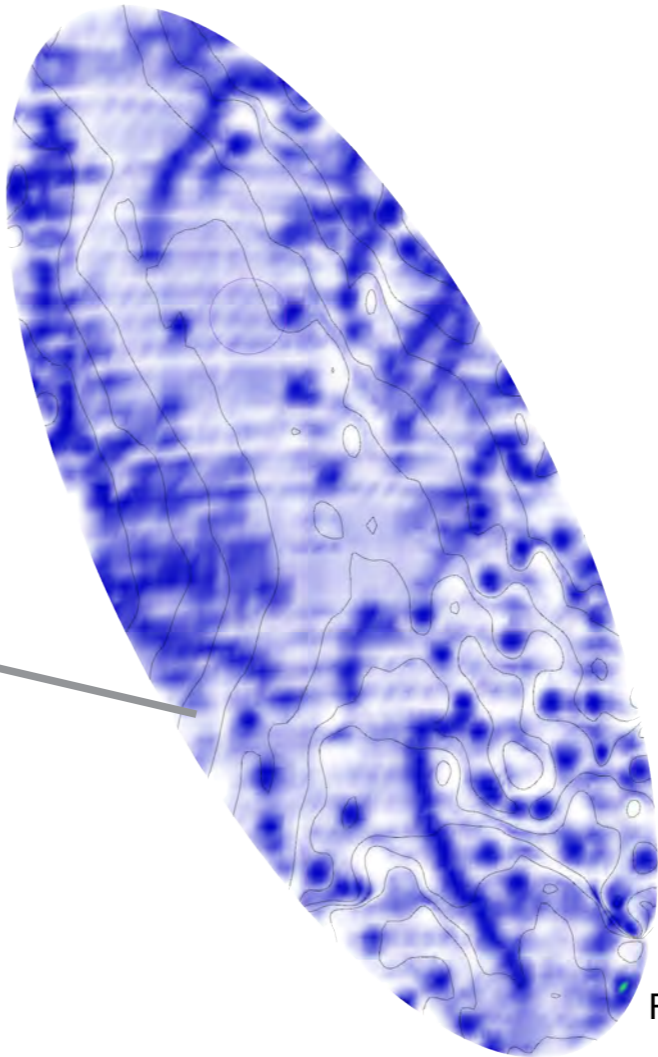
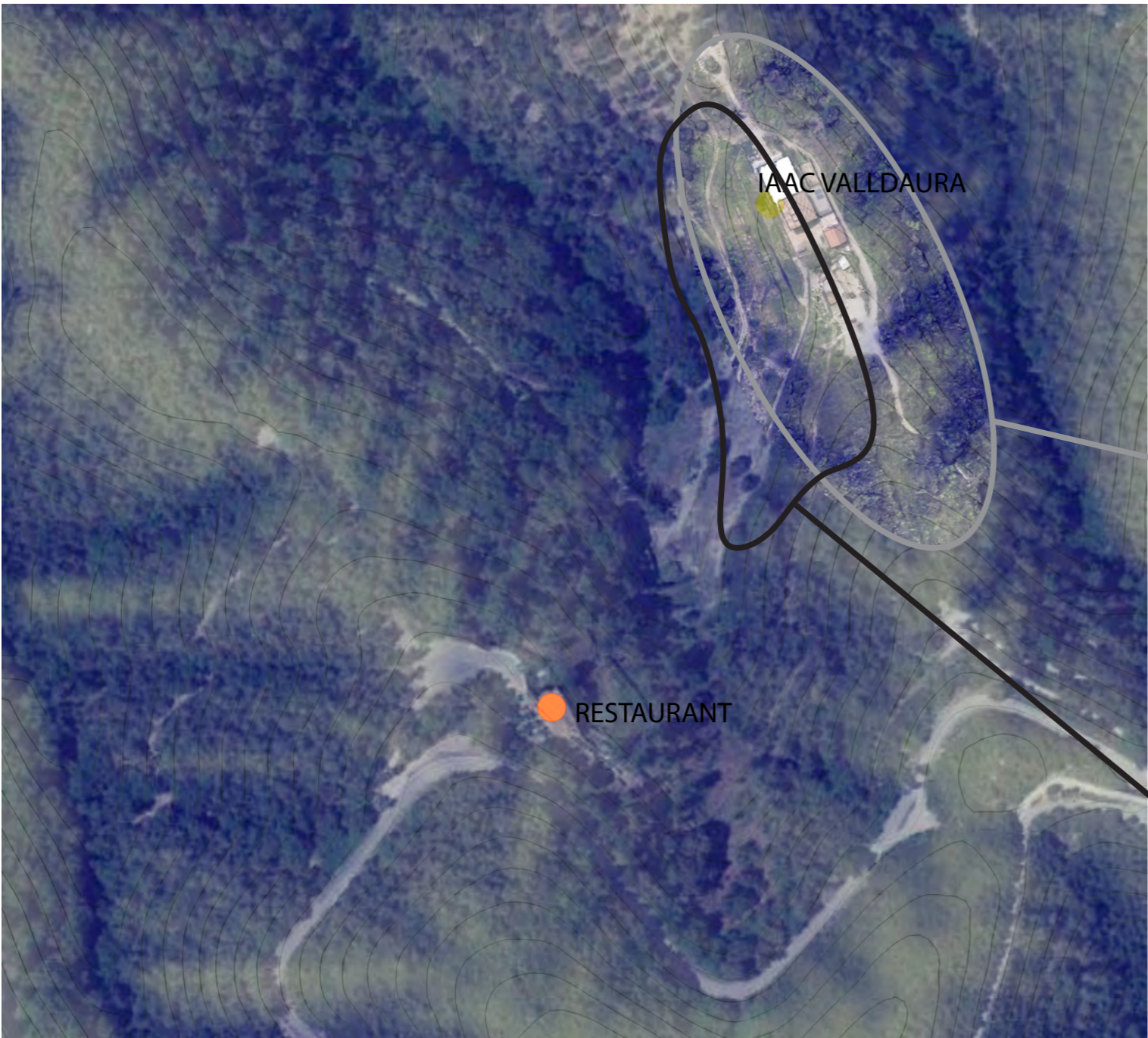




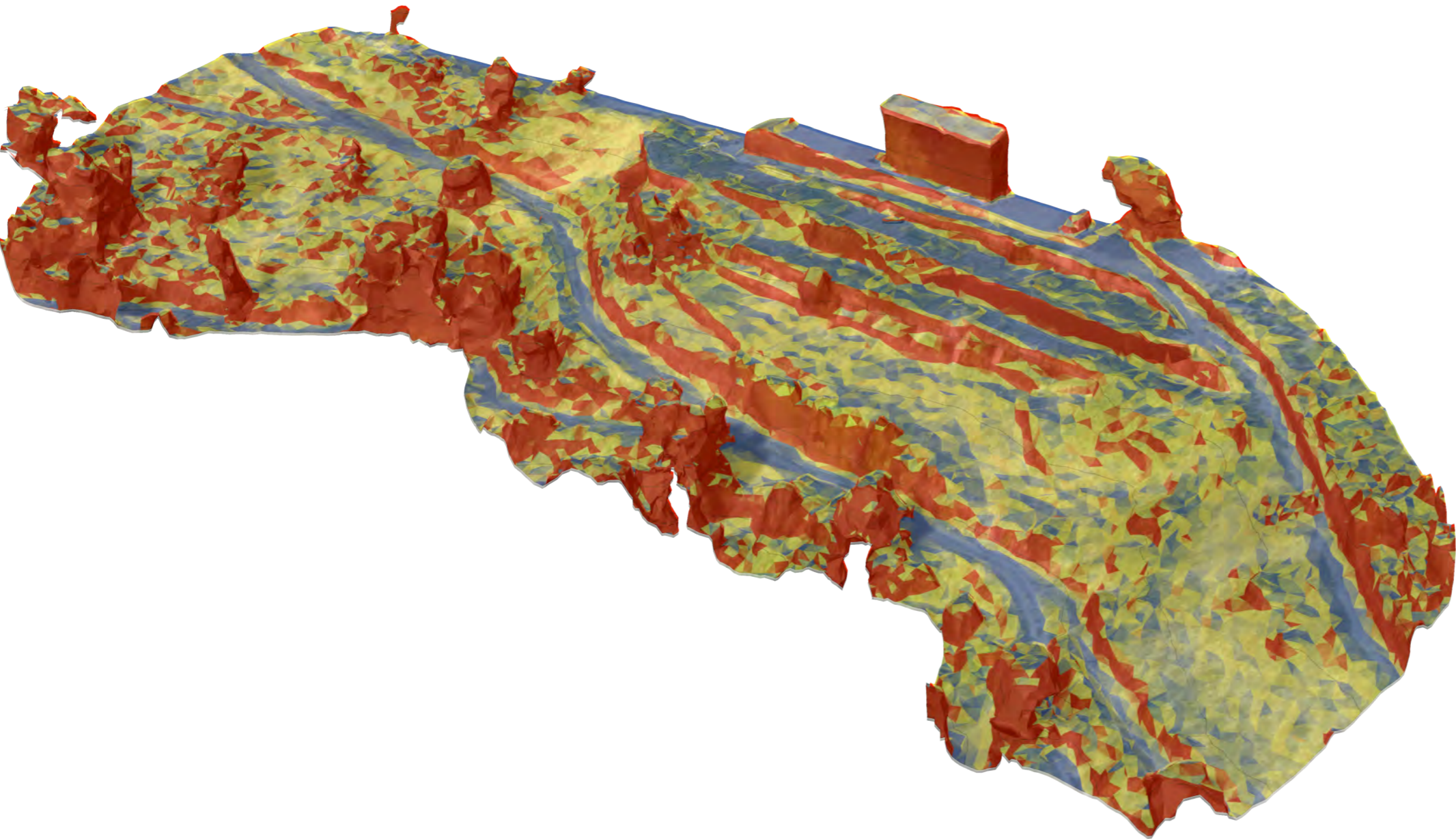
FIRST ANALYSED AREA



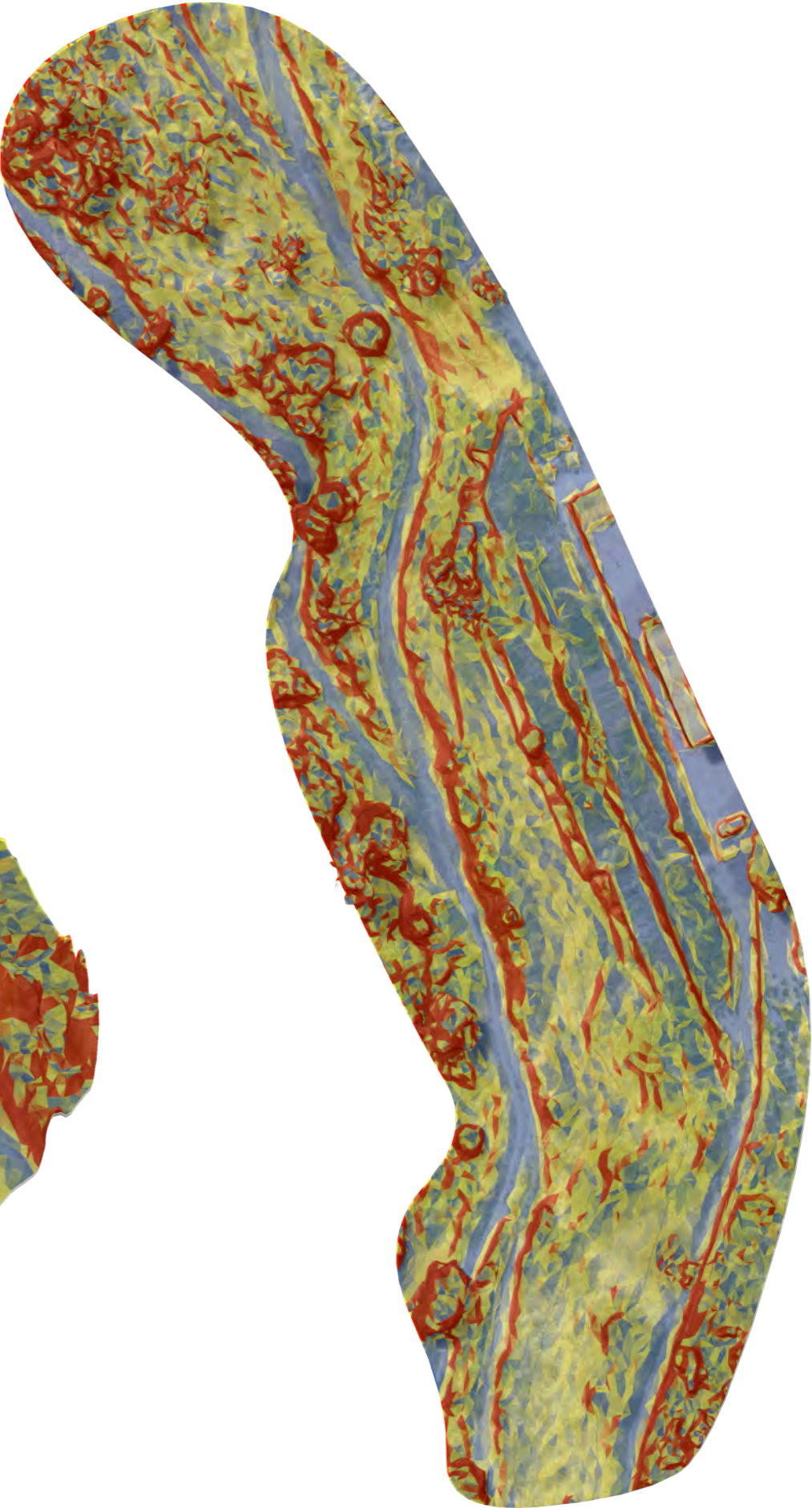
SECOND ANALYSED AREA



DETAILED SLOPE ANALYSIS OF THE TERRAIN

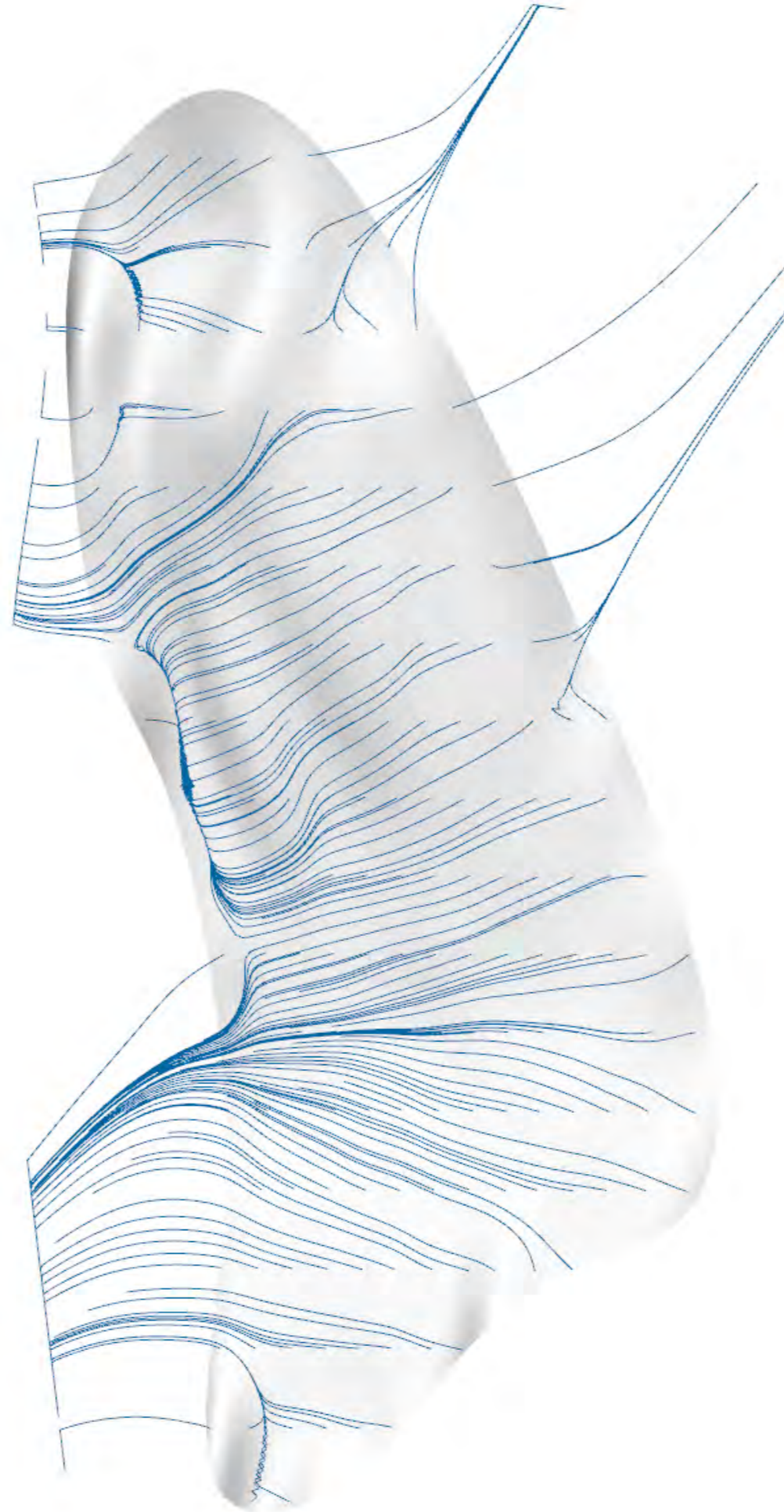


PERSPECTIVE



TOP VIEW

CONTROLLED WATERFLOW DUE TO TERRAIN MANIPULATION



MODIFIED TERRAIN