Indoor3D 2017

Sept 19-20, 2017, East Lake International Conference Center, Wuhan, Hubei, China

ISPRS Workshop Indoor 3D 2017

Indoor3D is the latest in the series of workshops dedicated to research and developments in the area of indoor spatial information. Indoor 3D 2017 aims to bring together researchers and practitioners from academia and industry involved in indoor mapping, positioning, navigation, 3D modeling, location-based services (LBS) and mobility.

With the rising urban population and the increasing complexity of cities as conglomerates of enclosed spaces, there is a growing demand for spatial and semantic information of indoor environments. Navigational assistance for disabled and elderly people, route planning for emergency management, smart facility maintenance, disaster monitoring and prevention, gaming and tourism are just several of the direct applications of indoor spatial information.

Traditional 2D floor plans do not meet the requirements of many indoor location-based applications. 3D elements such as staircases, ramps, stationary and dynamic obstacles are very important for effective and efficient management, security and guidance in indoor environments.

Indoor 3D 2017 is organized by the ISPRS Working Group IV/5 in cooperation with Working Groups I/6 and I/7 as part of the Geospatial Week 2017(website: http://gsw2017.3snews.net), which will be held from 18th to 22nd Sept, 2017. The workshop pursues the following main objectives:

- Advance knowledge in location-based big data and pedestrian movement in indoor/underground/outdoor seamless environments.
- Promote and advance indoor mapping, modelling and navigation research within the ISPRS community.
- Examine and evaluate the state of the art in all aspects of indoor 3D mapping, navigation, modelling and LBS.
- Promote the application of indoor 3D models for navigation, crisis decision support systems, simulations, information systems, and augmented systems.
- Share best practices, discuss user requirements and explore opportunities for future research directions.

http://indoor3d.net/2017/ 1/1