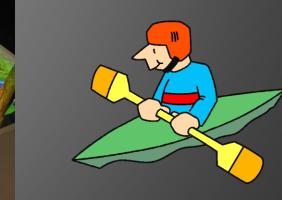


#### Our contribution

- Support the public engagement initiative in Christchurch
- Create 3D animations
- Create Esri Story Map applications for an online exhibition portal
- Provide interactive content for an on-site public exhibition
  - Custom AR Sandbox
  - VR Kayak



# **3D Animations**



### **Spatial data inputs**

**Aerial Imagery** 



**LiDAR Derived Terrain/Surface** 



**Building Footprints** 



**Procedurally Extruded Buildings** 



**Concept Design** 

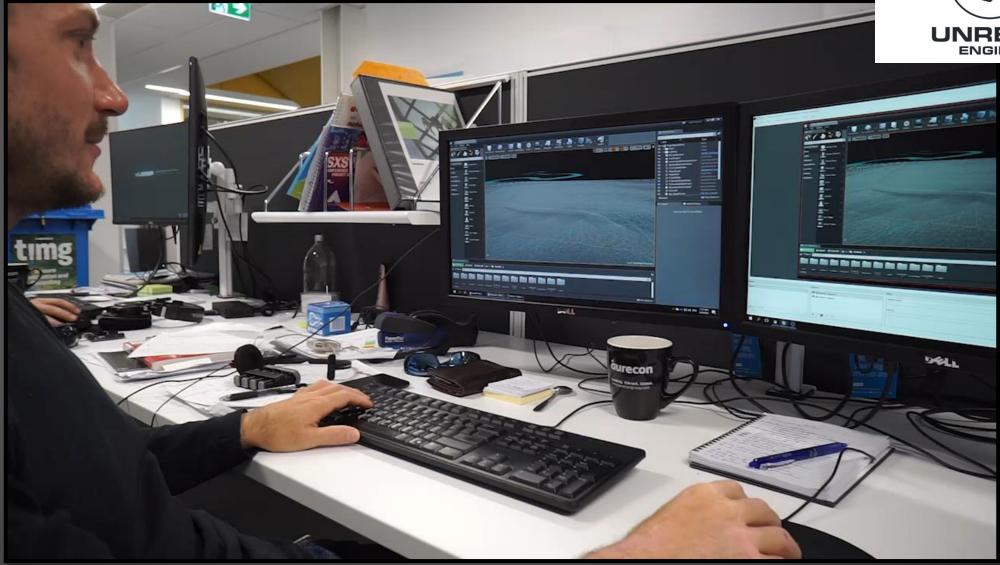


Thank you to open data suppliers Canterbury Maps, Ecan, CCC and LINZ

Local Government 3D Basemaps: <a href="https://solutions.arcgis.com/local-government/help/local-government-scenes/get-started">https://solutions.arcgis.com/local-government/help/local-government-scenes/get-started</a>

# **Building the 3D Model**





# **Aerial Animation**

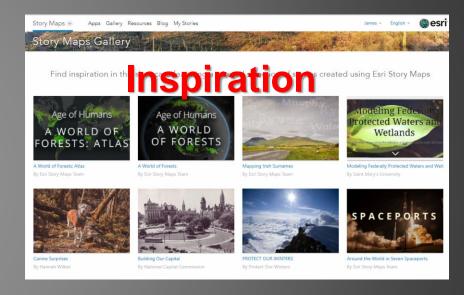


# **Stopbank Animation**



### **Esri Story Map Applications**

- Storytelling web application
- Integrates with ArcGIS Online
- Combine maps, text, images and videos
- No coding required
- Hosted in the cloud for public access
- Integrates with mobile devices



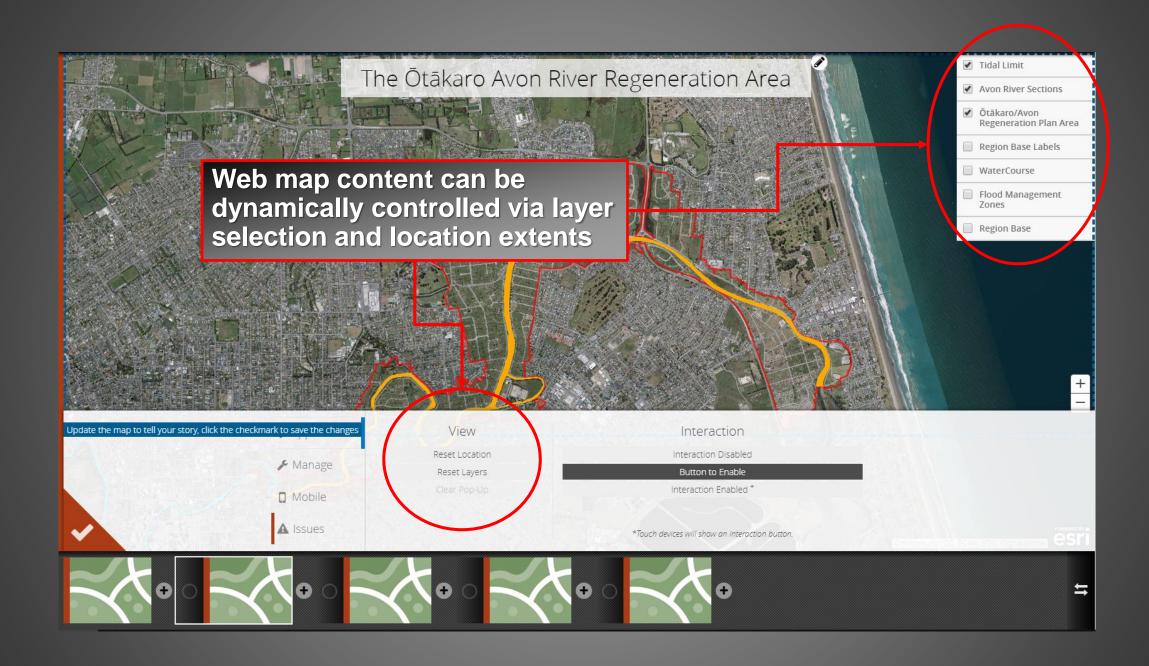
https://storymaps.arcgis.com/en/gallery/



# **Esri Story Map Applications**







#### **Notable Features**

- Hosted in the cloud for public access
- Support for images, videos and web map applications
- Customise through imbedded web applications
- Compatible with mobile devices



### **Story Maps Lessons Learnt**

- Video content with auto play and repeat
  - YouTube, Vimeo or DIY?

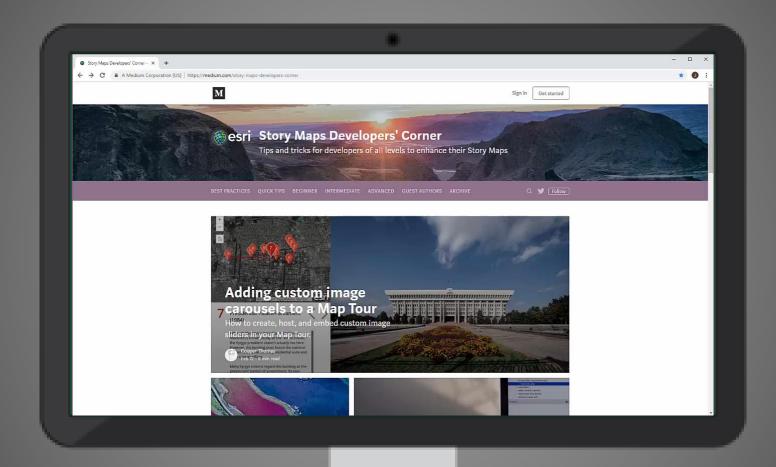


### **Story Maps Lessons Learnt Continued...**

- Embedding custom web applications
  - Using web mapping app excessive and time consuming to load
  - Simple static basemap with icons and popups
    - Tippy.js
  - Undesirable results
    - Not mobile friendly
    - Inconsistent browser behaviour
    - AGOL Assistant to edit json code and replace iframe

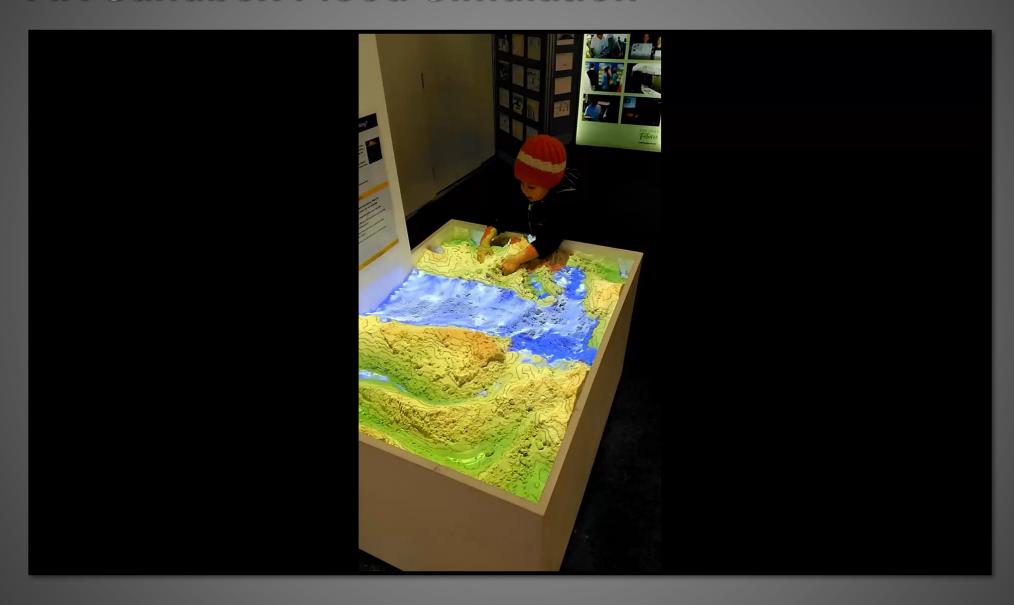


#### Online Resources

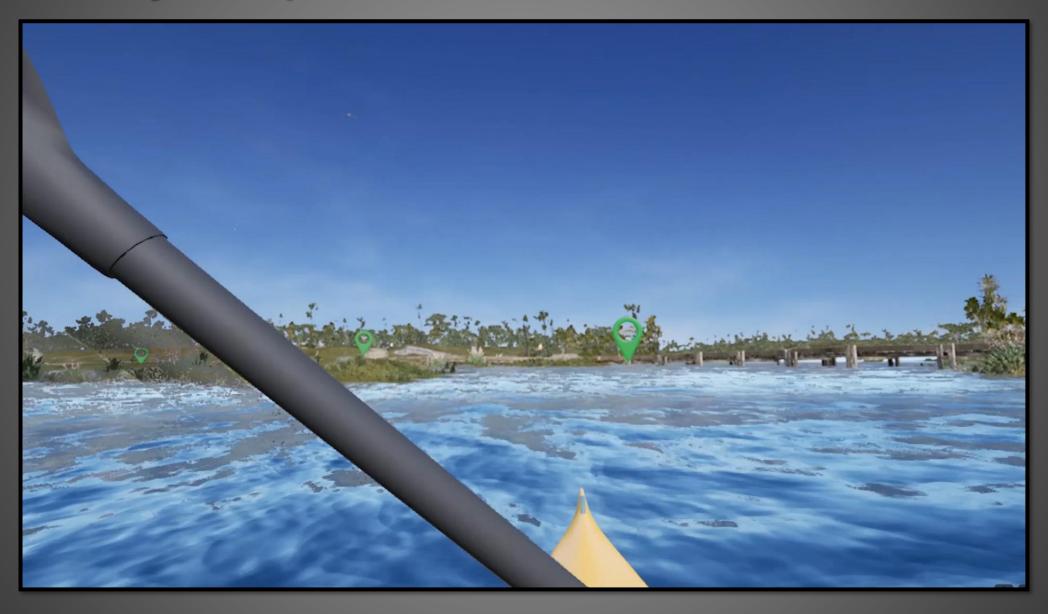


https://medium.com/story-maps-developers-corner

## **AR Sandbox Flood Simulation**



# **VR Kayak Experience**



### Summary

- Successful public engagement with thousands of attendees both on site and online
- Spatial technology played a key role in the exhibition's success
- Custom tools allowed us to more rapidly build a 3D riverine model
- Mixed reality experiences allowed the public to be immersed within a future natural river environment to better understand key concepts

# Questions

Gringing ideas to life