

27-28 October 2022







Programme

Day 1

10:00–10:15 Welcome and Opening Comments

10:15–10:45 Keynote: The Fall and Rise of National Geospatial Authorities

Mark Cygan

Director of National Mapping Solutions, Esri

10:45–11:00 *Coffee Break*

Session 1: Topographic Mapping and Immersive Virtual Environments (IVE)

11:00–11:30 Sourcing Topographic Data from Multiple Heterogenous Sources

Vincent Van Altena, Jan Bakermans, Annekarlijn De Rijcke, Marc Post, Daniël Te Winkel, Jacco

Mijnders and Richard Witmer

Kadaster, Apeldoorn, The Netherlands

11:30–12:00 Voxel Based Urban Topographic Mapping for Immersive Virtual Environment Applications

Olga Shkedova and Monika Sester

Institute of Cartography and Geoinformatics, Leibniz University, Hannover, Germany

12:00–12:30 Automatically Generated 3D Geovisualization from Topographic Data in the Unity Game

Engine for Immersive Virtual Environments

Arkadiusz Brzegowy and Łukasz Halik

Department of Cartography and Geomatics, Adam Mickiewicz University in Poznan, Poland

12:30–13:30 Lunch Break

Session 2: Utilising Open-Source Data in Topographic Mapping

13:30–14:00 Evaluation of OpenStreetMap, Wikimapia and OpenTopoMap Data Quality for Test Sites in

Slovenia

Dušan Petrovič, Catherine Desiree Počkaj and Mihaela Triglav Čekada

Faculty of Civil and Geodetic Engineering, University of Ljubljana, Ljubljana, Slovenia

14:00–14:30 Designing Generalization Strategies Using Open Data

Jagadish Boodala, Onkar Dikshit and Nagarajan Balasubramanian

Department of Civil Engineering, Indian Institute of Technology Kanpur, Kanpur, India

14:30–15:00 Soviet City Plans and OpenStreetMap: a Comparative Analysis

Martin Davis

Digital Map Curator at the Bodleian Libraries, University of Oxford, United Kingdom

15:00–15:10 **Summarising Comments**

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Day 2

Session 3: Developments in Topographic Map Production

10:00–10:30 On Demand, Custom, Topographic Maps with topoBuilder

Andrew Stauffer and Ariel Doumbouya US Geological Survey, Denver, USA

10:30–11:00 Automatic Extraction and Placement of Building Point Vector Data from Aerial Imagery

Miloš Basarić and Petar Vasiljev

Military Geographical Institute "General Stevan Bošković", Belgrade, Serbia

11:00–11:30 *Coffee Break*

Session 4: Enhancing User Experience and Trust in Topographic Maps

11:30–12:00 Transferring the Quality of Printed Topographic Maps in Vector Tiles and 3D Web Maps

Johann Sehner

Bavarian Agency for Digitization, High-Speed Internet and Surveying, Digital Maps Bavaria,

Windischeschenbach, Germany

12:00–12:30 NSDI Development During the War for the Reconstruction of Ukraine

Danylo Kin, Nadiia Lazorenko and Yurii Karpinskyi

Kyiv National University of Construction and Architecture, Kyiv, Ukraine

12:30-13:00 3D Visualization of Tourist Trails in Mobile Applications: A Study of User Preferences

Stanisław Szombara and Małgorzata Zontek

AGH University of Science and Technology, Krakow, Poland

13:00-14:00 Lunch

14:00–15:00 **Discussion:** Establishing a Research Agenda for Topographic Mapping

Alexander J. Kent and Łukasz Halik

15:00–15:15 Closing Comments

Technical Details

All times are specified in Coordinated Universal Time (UTC) https://time.is/UTC

Microsoft Teams is the virtual conference platform. Please install Microsoft Teams software before the conference. Questions regarding the conference can be directed to the local organiser:

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