

Use of Commercial Imagery in Microsoft® Virtual Earth™

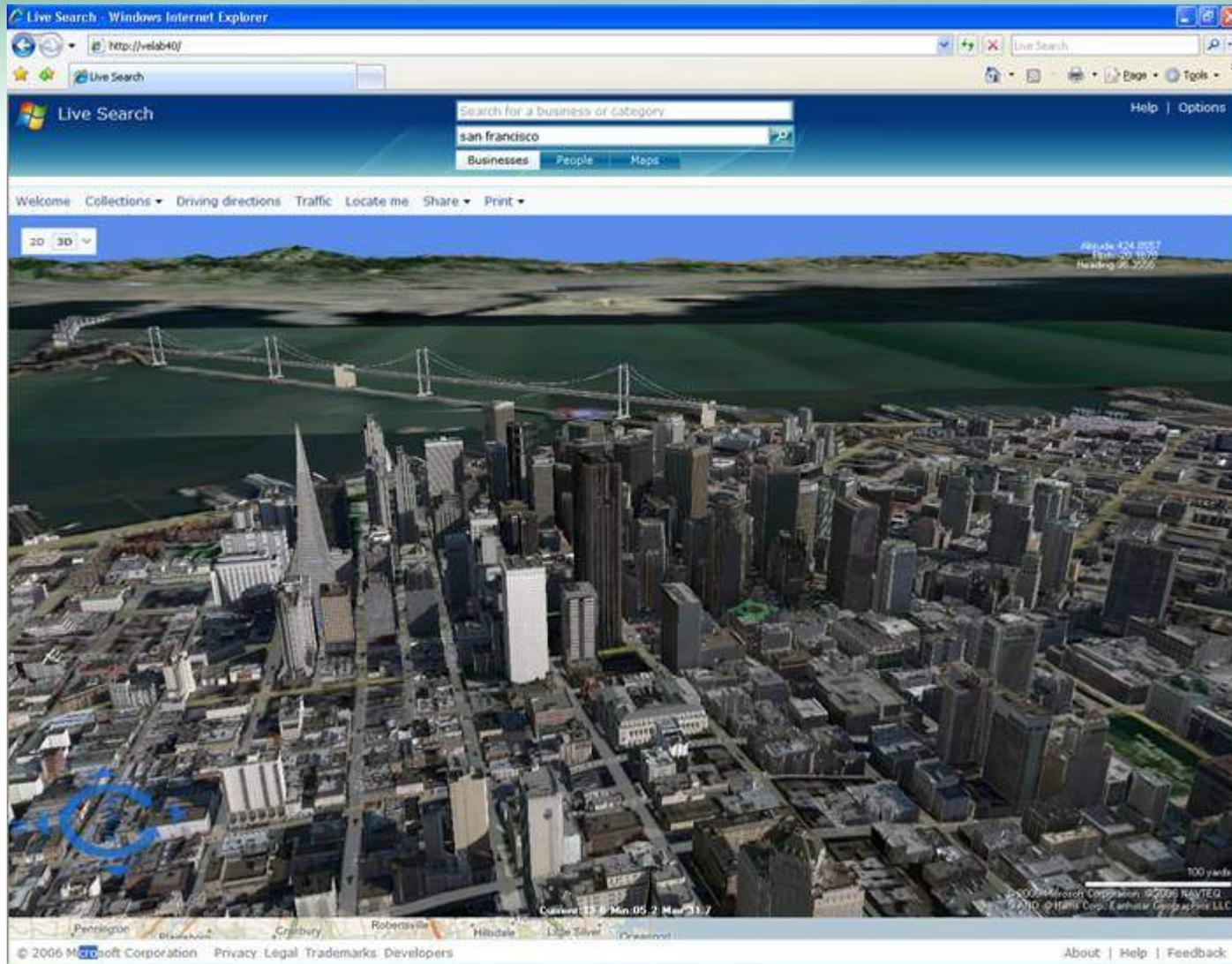
JACIE Civil Commercial Imagery Workshop
Washington, DC
20 March 2007

William B. Gail
Robert Roy

Microsoft Corporation

Introducing the 3D Internet

A New "World" of Information and Visualization



The Changing Search Paradigm

A New "World" of Geospatial Search

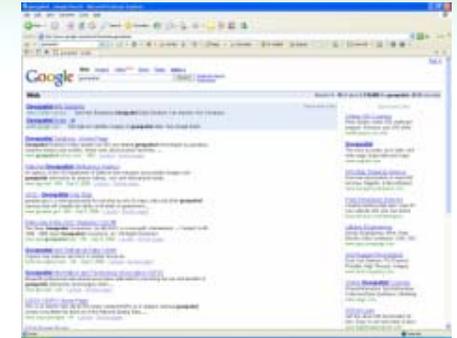
Today's
Platform Technology

Web Browser

*"Bring the Information
to Me"*



Textual Search
and
Retrieval



Tomorrow's
Platform Technology

Web Browser

Geospatial Engine

*"Take Me
to the Information"*



Immersive
Geospatial
and Contextual
Search
and
Retrieval

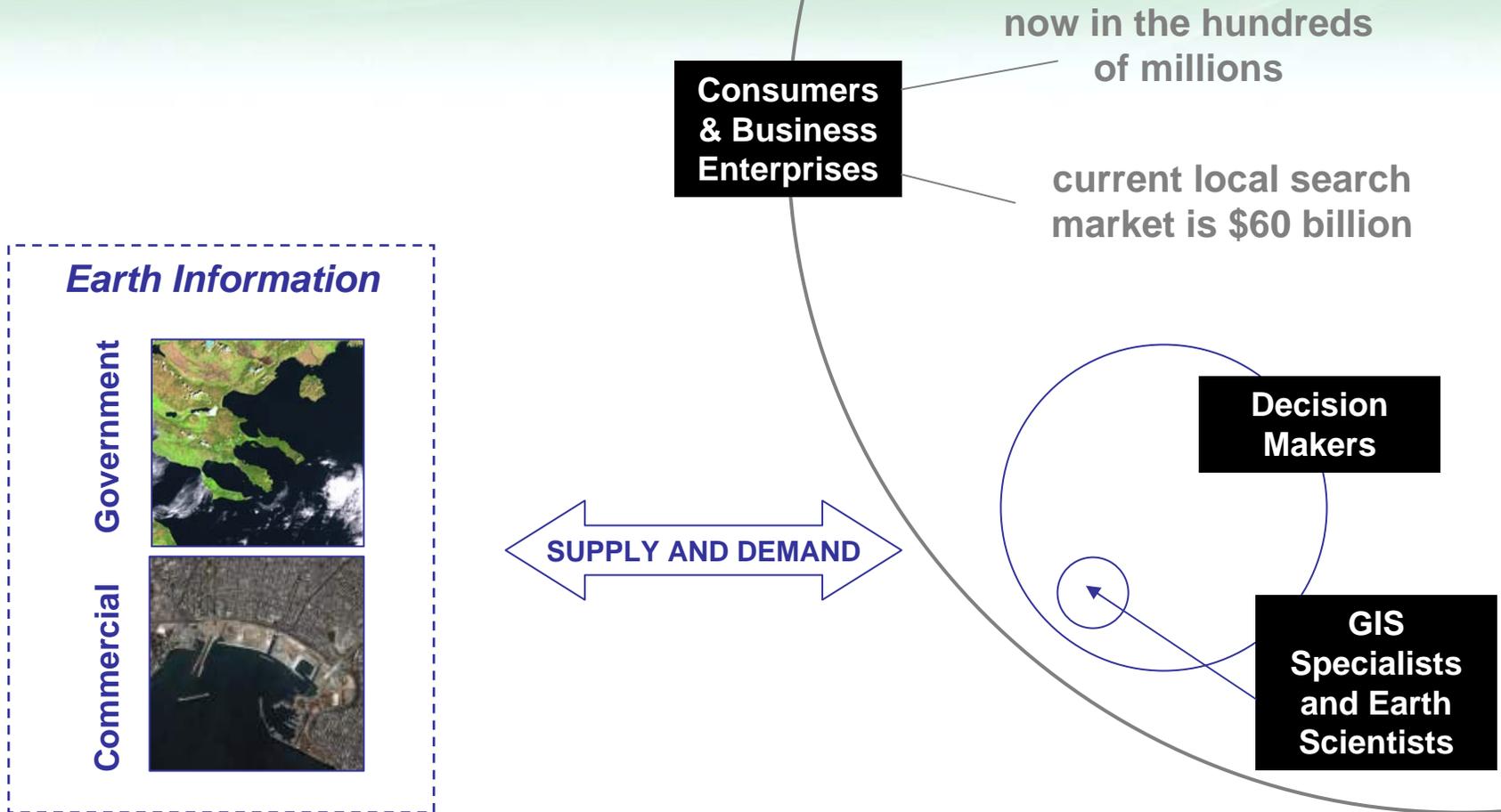


Search is at best 5% solved
– we're not even in the
double digits of its potential.

John Battelle
The Search

Leveraging the Change

Increased Demand for Imagery - and Resources !



Cover the **World** with the **Best Visuals**

“One of the things we are doing is taking all the photographs of the world from satellites, planes, cell phones and people driving around and stitching those all together to create what we call Virtual Earth so that you can see what it's like if you want to drive some place, see what a place looks like. That's a huge project. With all sorts of scales and costing a lot and representing a huge bet that we can only do because we're a large company.”

Bill Gates, Chairman, Microsoft



Main Use

- Provide low resolution imagery backdrop for all landmasses

Coverage Areas

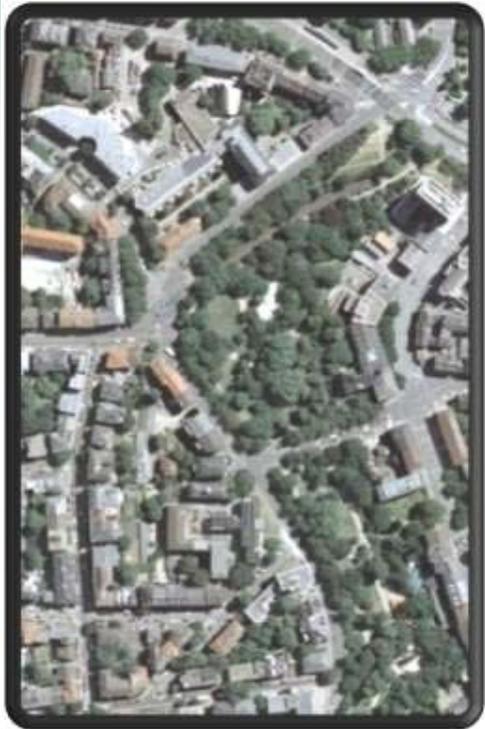
- Global, except polar regions

Specs

- Low res: 1 km pixel for top zoom levels
- Medium res: 15 meter or better

Sources

- Commercial off the shelf (COTS)
- Public domain
- Government agencies



Main Use

- Provide imagery backdrop for an entire country

Coverage Areas

- Goal: all VE markets

Specs

- 1 m+ in urbanized areas
- 2 m+ rural areas
- Countrywide coverage (where feasible)
- Less than 5 years old

Sources

- Commercial off the shelf
- Public domain
- Government agencies



Main Use

- “Fresher” & higher resolution imagery in dense urban areas
- High value to business users like Real Estate

Coverage Areas

- Including suburbs and X-urbs of all major metro areas

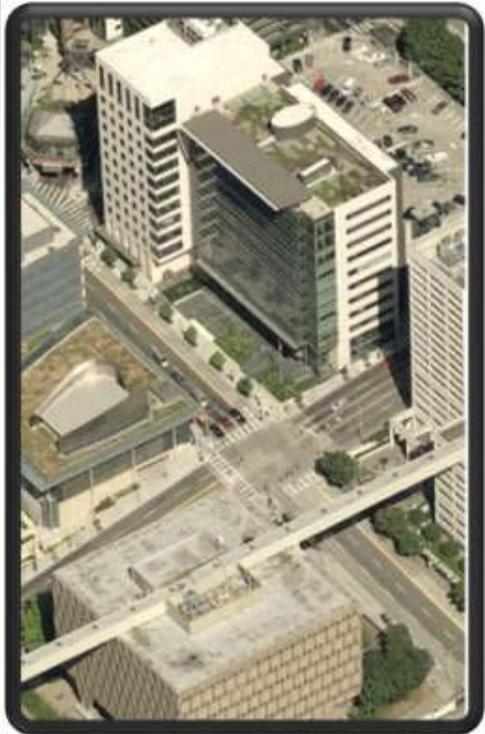
Specs

- 30 cm or better
- Minimal building lean or true-ortho
- Refresh rate depends on rate of change for the area

Sources

- In-house production (Microsoft Boulder)
- Commercial partners
- Public domain

Birdseye (oblique) Imagery



Main Use

- Provide multiple looks at high resolution
- Important for markets like real estate
- Armchair tourism

Coverage Areas

- US: by county, 80% population
- Europe: by city/region, plan 80% population

Specs

- 15 cm at 45 degrees
- 4 looks in all urbanized areas

Sources

- Pictometry and their (international) license holders



Main Use

- Imagery for high-interest areas outside VE markets

Coverage Areas

- Wonders of the World (biggest, oldest, highest, ...)
- Themes: Olympic venues, F1 race tracks, world heritage, ...

Specs

- 1 meter or better resolution
- As fresh as possible

Sources

- GeoEye: Ikonos satellite



Main Use

- Terrain for 3D
- Hill-shading for road maps
- Pushpin location in Birdseye images

Coverage Areas

- Global (enhanced SRTM)
- National: US, UK, Italy, Japan, France, others
- Local high interest areas (“wonders-of-the-world”)

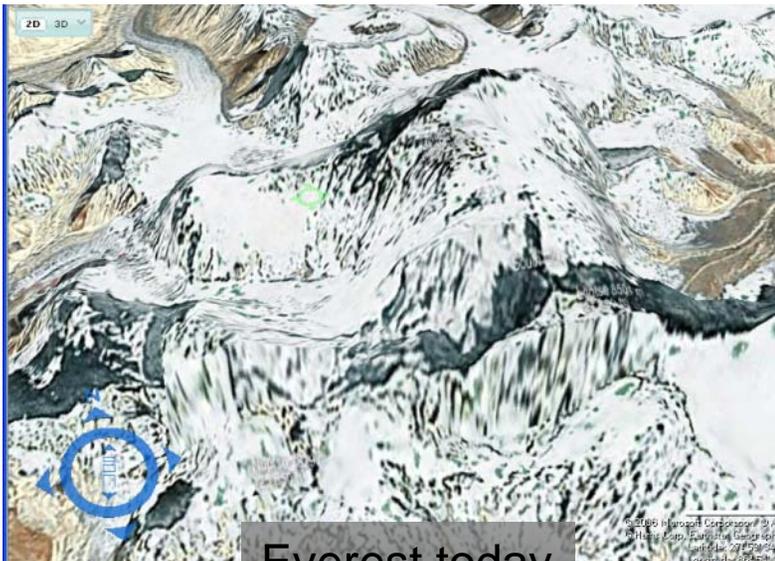
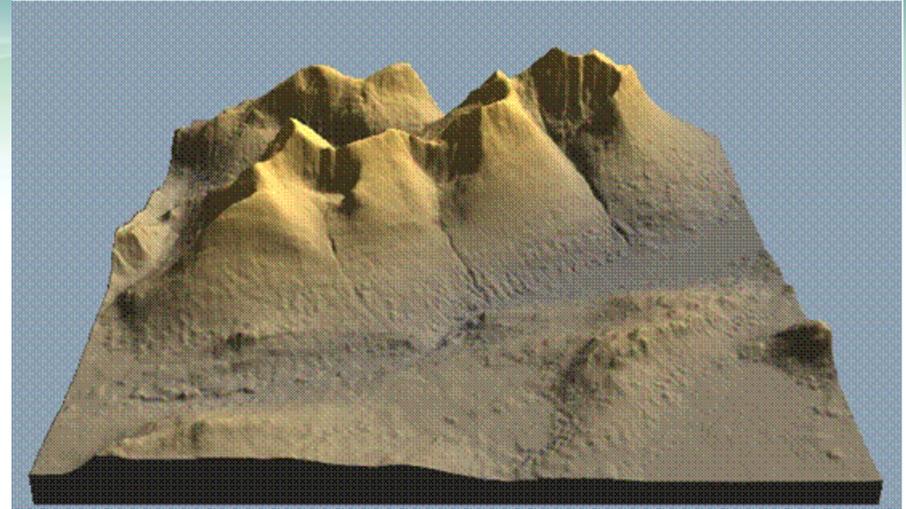
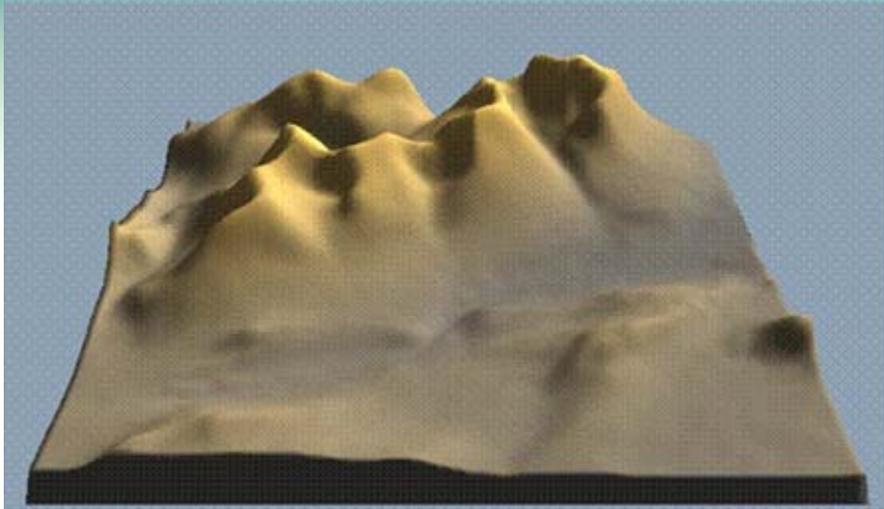
Specs

- Global: 90 meter or better resolution
- National: 30 m or better
- Local: 10 m or better

Sources

- Commercial off the shelf
- Public domain
- Government agencies
- Microsoft modifications

A case for better DEM



Everest today



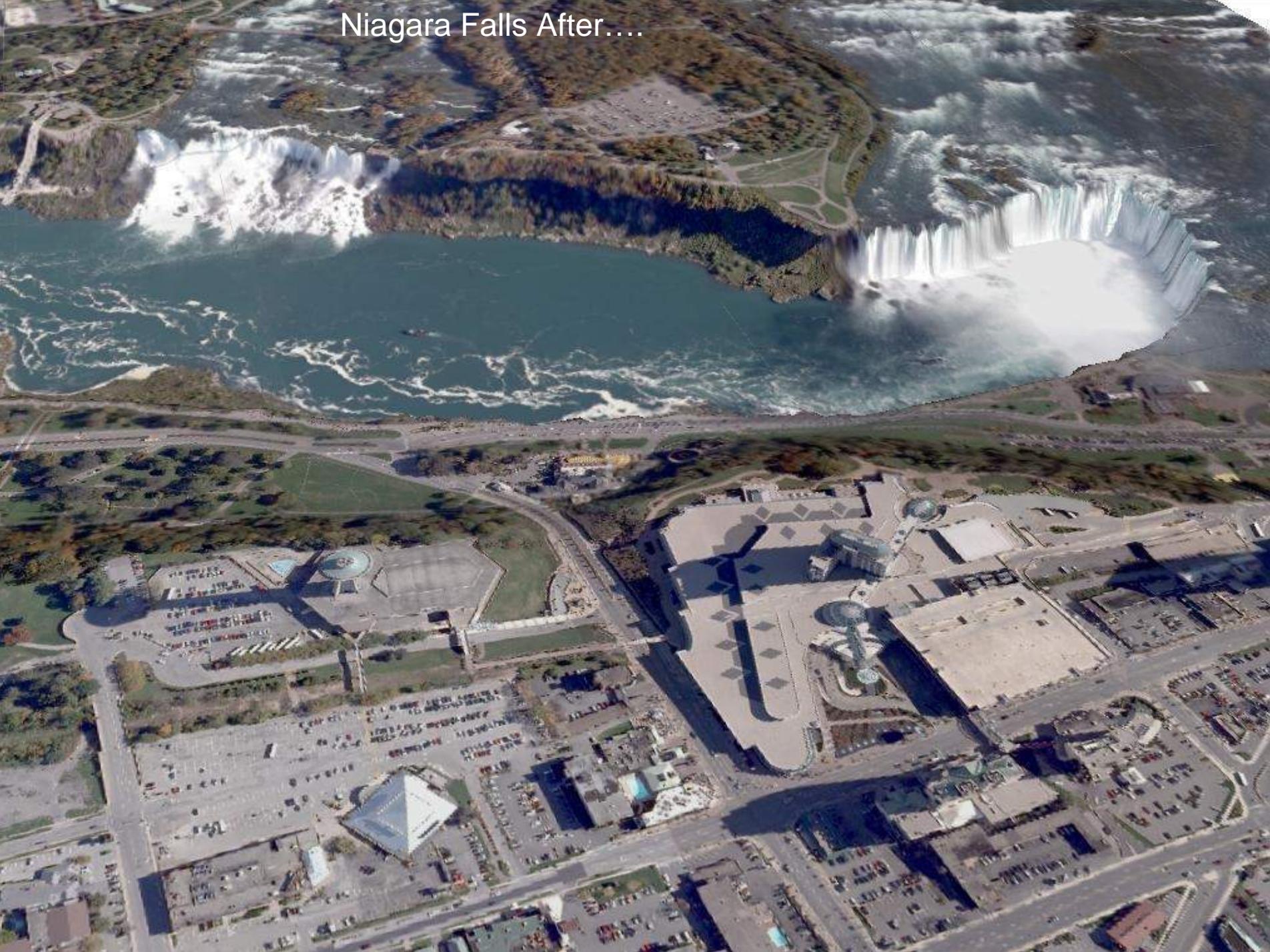
Everest new

Niagara Falls Before....

2D 3D



Niagara Falls After....



3D City Models



Source

- Created by Microsoft from UltraCam imagery

UltraCam Imagery



Main Use

- 3D models
- Urban orthos

Specs

- 15 cm

Coverage Areas

- All 3D cities

Sources

- Aerial survey firms with UltraCam



Main Use

- Current: technology preview website
- Future: higher detail at street level in 3D models

Coverage Areas

- 3D cities only

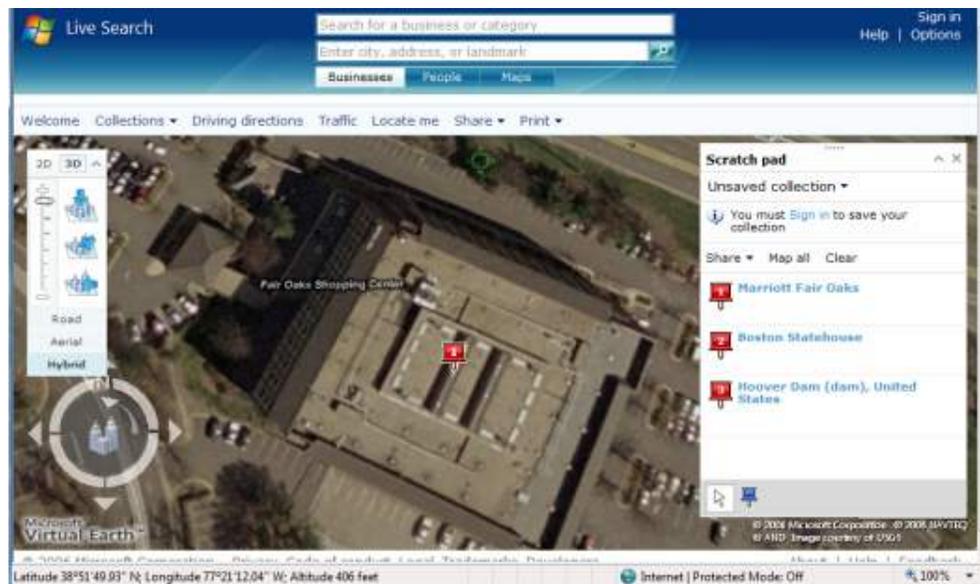
Specs

- Variable

Sources

- Multiple sources

DEMO



THE END