### **Procedural Urban Forestry**

Till Niese, Soren Pirk, Matthias Albrecht, Bedrich Benes, Oliver Deussen Siggraph 2021

**Axel Paris** 

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### Overview

Goal: realistic vegetation generation for urban layouts

#### **Contributions:**

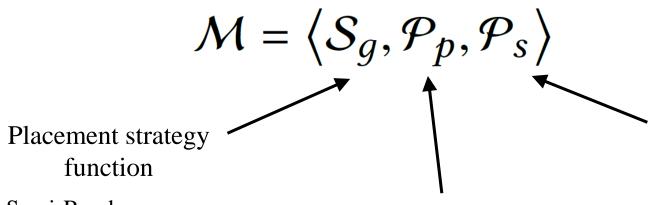
- Procedural modeling framework that factorize complexity
- A set of procedural placement model and their parameterization
- Novel pipeline for learning plant distributions in cities

## Overview



#### Procedural Placement Models - PPMs

A PPM defines a placement strategy and structural and positional parameters for populating single lots.



Structural parameters
For 3D plant growing

Semi-Random

Boundary

Cluster

. . .

Positional parameters

#### **Contains**

- Zone identifier
- Polygon of the lot
- •

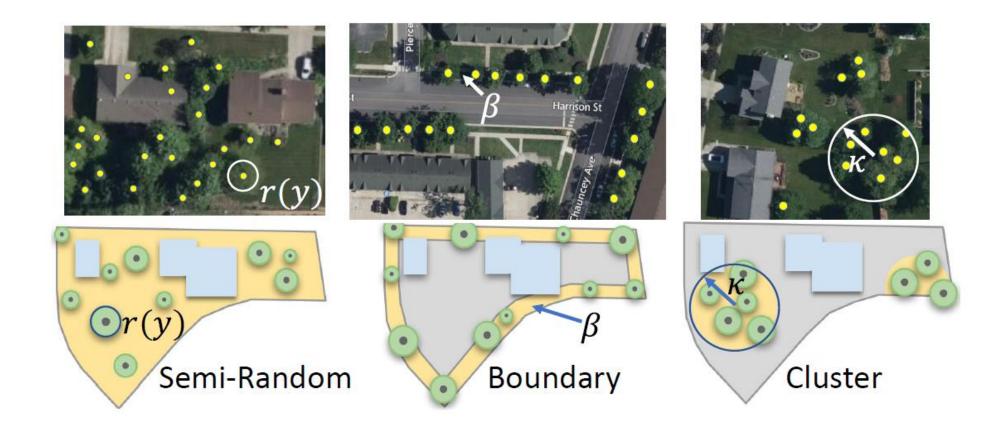
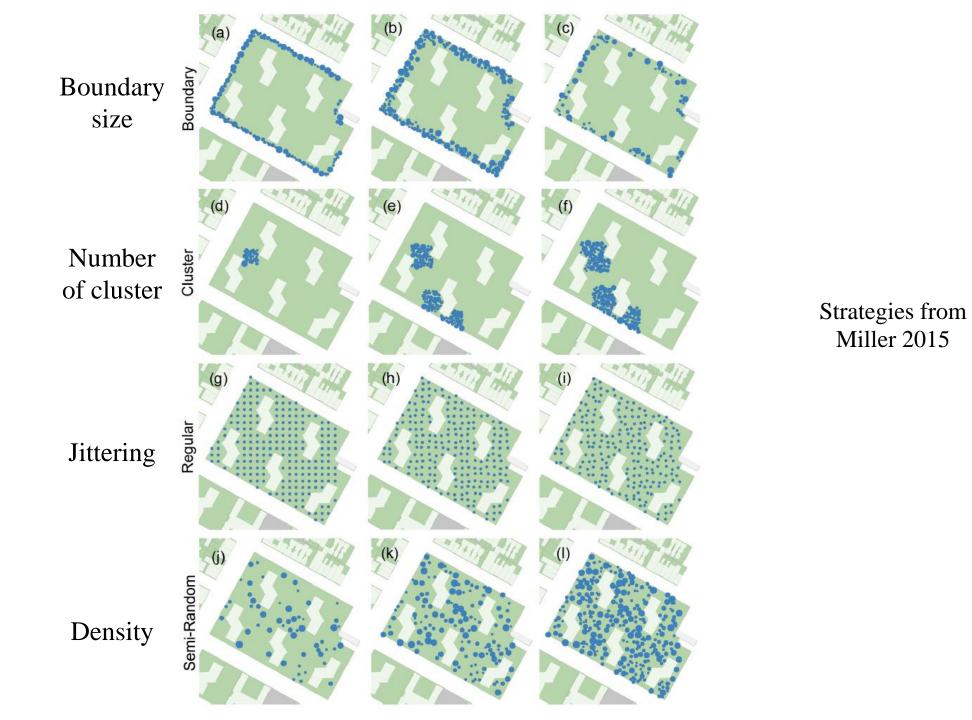


Fig. 6. Semi-Random, Boundary, and Cluster placement strategies use Variable Radii Poisson-Disk Sampling to position trees.



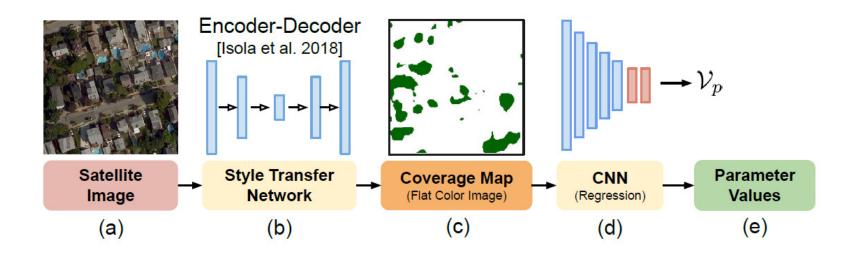
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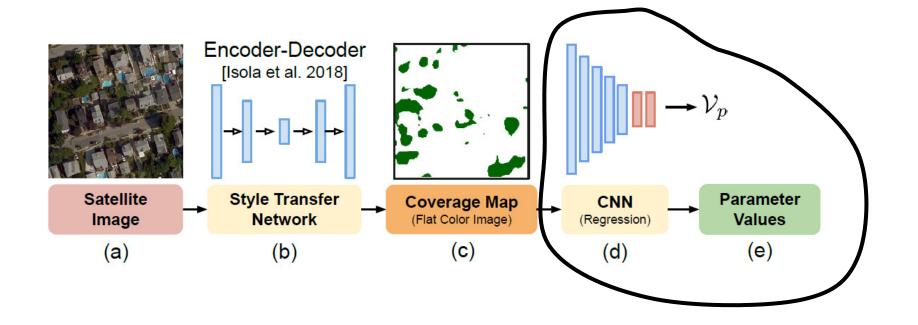
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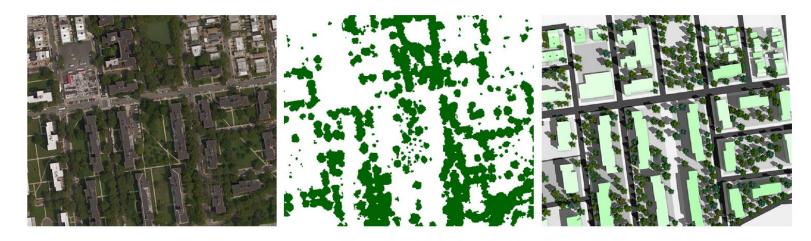


Fig. 12. Vegetation placement based on real data: we use vegetation coverage maps (middle) to identify active regions for individual lots and populate them with our PPMs. This allows us to generate plant distributions (right) similar to what can be observed in satellite images (left).

#### Satellite image

(a)



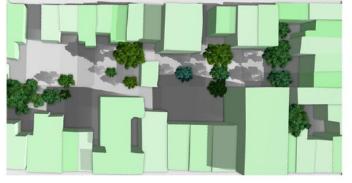




#### Rendered in-app

(b







# **Reconstructed from learning** (c)







### Validation

User study to evaluate realism

All their approaches get good results (slightly better than Benes, 2011)

Pipeline usefulness validation with 3D artists

Rating of plant placement from « strongly agree » to « strongly disagree »

### Discussion

• No comparison with Data-driven Authoring of Large-scale Ecosystems, 2020

• Heavily based on urban planning research (Miller 2015, referenced 8 times)

• User study: validation with artists... But no urban expert?