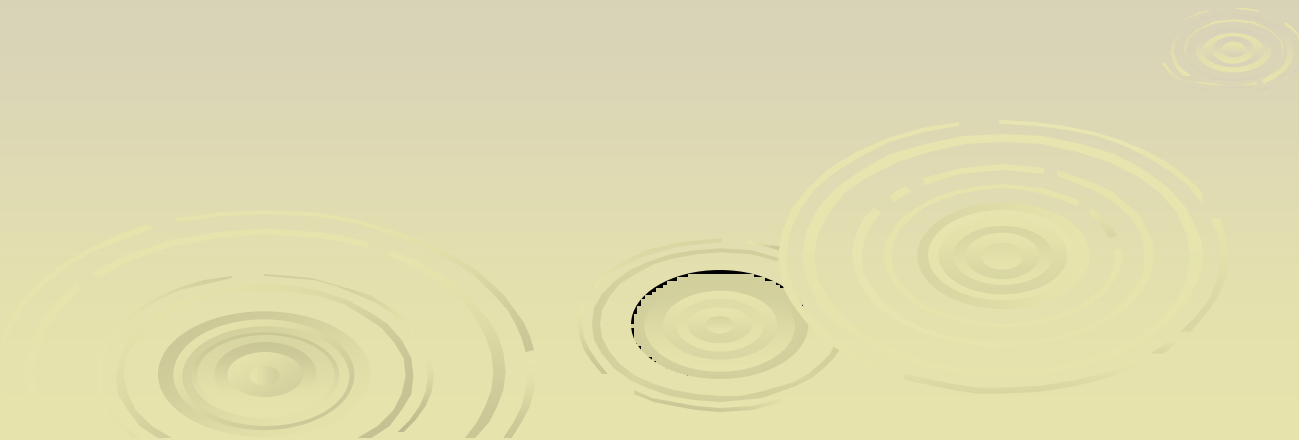


# FRST 121 - Photogrammetry - taking measurements from photos...



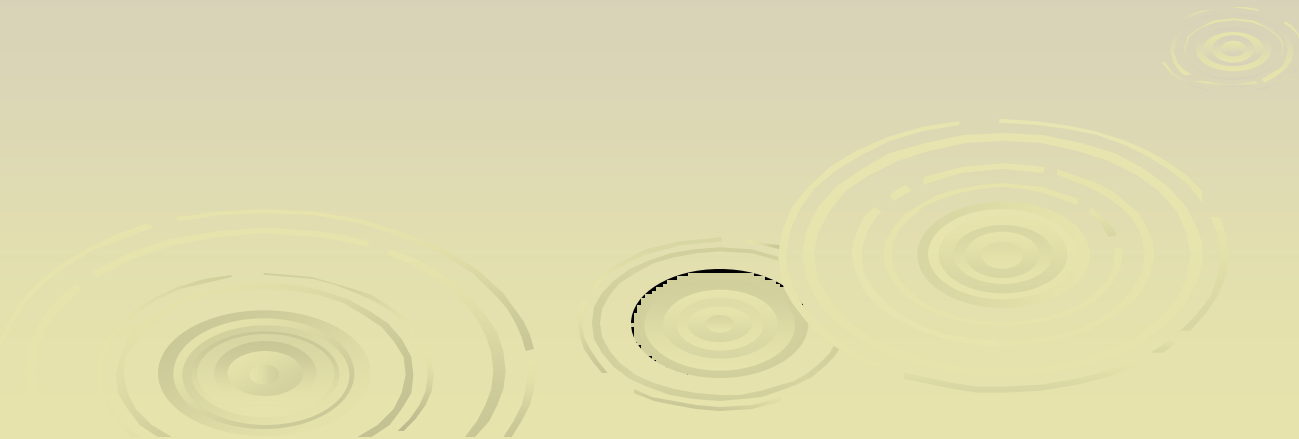
# FRST 122 - Photo Interpretation

studying and gathering information to identify  
cultural and natural features on photos



# **Basic Principles of Aerial Photo Interpretation**

[http://airphotos.nrcan.gc.ca/photos101/photos101\\_info\\_e.php](http://airphotos.nrcan.gc.ca/photos101/photos101_info_e.php)

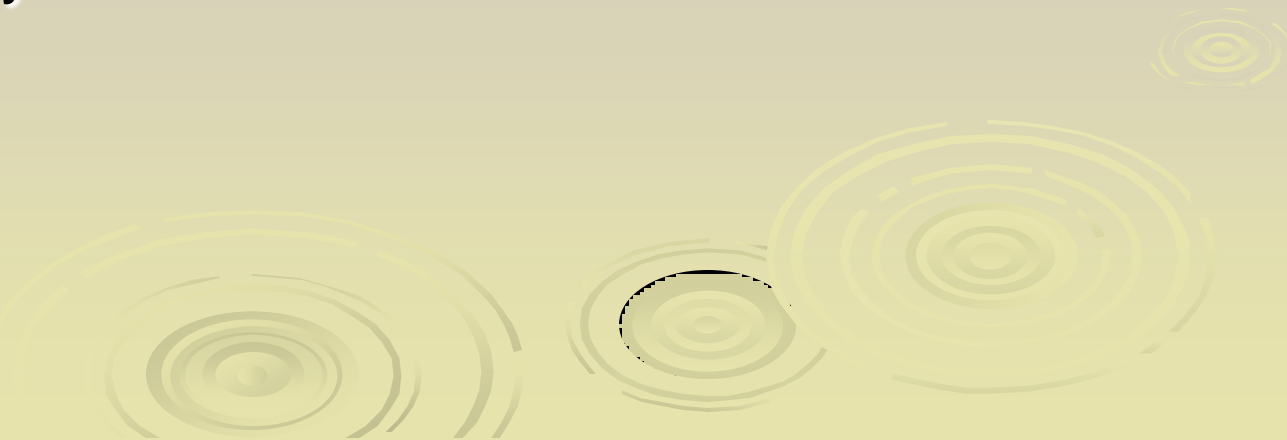


# seven principles of aerial photo interpretation

1. Size - Absolute and Relative
2. Shape
3. Tone or Colour
4. Texture
5. Pattern
6. Shadow
7. Location, Association, and convergence of evidence

# Size – Absolute and relative

- Relative - size of an unknown object in relation to a known object
- a measure of the object's surface area
  - apartments vs. houses
  - single lane road vs. multilane road
  - Railway vs. road



How do you know these aren't houses?



B



What is this????

**Size:** an object's surface area



**single-  
lane vs.  
multi-lane  
highways**

- Size
- Baseball and football field help us determine the size of other objects
- They are relative measures



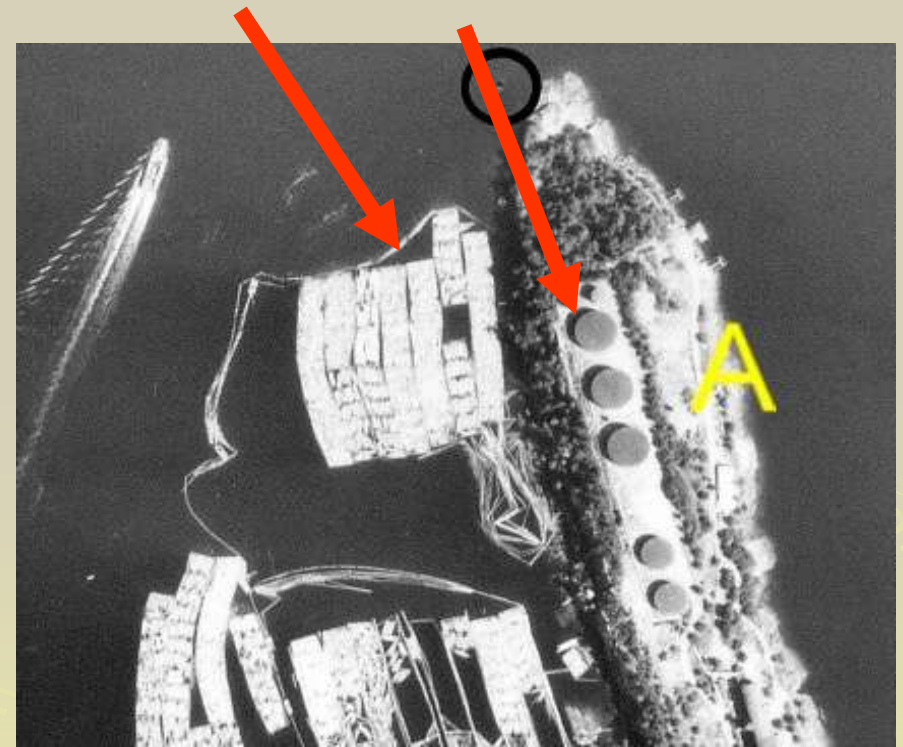


- Size
- trailer park could be confused with a parking lot
- but the objects the objects in the trailer park are too large to be cars.



**Shape** - form of an object on an air photo helps to identify the object

Regular uniform shapes often indicate human involvement  
cultural features – baseball fields, running tracks, **legal boundaries**



# Shape



**Shape:** natural features – tree species, landforms



**Hw vs. Bg**



**Oxbows**

**Tone/Colour:** sand has a bright tone, while water usually has a dark tone



# Color, or tone on black and white photos



**Conifer**

**Hardwood**



**Soil moisture variation**

**tree species can be determined by the colour of their leaves**

# Texture

- the physical characteristics of an object will change the way they appear
- Smooth - pasture, bare fields, water, etc.
- Coarse - forest



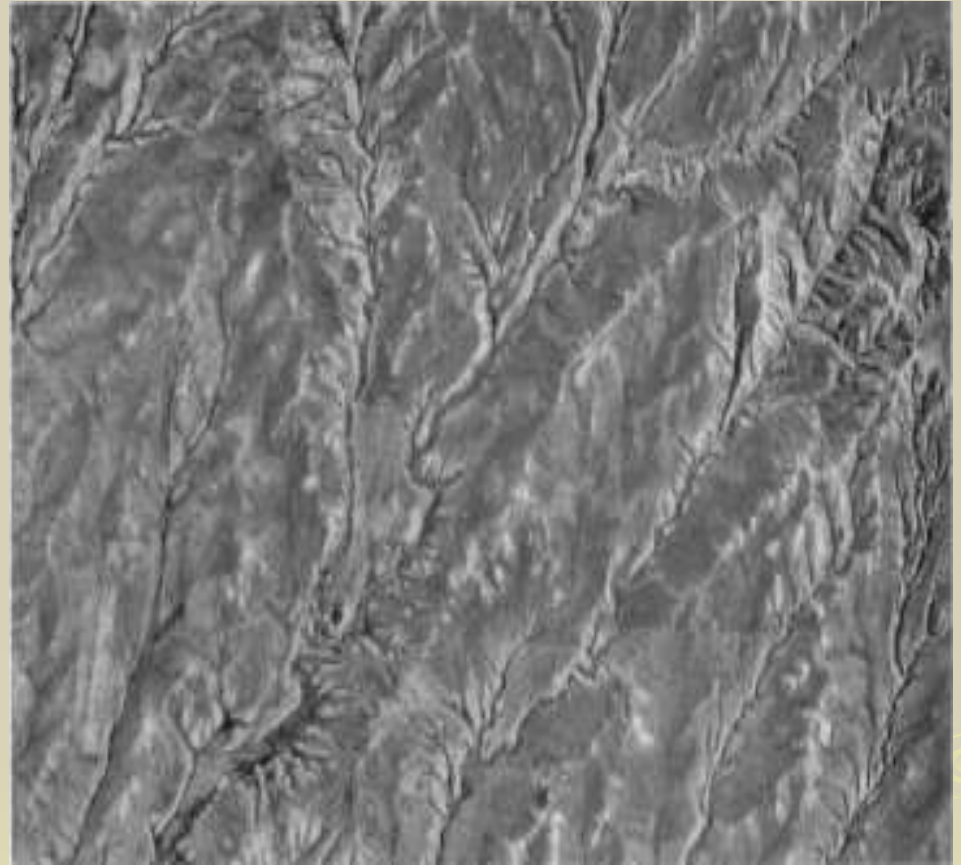
**Pattern:** the spatial arrangement of objects





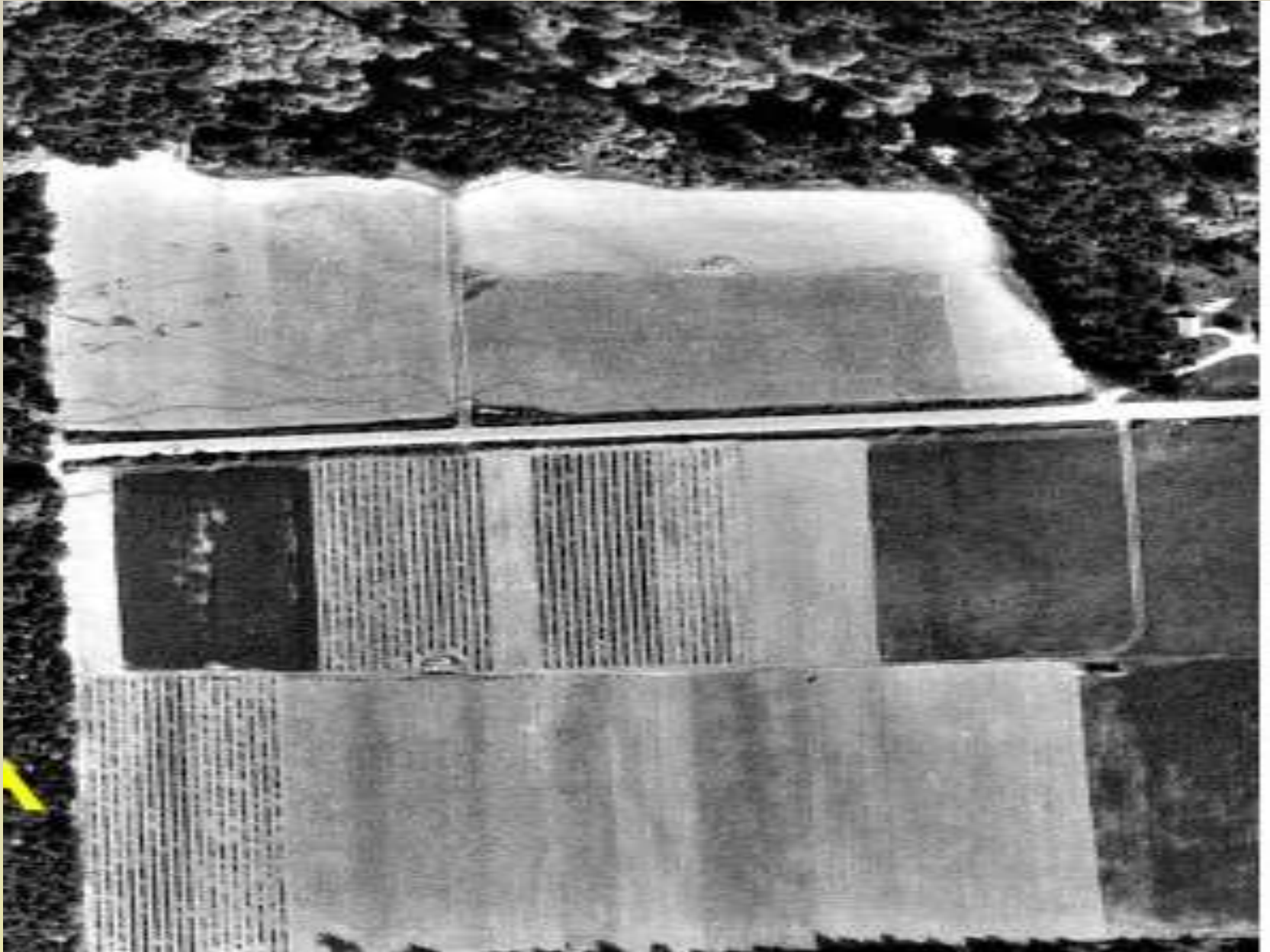
# Pattern

- overall spatial form of related features
- repeating patterns indicate cultural features
- random = natural
- drainage patterns can help determine bedrock types



Dendritic pattern

# Pattern - row crops vs. pasture



Pattern - Orderly man-made patterns of fields,  
orchards, and roads  
Random natural patterns of river and forest



# Shadows

- shadows cast by some features can aid in their i.d.
- storage tanks, bridges can be identified in this way

Powerline  
transmission  
towers



**Shadow:** provides information about the object's height, shape, and orientation (e.g. tree species)

**Species?**



# Shadow: tree species

Species?





Fotoğraf: George Steinmetz

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Dev Develer

National Geographic Türkiye, Şubat 2005

**Association/Site:** associating the presence of one object with another, or relating it to its environment, can help identify the object (e.g. industrial buildings often have access to railway sidings)



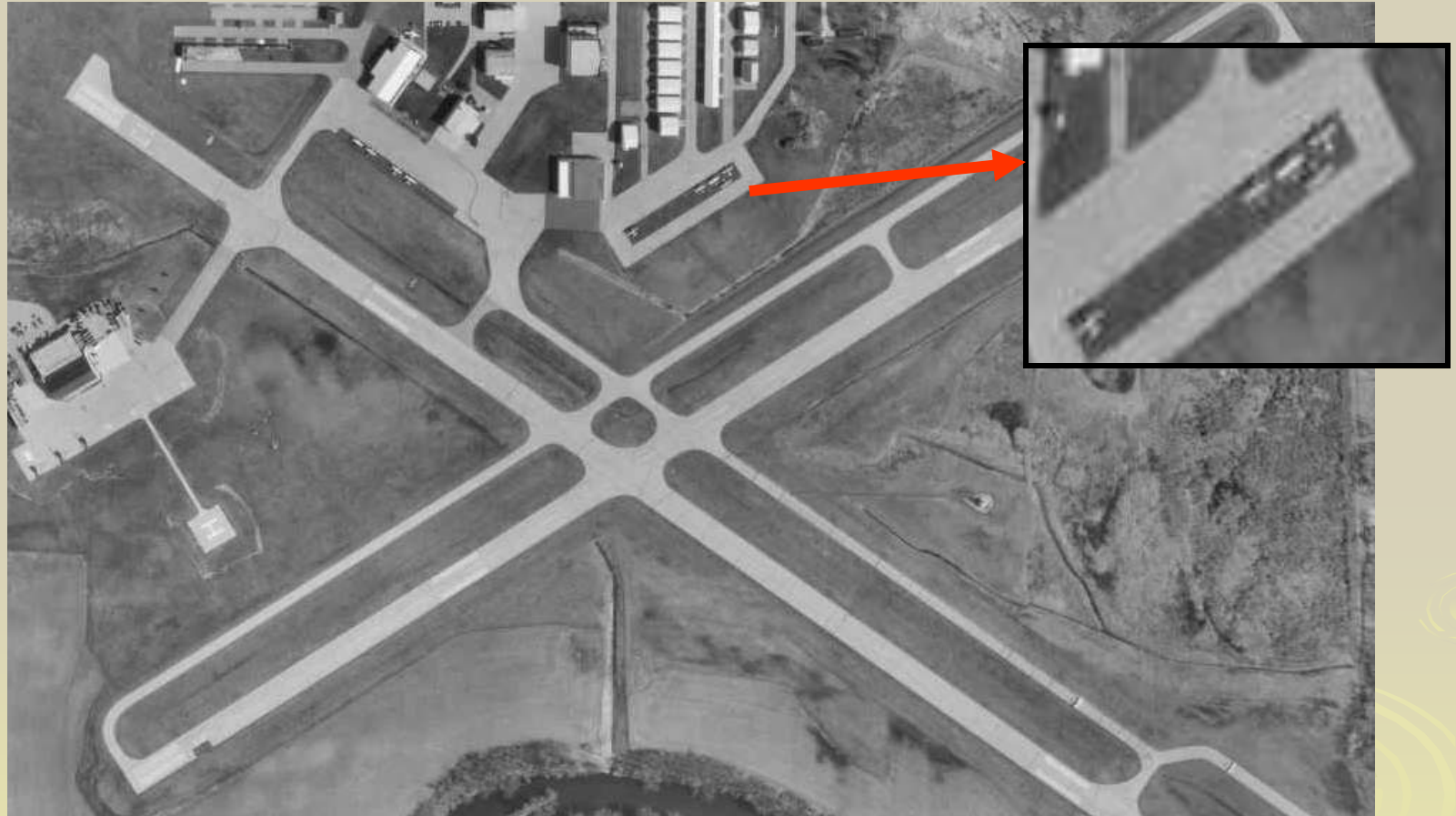
Dry-dock for ships

Railway access

Water



It's an airport because of its shape and  
because there are airplanes.



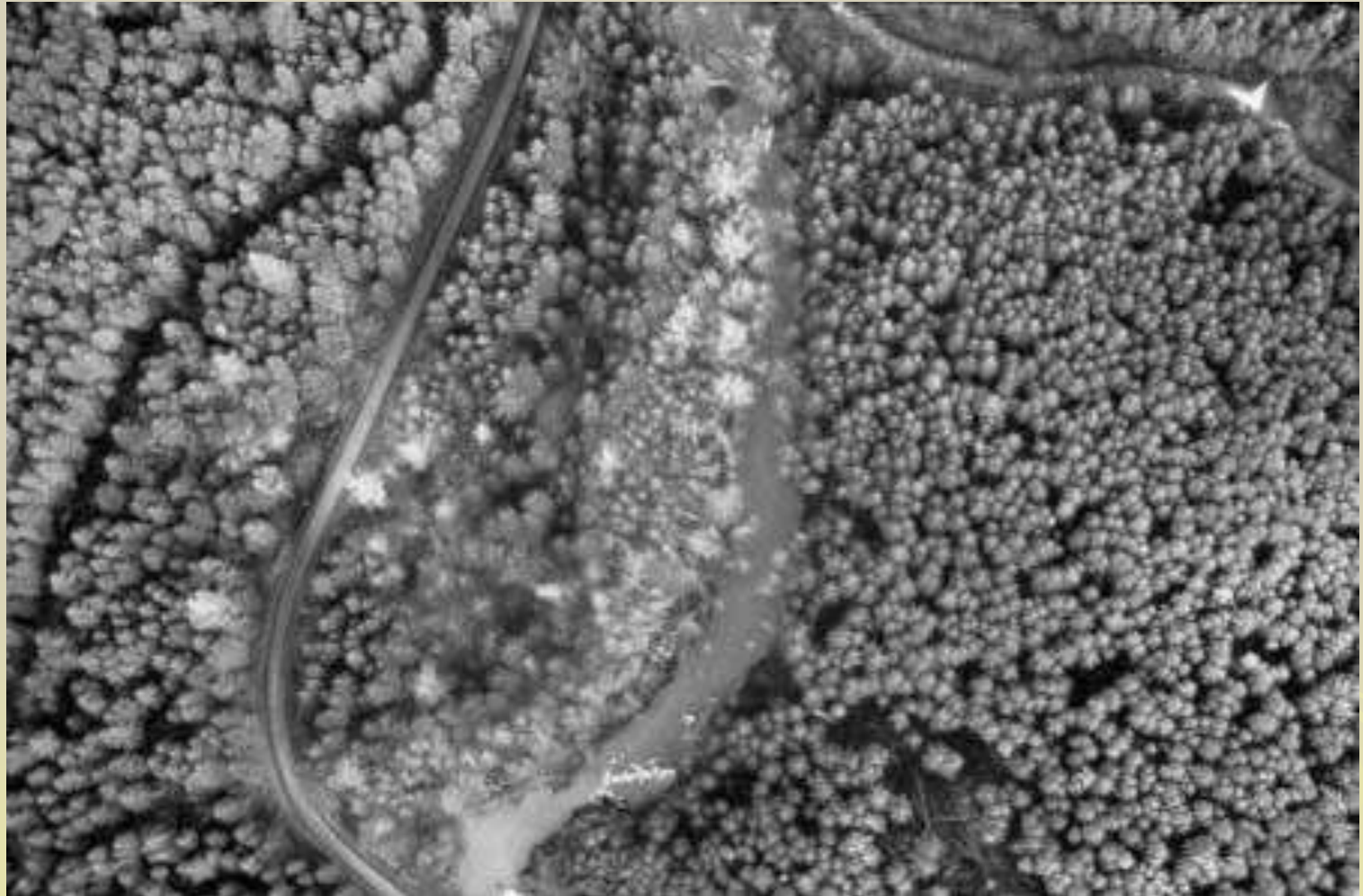
## Location / Association – bring together a bunch of evidence

- relationship of a feature to its environment
- identifying one feature can help identify another
- cooling towers, Power lines, large water body



**What is this Place???**

Association very useful to identify trees  
eg. - alder near the stream



# Applications: Soils

- Once bedrock geology and surface geology are known, a soil scientist can classify soil types based on soil tone, slope, etc.



Soil survey

# Applications: Geology

- Geologic mapping
  - Different drainage patterns can reveal what type of geology is present
  - Folds and faults are sometimes more recognizable from the air



San Andreas fault,  
Carrizo Plain, CA

# Applications: Forestry

- Forest Cover maps – age, height, species, stocking
- Appraisal of damage due to fire, insects, and disease
- Timber volume estimates
- Wildlife habitat management

...estimating populations...



# Seven Principles:

1. Shape
2. Size
3. Tone or color
4. Texture
5. Pattern
6. Shadow
7. Association

