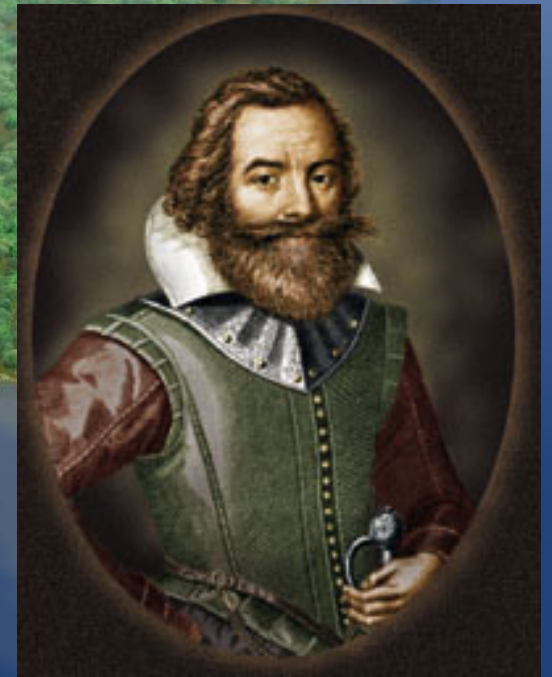


# John Smith's Voyages of Exploration

**Using GIS to  
Visualize the  
Chesapeake of 1607-  
1609**



John Wolf, National Park Service  
Leah Wasser, Penn State University  
Timothy Enderlein, Penn State University

# Presentation Overview

- Chesapeake Bay Gateways Network
- John Smith's *Voyages of Exploration*
- Proposed National Historic Trail Designation
- Assumptions - Using GIS for Time Travel
  - decision rules for interpreting the 1608 landscape
  - GIS data pre-processing
- From GIS to Visualization
- Next Steps



# Chesapeake Bay Gateways Network

- Network of 140+ special parks, wildlife refuges, museums, sailing ships, communities, and trails
- Coordinated by the National Park Service in partnership with the Chesapeake Bay Program
- Focus on linking places people value to an understanding of the Chesapeake Ecosystem



# Gateway Projects

- Special Emphasis in 2005-2006 on John Smith interpretive projects. Topics can include:
  - Smith's experience and ways of retracing his paths
  - the early 17th century environment and ecology of the Bay
  - indigenous cultures of the Chesapeake region
  - early European settlement of the Bay
  - comparisons of the early 17th century Bay with that of today



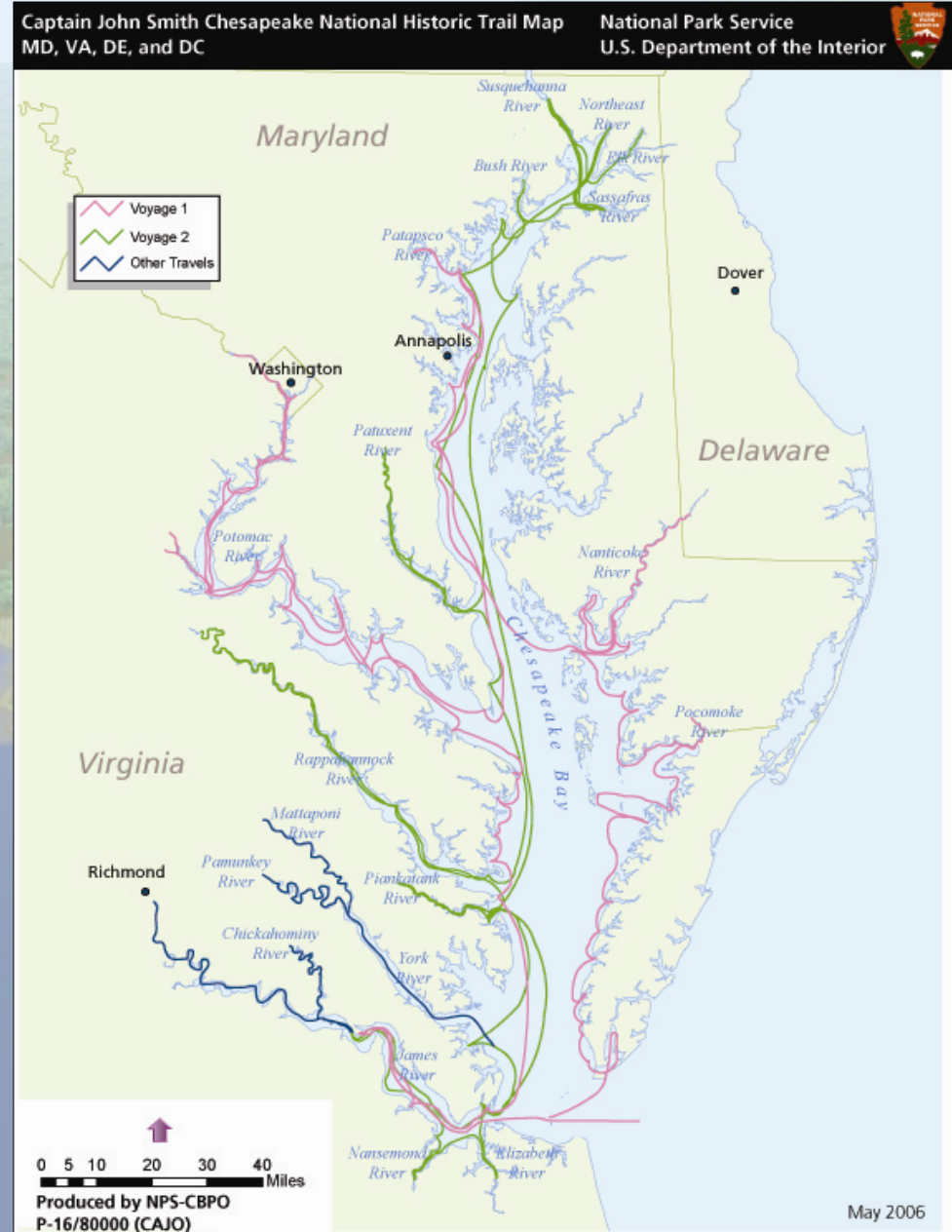


# Proposed National Historic Trail

- *Feasibility Study and Environmental Assessment Completed*
- Bills introduced in House and Senate
- Recommends NPS Trail-wide oversight of a regional partnership of managing entities
- Comprehensive Management Plan to be developed if Trail is authorized

# Project Goal

- Development of a web-based mapping, visualization, and educational system to illustrate
  - John Smith's voyages around the Bay
  - 17<sup>th</sup> Century natural environment
  - Native American settlements





# Project Partners



Penn State Cooperative Extension  
Geospatial Technology Program



 Historic  
St. Mary's City



Smithsonian  
*National Museum of Natural History*



# Technology

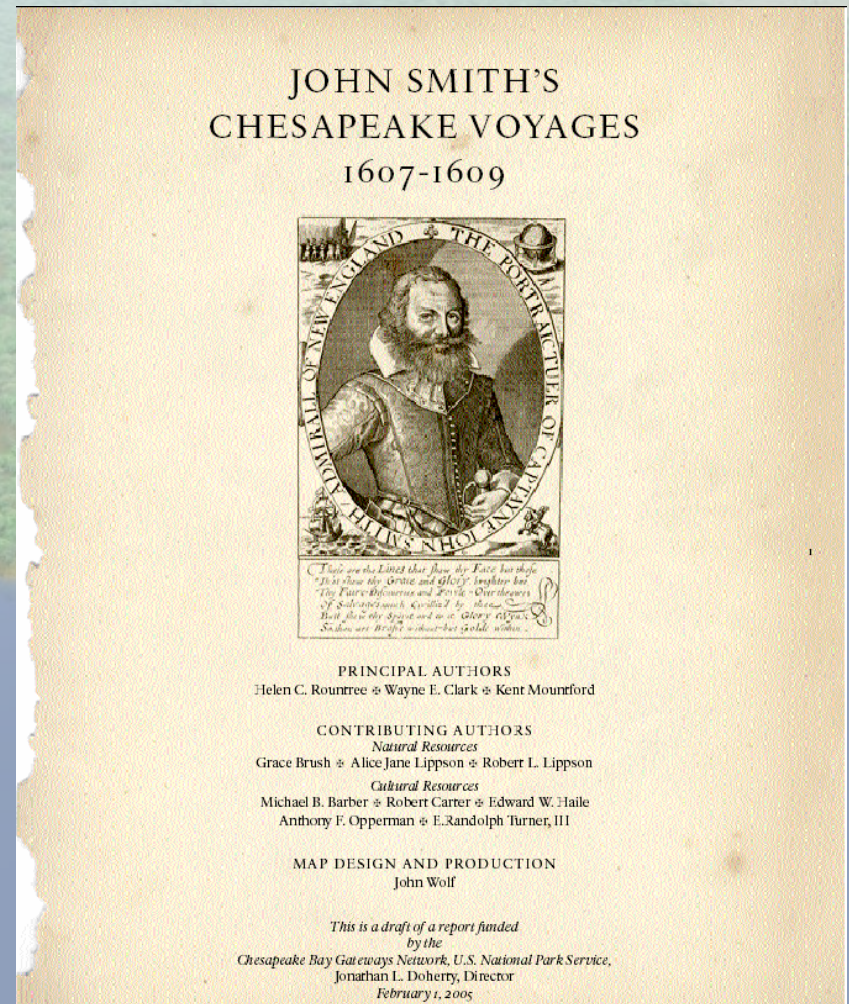
- **ArcGIS** (ESRI) – mapping/GIS
- **Visual Nature Studio** (3D Nature) - visualization





# Sources

- *John Smith's Chesapeake Voyages 1607-1609* (Chesapeake Bay Gateways Network 2005)
- Maryland Historical Trust
- Virginia Department of Historic Resources

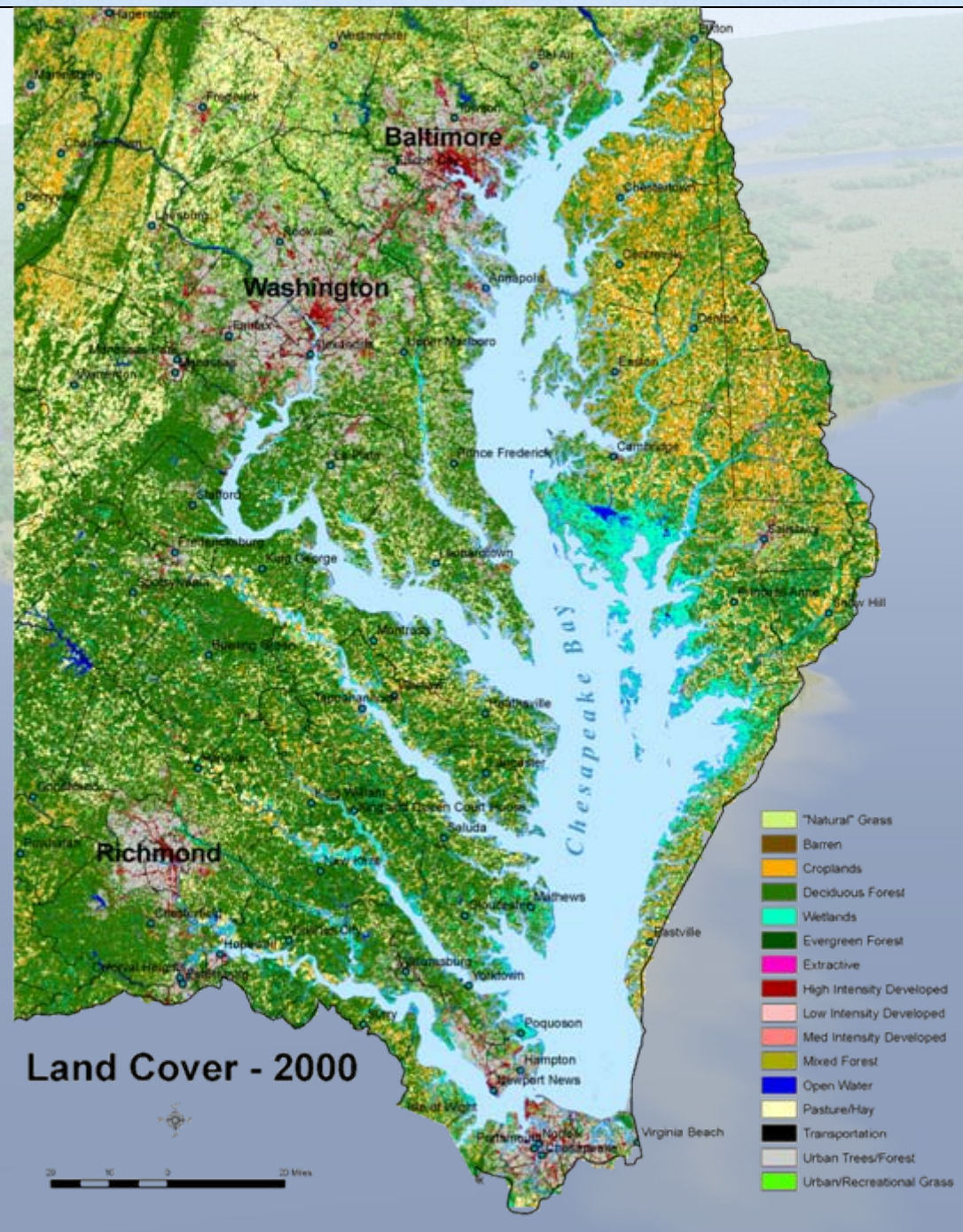




# Tidewater Chesapeake Landscape Today

The 64,000 square mile Bay watershed has the highest land to water ratio of any estuary in the world.

**16 million people** live in the watershed with another million expected by 2010.





# Tidewater Chesapeake Landscape 1608

- Forests
  - Tall well-spaced trees
  - White Oak dominant
- Native American population
  - between 24,000 and 33,000 (Piedmont and Coastal Plain)
  - villages clustered along waterways and river valleys
  - cornfields

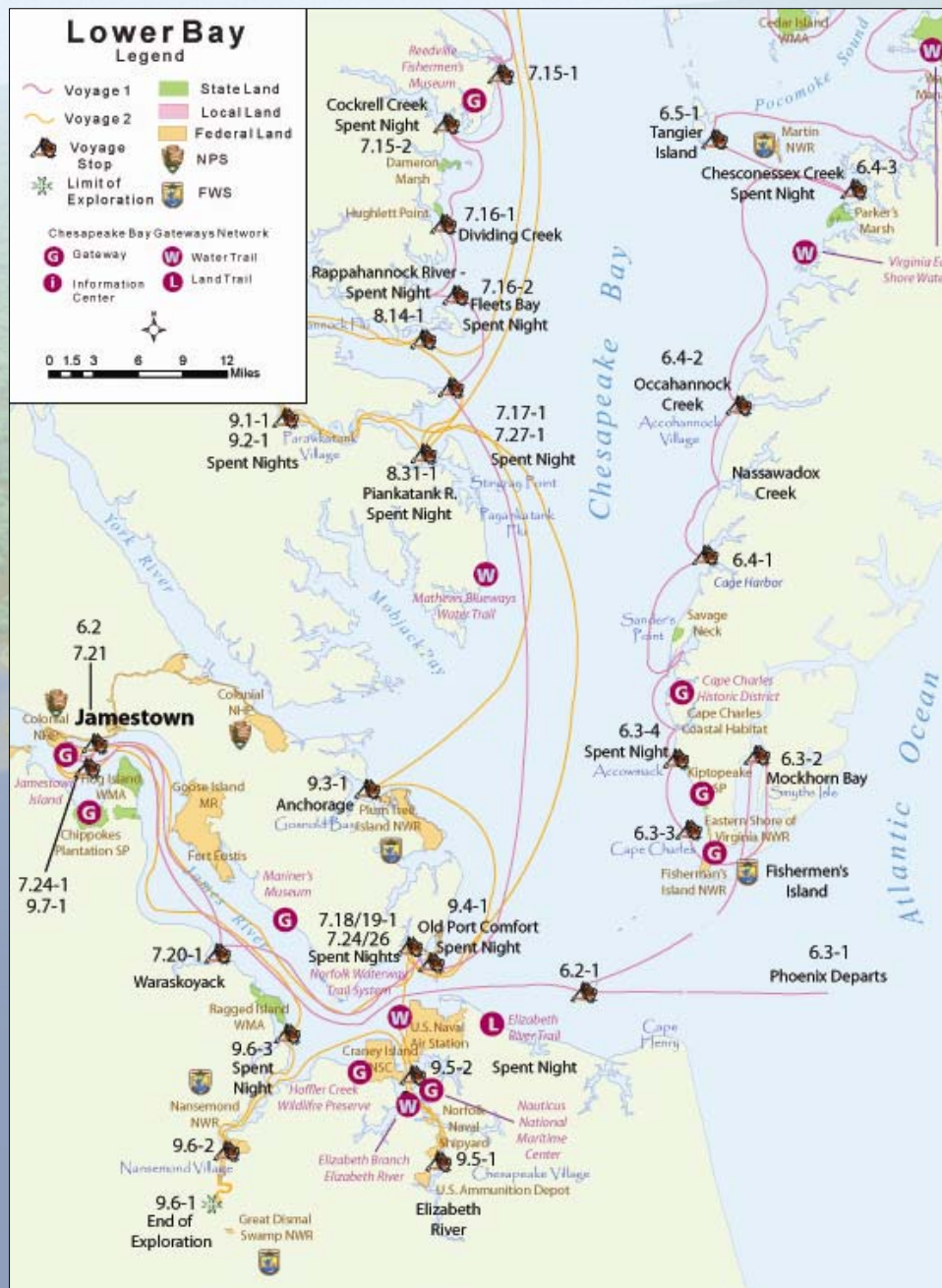
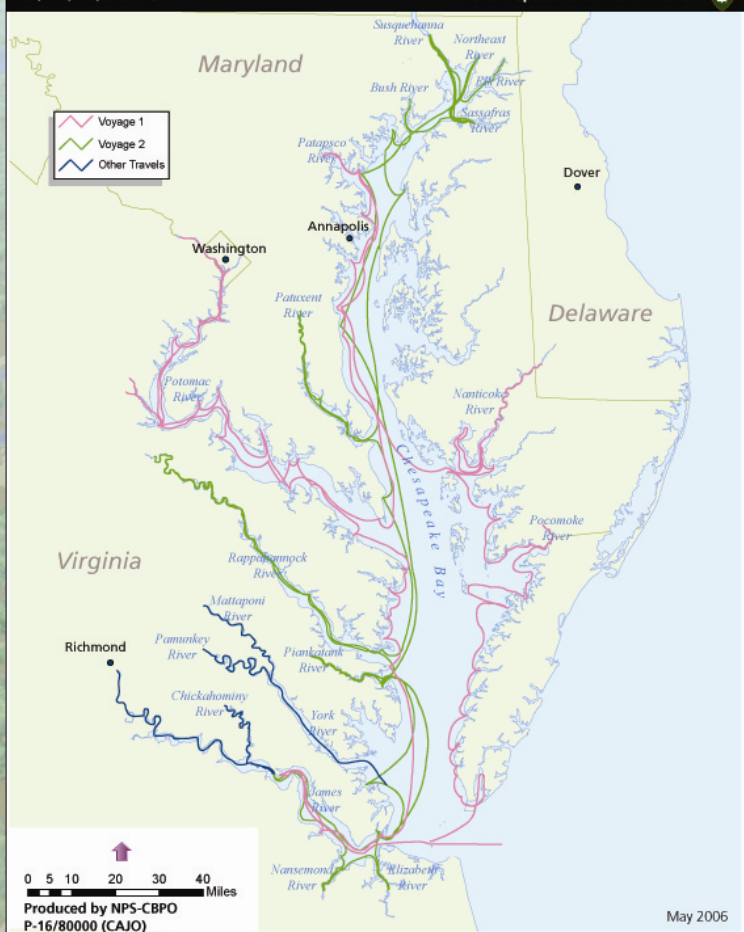




# Tracing the Voyage Routes

Captain John Smith Chesapeake National Historic Trail Map  
MD, VA, DE, and DC

National Park Service  
U.S. Department of the Interior





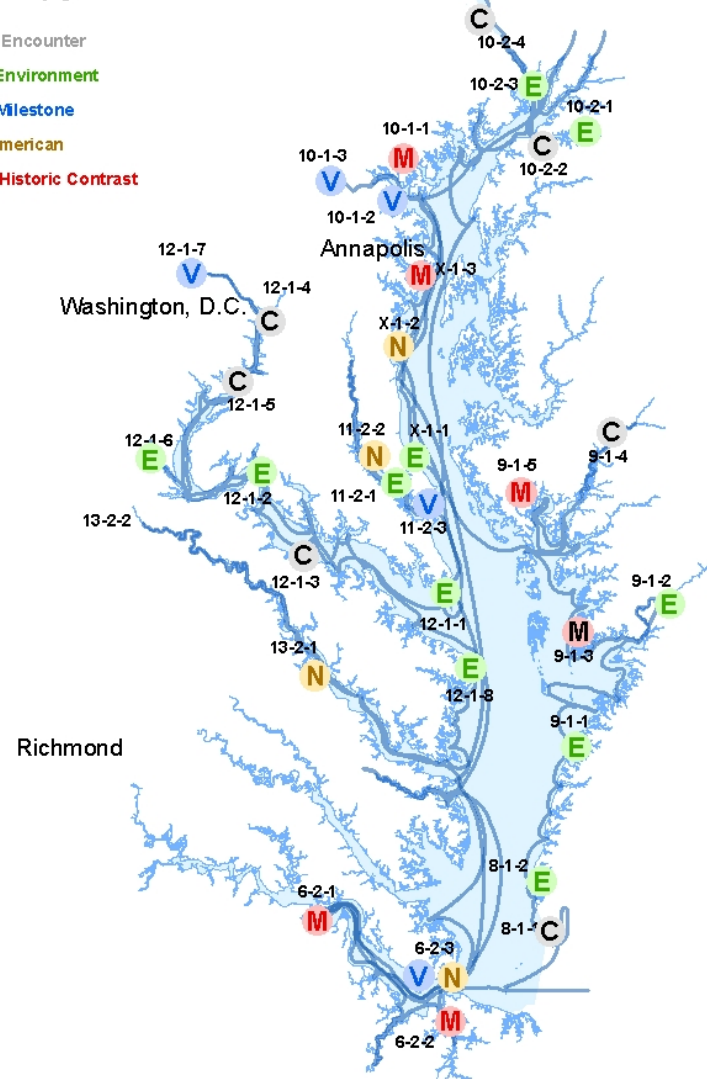
# Selection of Sites

- Sites along Smith's Voyage routes
- Chesapeake Bay Gateways locations
- Contrasting past with present
- Topographic variation

## Potential Sites for Landscape Visualization

Numbering Scheme  
8-1-1: "Chapter-Voyage-Site"

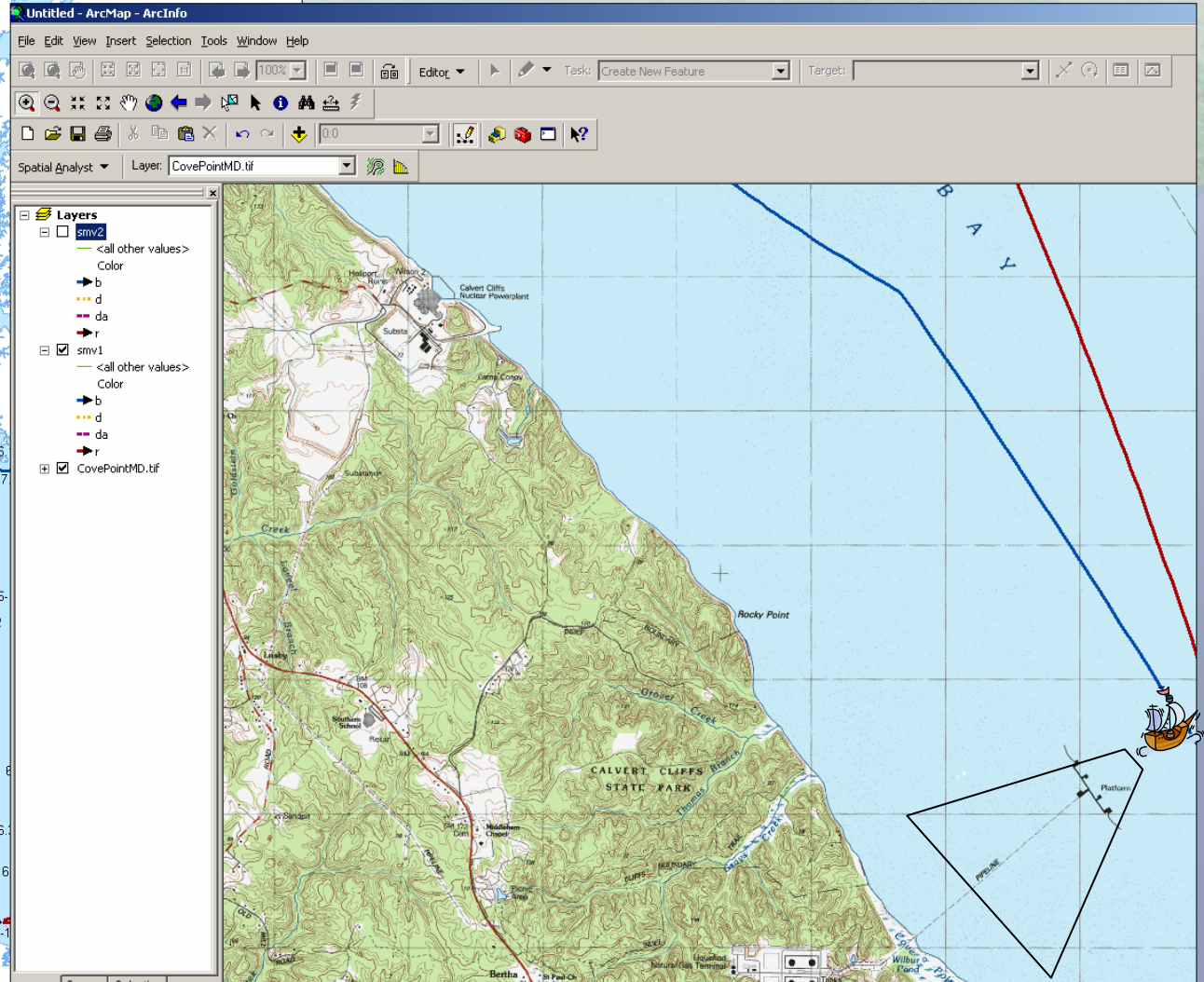
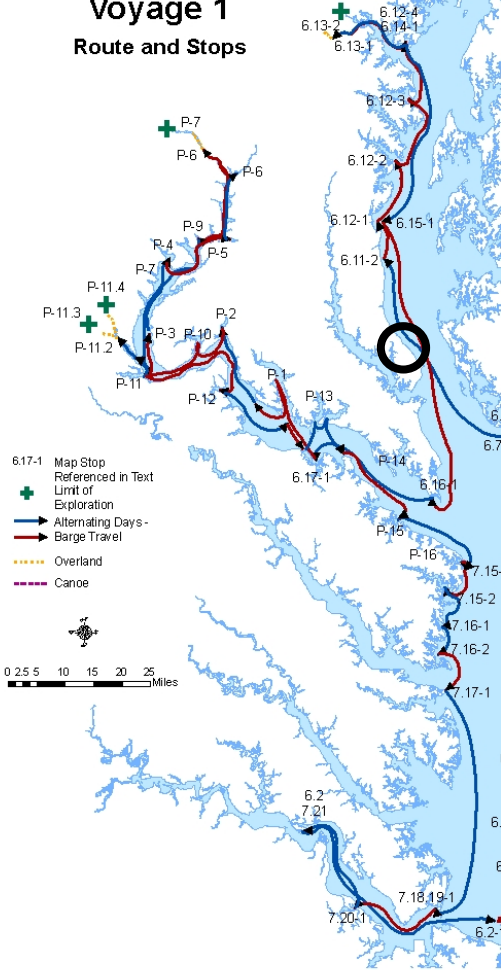
- C** Cultural Encounter
- E** Natural Environment
- V** Voyage Milestone
- N** Native American
- M** Modern/Historic Contrast



February 9, 2006

Select Study Area  
Use Topo Maps and Voyage Routes  
to select area needed to  
support desired 3D Views

## Voyage 1 Route and Stops

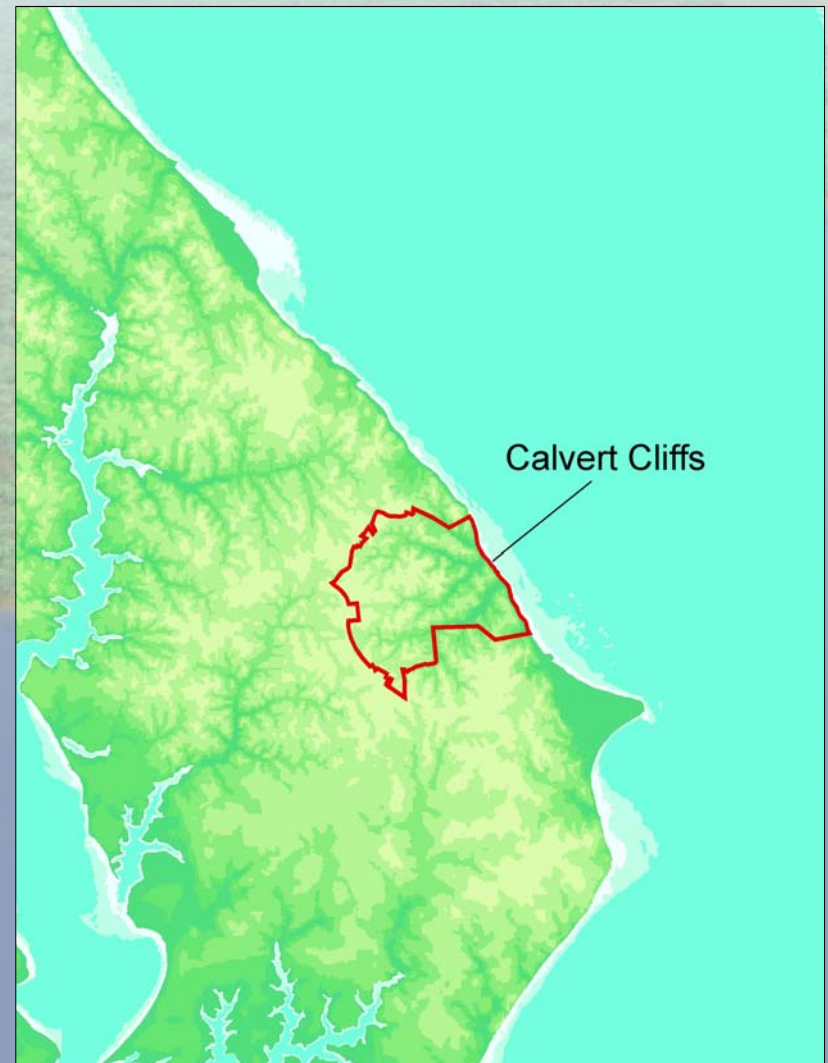




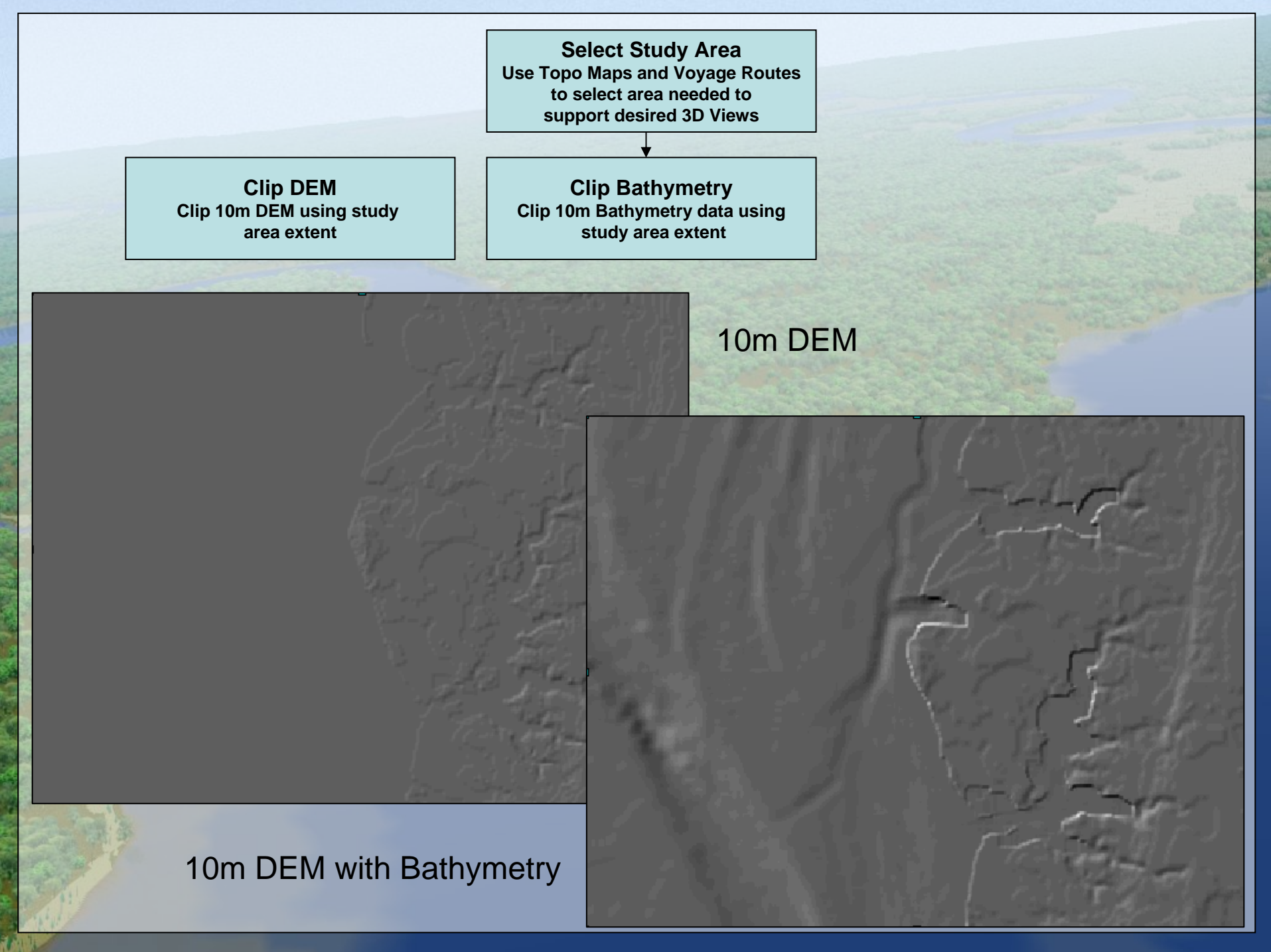
# Calvert Cliffs, Maryland



10 m DEM



10 m Bathymetry



```
graph TD; A[Select Study Area  
Use Topo Maps and Voyage Routes  
to select area needed to  
support desired 3D Views] --> B[Clip DEM  
Clip 10m DEM using study  
area extent]; A --> C[Clip Bathymetry  
Clip 10m Bathymetry data using  
study area extent]; B --> D[10m DEM with Bathymetry]; C --> D;
```

**Select Study Area**  
Use Topo Maps and Voyage Routes  
to select area needed to  
support desired 3D Views



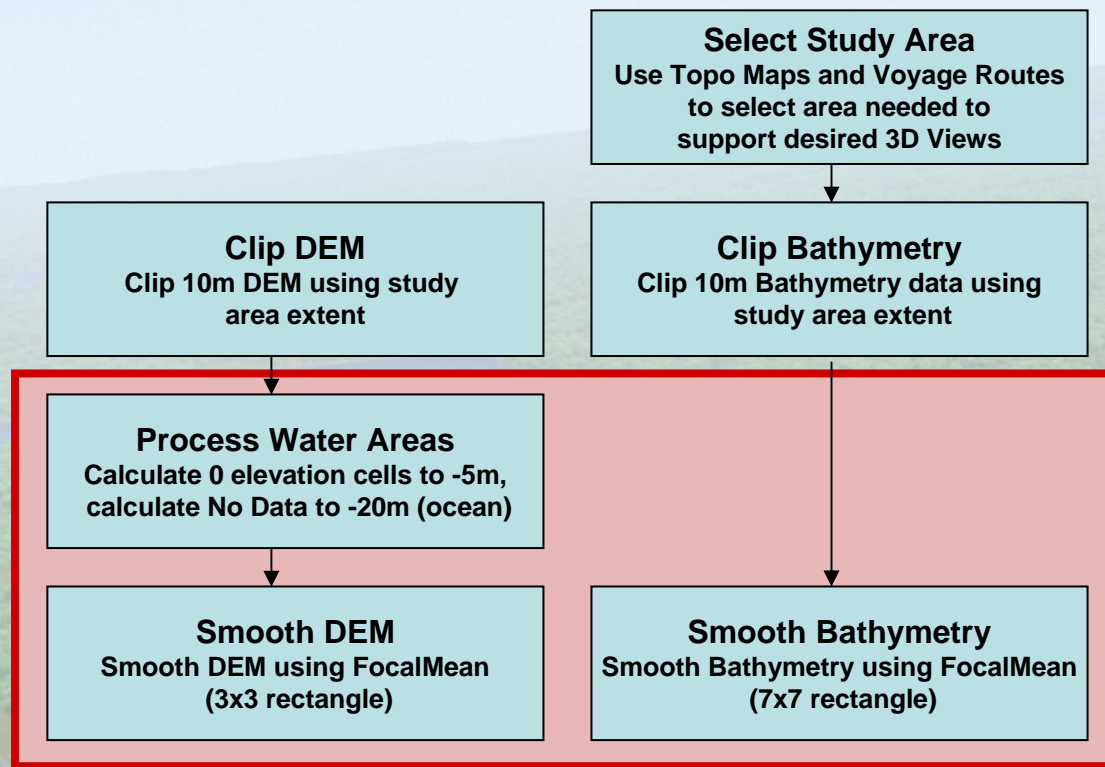
**Clip DEM**  
Clip 10m DEM using study  
area extent

**Clip Bathymetry**  
Clip 10m Bathymetry data using  
study area extent

10m DEM

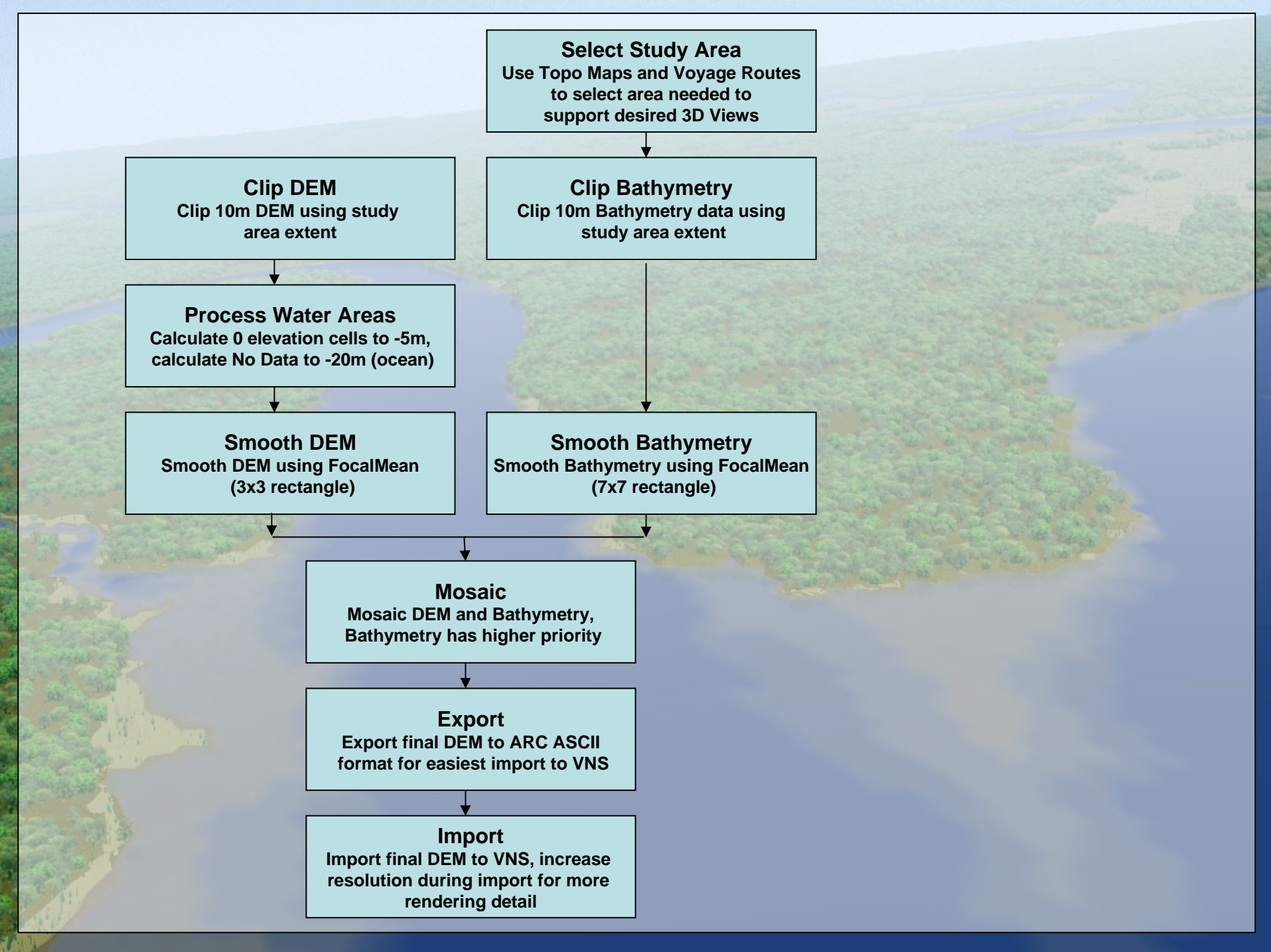
10m DEM with Bathymetry





*Manipulating grids to*

- *enhance visual effects*
- *minimize stair-stepping*



```
graph TD; A[Select Study Area<br/>Use Topo Maps and Voyage Routes<br/>to select area needed to<br/>support desired 3D Views] --> B[Clip Bathymetry<br/>Clip 10m Bathymetry data using<br/>study area extent]; A --> C[Clip DEM<br/>Clip 10m DEM using study<br/>area extent]; B --> D[Smooth Bathymetry<br/>Smooth Bathymetry using FocalMean<br/>(7x7 rectangle)]; C --> E[Process Water Areas<br/>Calculate 0 elevation cells to -5m,<br/>calculate No Data to -20m (ocean)]; E --> F[Smooth DEM<br/>Smooth DEM using FocalMean<br/>(3x3 rectangle)]; F --> G[Mosaic<br/>Mosaic DEM and Bathymetry,<br/>Bathymetry has higher priority]; D --> G; G --> H[Export<br/>Export final DEM to ARC ASCII<br/>format for easiest import to VNS]; H --> I[Import<br/>Import final DEM to VNS, increase<br/>resolution during import for more<br/>rendering detail];
```

**Select Study Area**  
Use Topo Maps and Voyage Routes  
to select area needed to  
support desired 3D Views

**Clip Bathymetry**  
Clip 10m Bathymetry data using  
study area extent

**Clip DEM**  
Clip 10m DEM using study  
area extent

**Process Water Areas**  
Calculate 0 elevation cells to -5m,  
calculate No Data to -20m (ocean)

**Smooth Bathymetry**  
Smooth Bathymetry using FocalMean  
(7x7 rectangle)

**Smooth DEM**  
Smooth DEM using FocalMean  
(3x3 rectangle)

**Mosaic**  
Mosaic DEM and Bathymetry,  
Bathymetry has higher priority

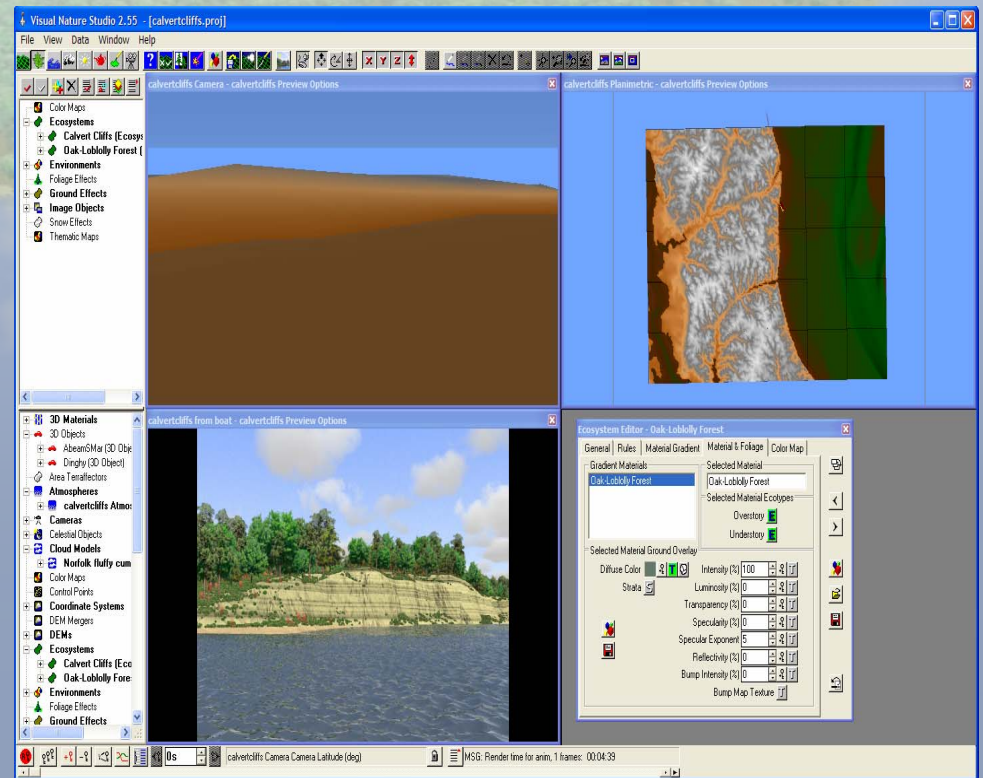
**Export**  
Export final DEM to ARC ASCII  
format for easiest import to VNS

**Import**  
Import final DEM to VNS, increase  
resolution during import for more  
rendering detail

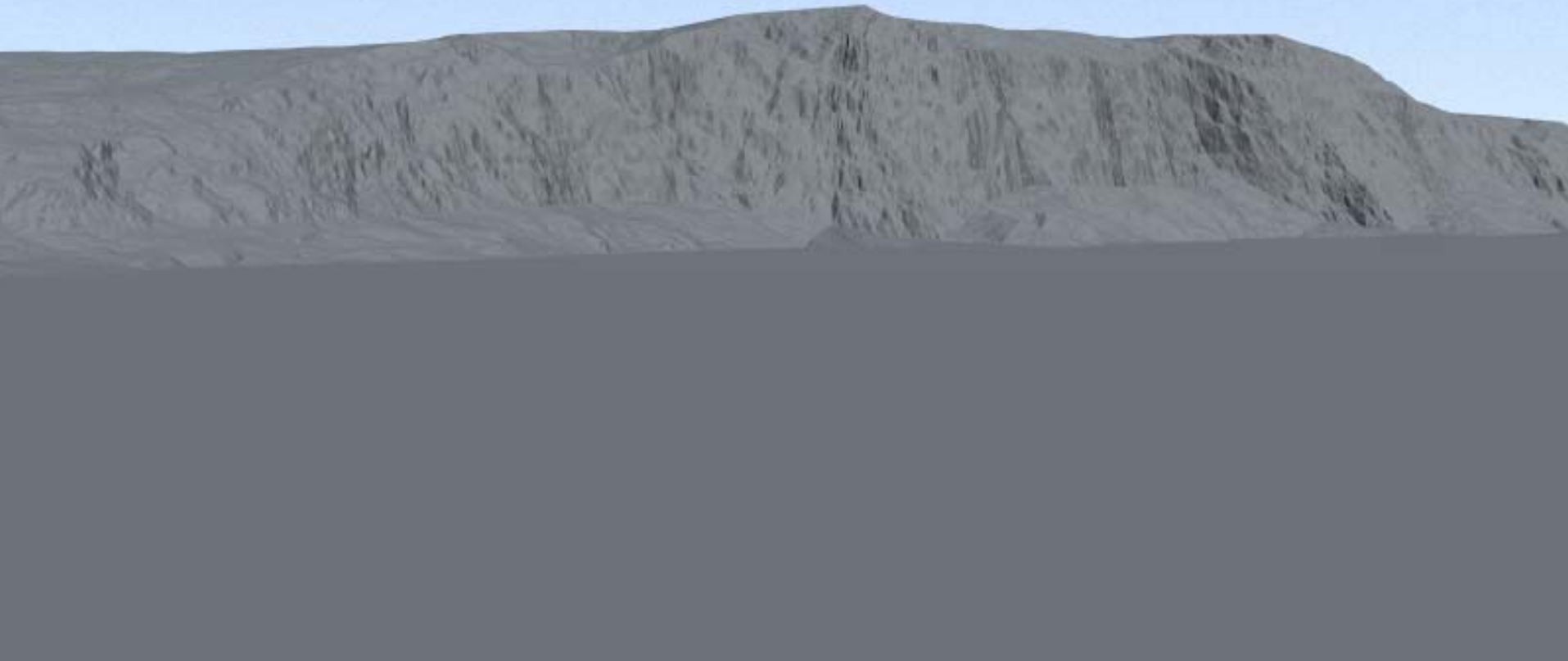


# Visual Nature Studio

- Photorealistic landscape visualization package
- Works directly with GIS data (shapefiles, grids)
- Also works with 3D modeling software
  - Lightwave 3D
  - Inspire 3D
  - 3D Studio Max



# Rendering Water and Beach

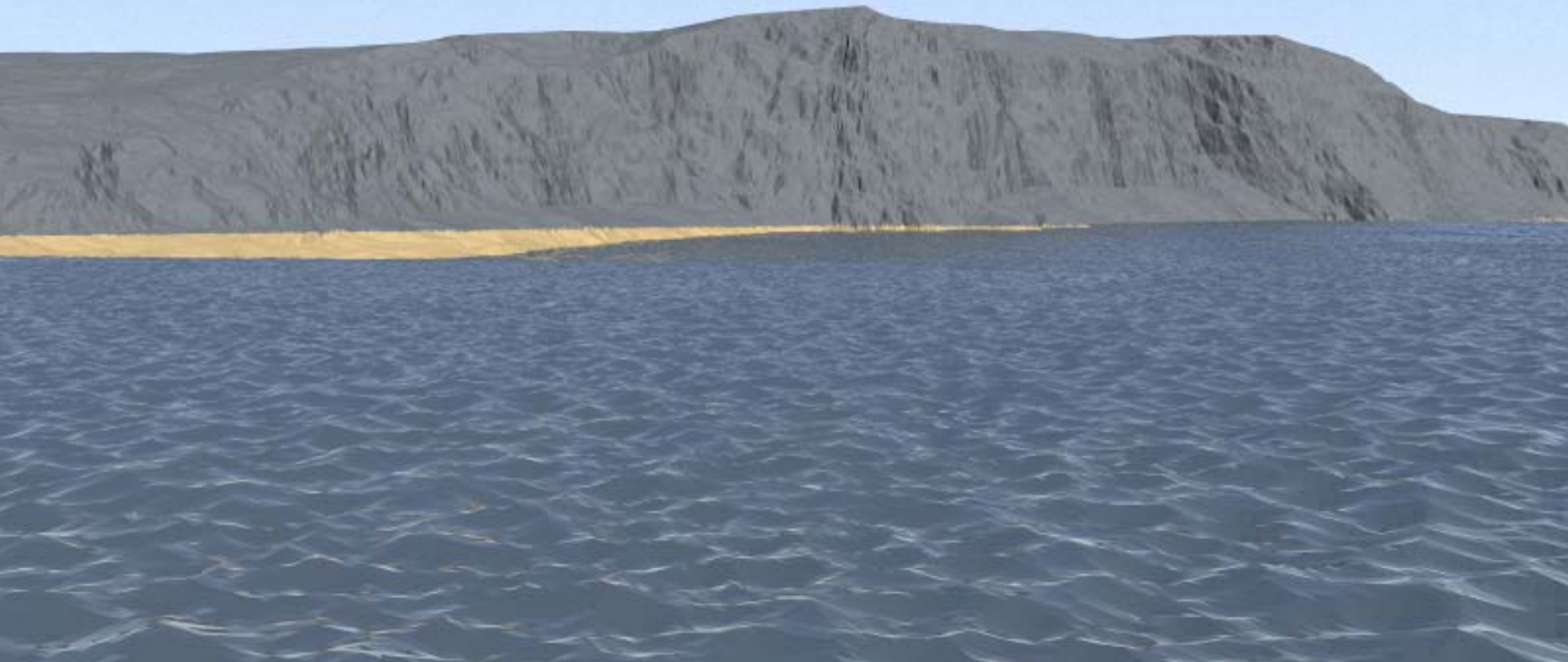




# Rendering Water and Beach

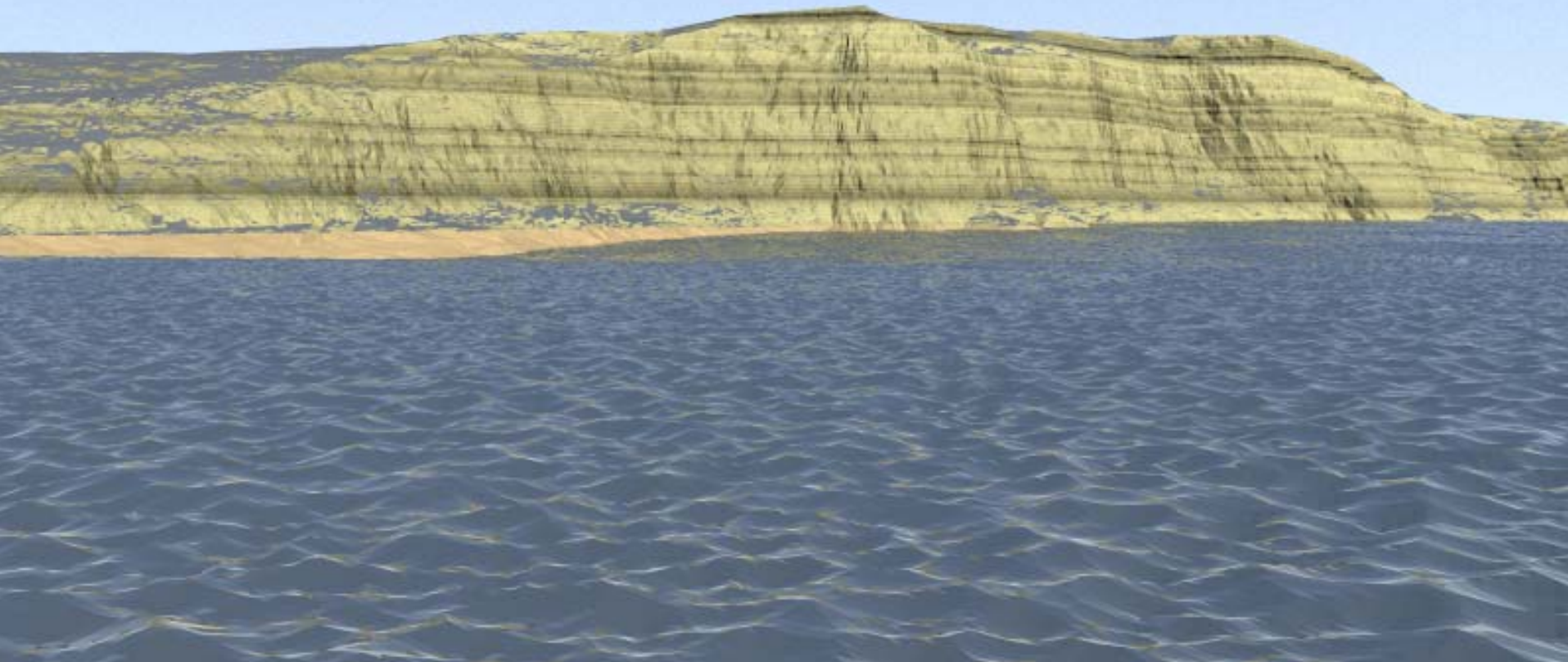


# Rendering the Cliffs

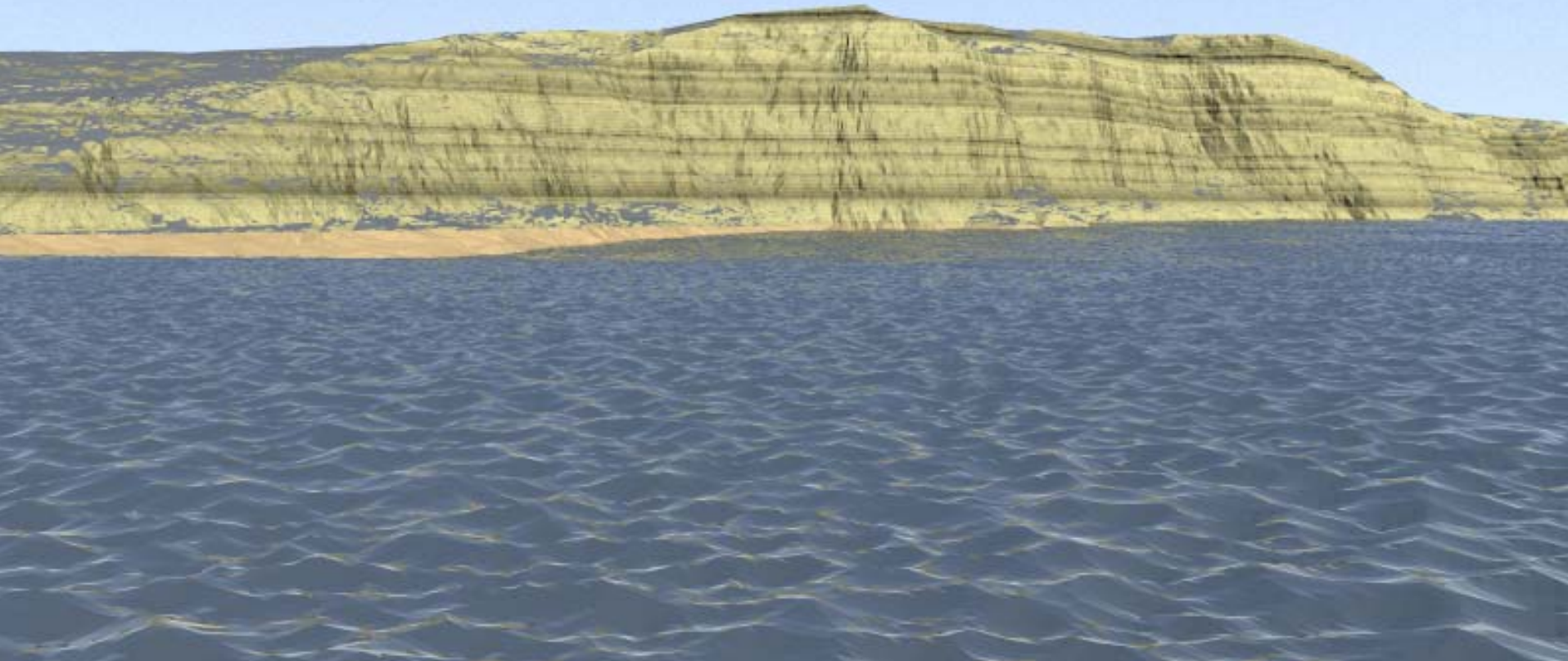




# Rendering the Cliffs



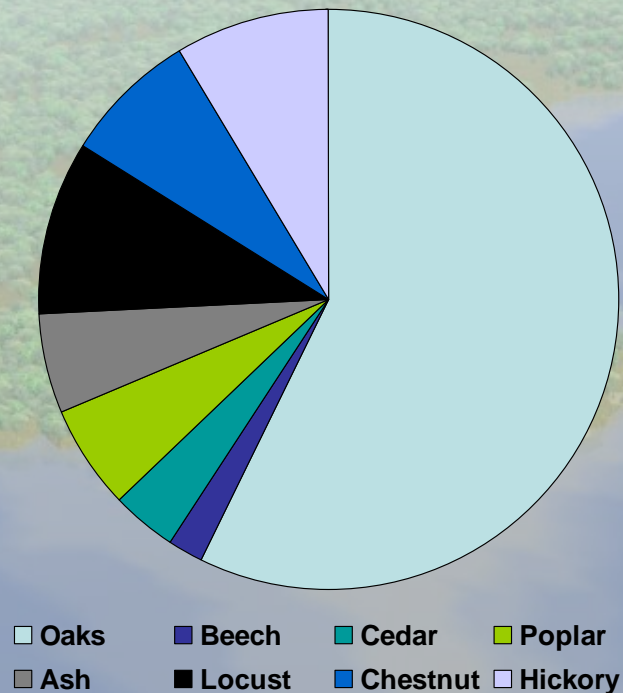
# Rendering Vegetation





# Calvert Cliffs Boundary Trees

- Forest composition evaluated using 17<sup>th</sup> century land patents
- Dominated by oaks, with locust, chestnut and hickory also present



# Rendering Vegetation





# Clouds, Sky, and Light



**Select Study Area**  
Use Topo Maps and Voyage Routes  
to select area needed to  
support desired 3D Views

**Clip DEM**  
Clip 30m DEM using study  
area extent

**Clip Bathymetry**  
Clip 30m Bathymetry data using  
study area extent

**Clip Vector**  
Clip Voyage Routes and digitize  
marsh polygons using study  
area extent

**Process Water Areas**  
Calculate 0 elevation cells to -5m,  
calculate No Data to -20m (ocean)

**Smooth DEM**  
Smooth DEM using FocalMean  
(3x3 rectangle)

**Smooth Bathymetry**  
Smooth Bathymetry using FocalMean  
(7x7 rectangle)

**Mosaic**  
Mosaic DEM and Bathymetry,  
Bathymetry has higher priority

**Export**  
Export final DEM to ARC ASCII  
format for easiest import to VNS

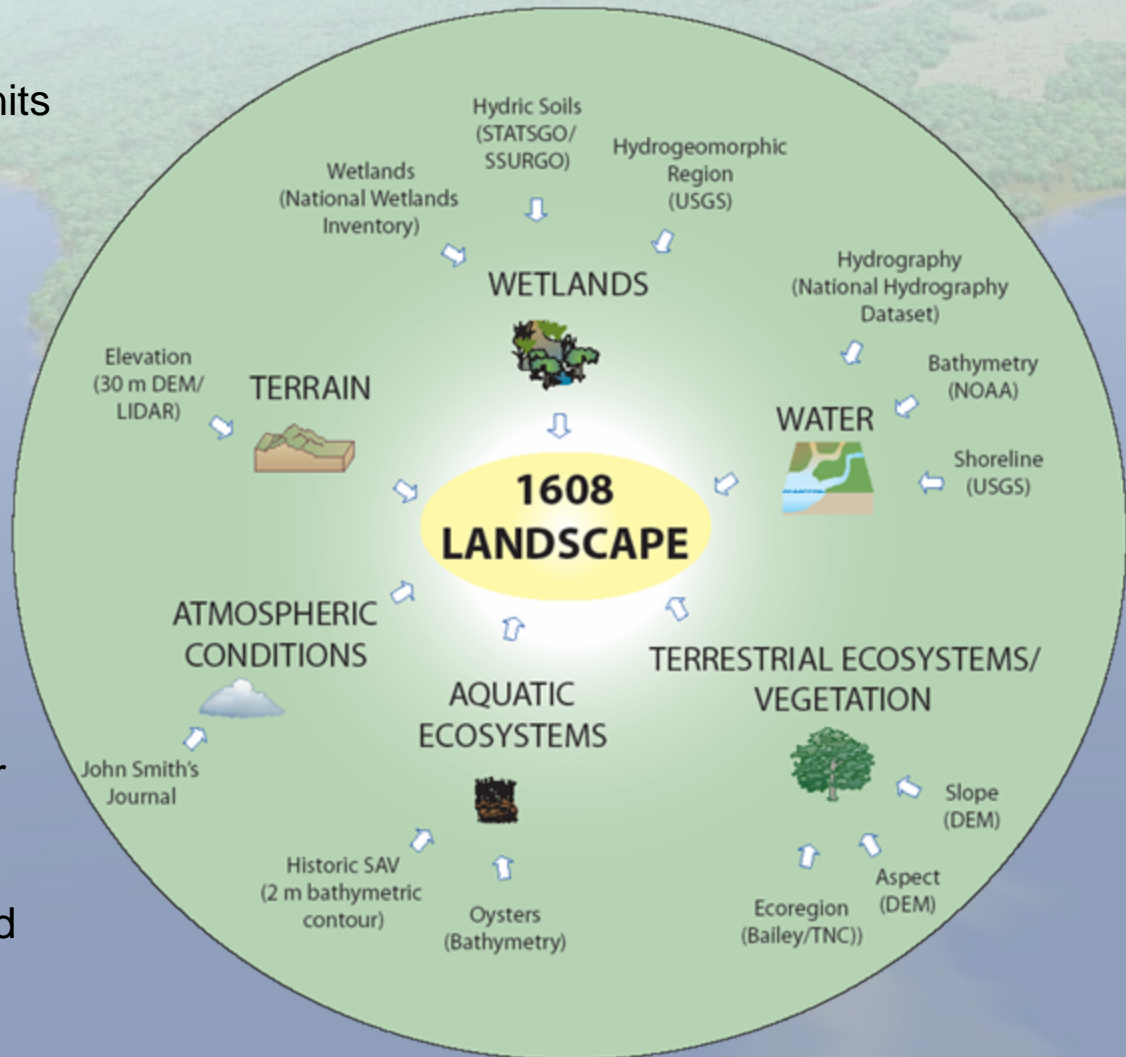
**Import**  
Import final DEM to VNS, increase  
resolution during import for more  
rendering detail

**Import Vectors**  
Import vectors to VNS from  
shapefiles, for use in visualizations

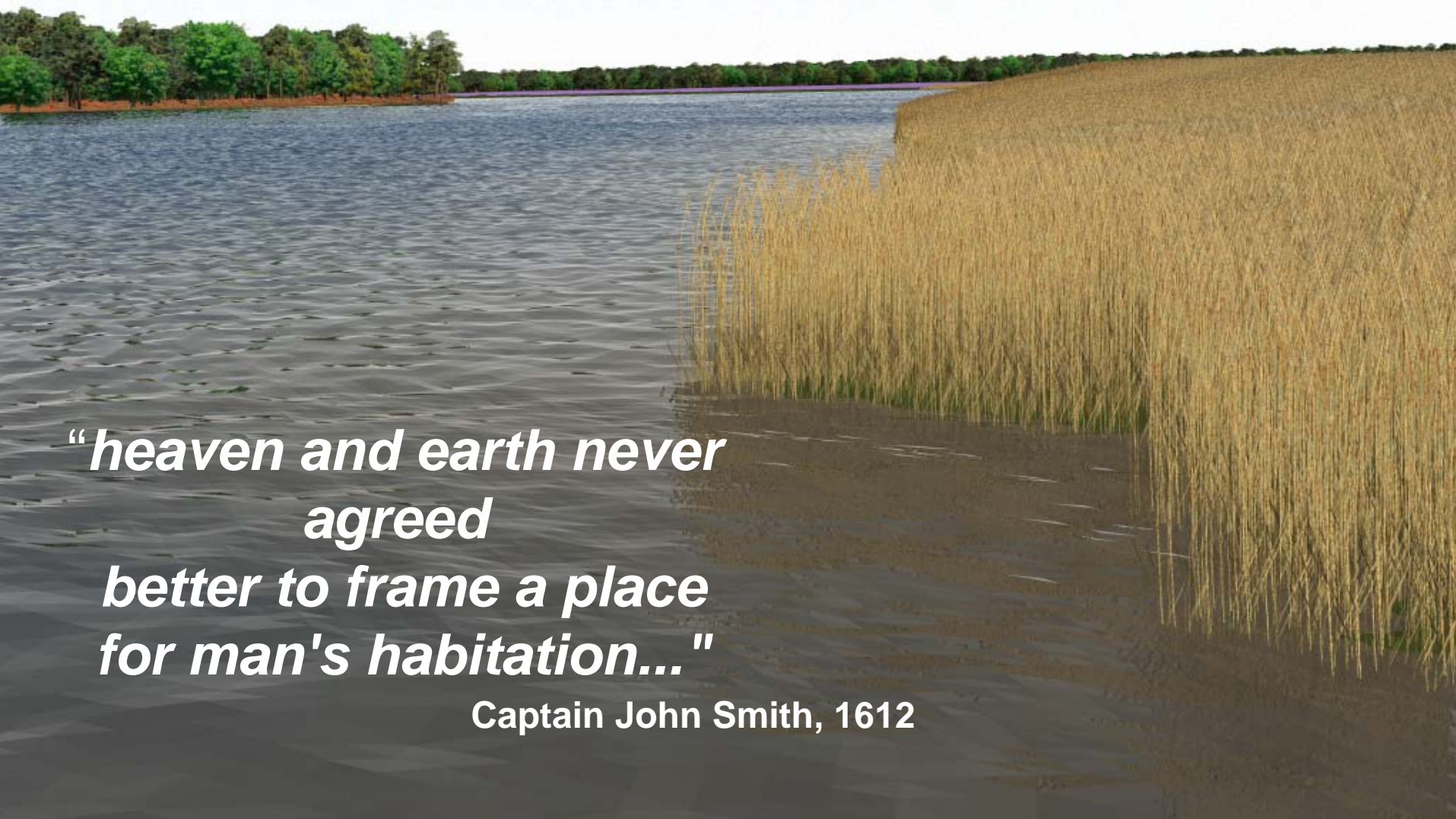


# Possible Enhancements

- Native Vegetation
  - TNC's Ecological Land Units and Landform data
- Wetland extent
  - Hydric soils
- Shoreline
  - 2 m bathymetric contour
- Water
  - Remove impoundments, ditches, etc.
- Submerged Aquatic Vegetation
  - 2-4 m depth
- Oysters
  - Extend beyond deepwater limits of SAV
- Atmospheric conditions
  - Render based on date and weather conditions (from Smith's journal)
- LIDAR



# Putting It All Together - 3d Models, 2d Image Billboards & More!



*“heaven and earth never  
agreed  
better to frame a place  
for man's habitation...”*

Captain John Smith, 1612





# VIRGINIA

Massawomecks

Signification of these words.  
To the reader hath his discourse  
what land is by relation the  
King's height 2. — 2.  
Ordinary height 2. — 2.



The Salvove Indians  
have a Great Lake per 5. mile from  
Tidewater thus a S. water

MONACANS

MANN AHOACKS

P

POW  
HATAN

N

TUCKS

KYSKARAWA  
OKS

TUCKS

WOOGHS

ITOV

INACD

HUKES



THE VIRGINIAN SEA

Scale of Lea. Miles

and half

Leagues

Discovered and Settled by Captain John Smith  
Grown by William 1606



POW HATAN  
Held this state & fashion when Capt. Smith  
was detained to his prisoner  
1607

MLK  
GOAGS

CHL  
WONS

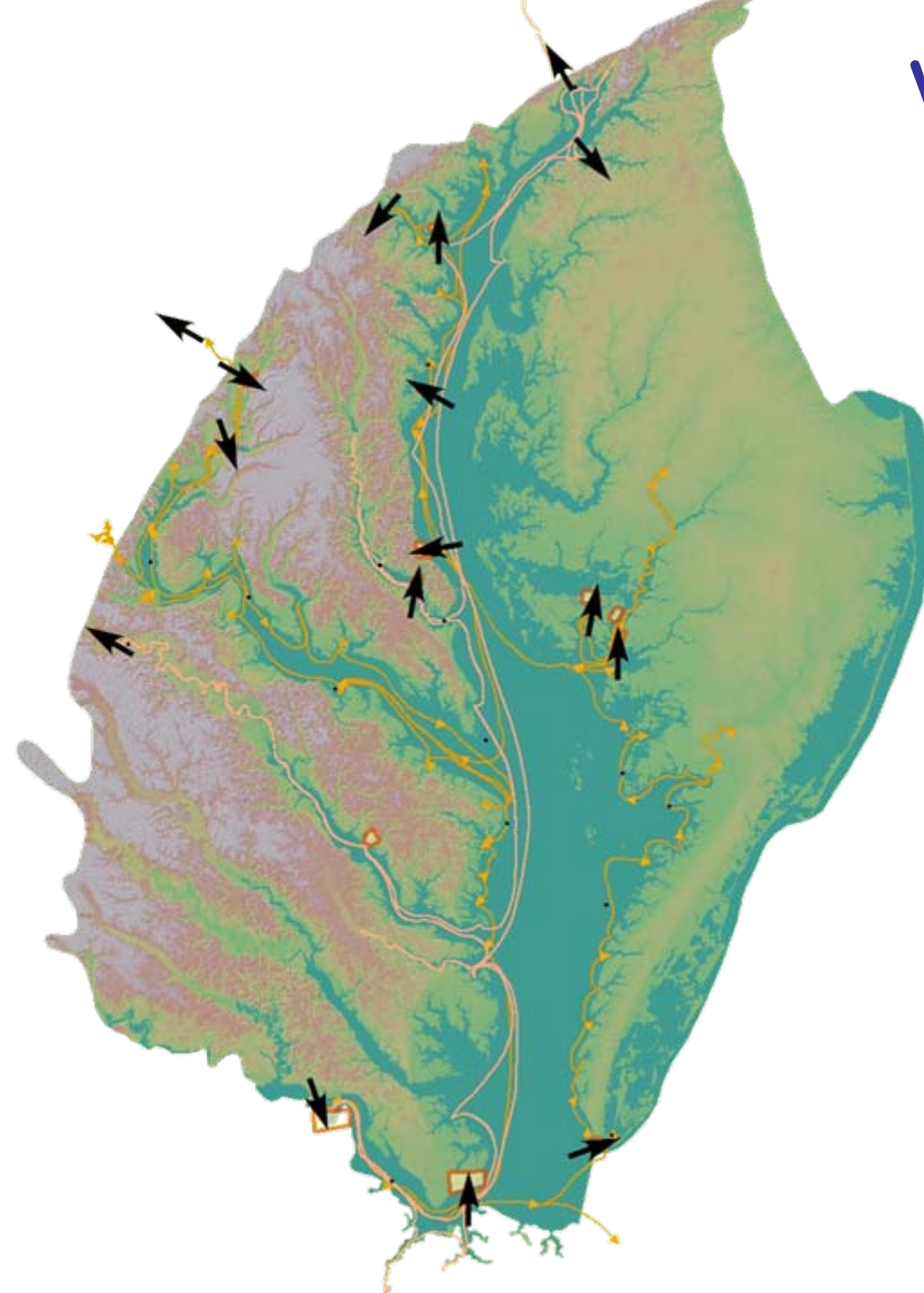
Cape Charles

South Sea



# Visualization Process

- Site Selection
- Establish Views
- Build Ecosystem Library
- Build 3d Components
- Construct Final Graphics





# VNS Landscape Render – Aerial Perspective





# VNS Landscape Render - Oblique





# Build Ecosystem Library





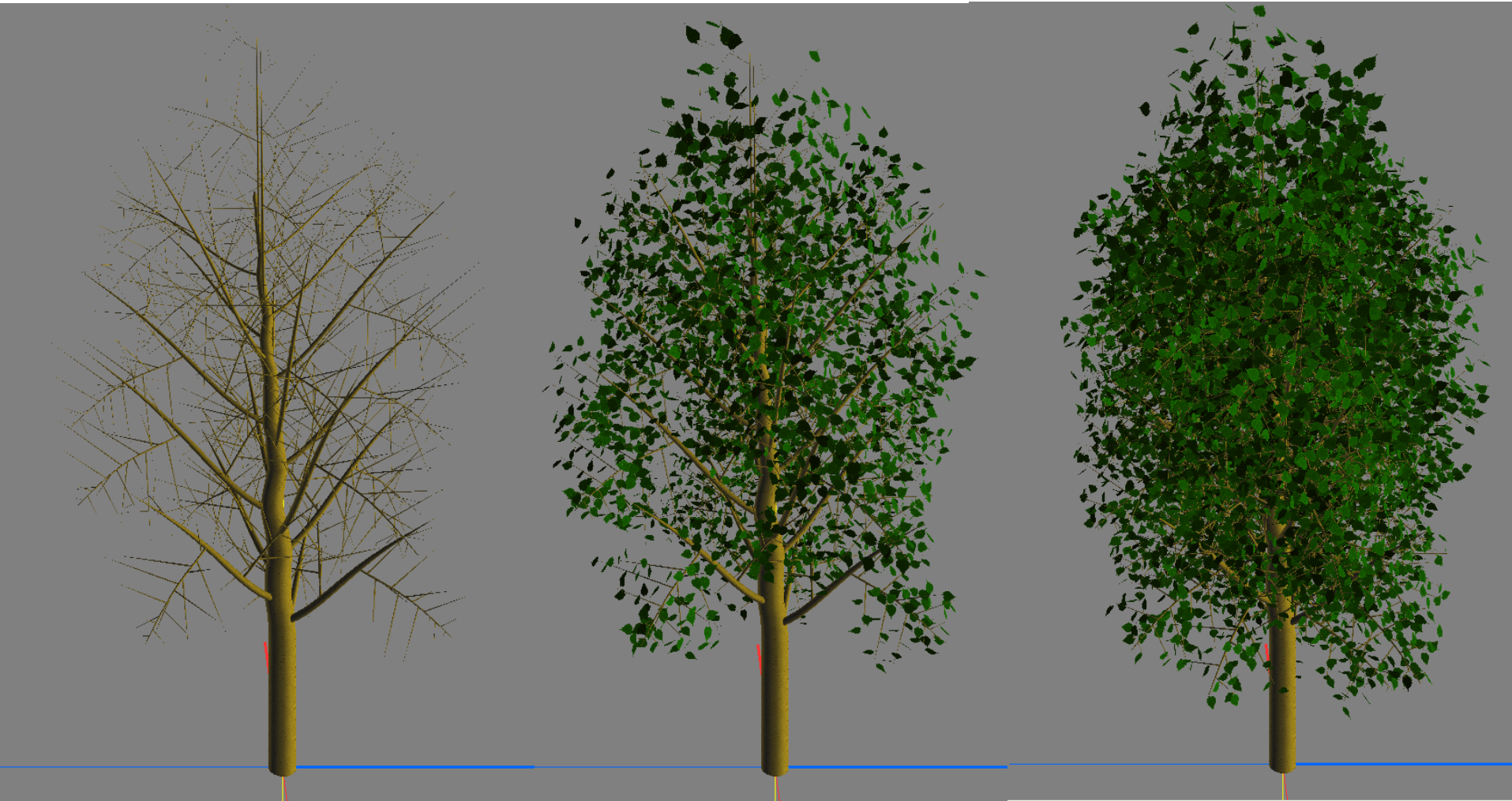








# 3d Models, Vegetation





## 3-D Models, Vegetation



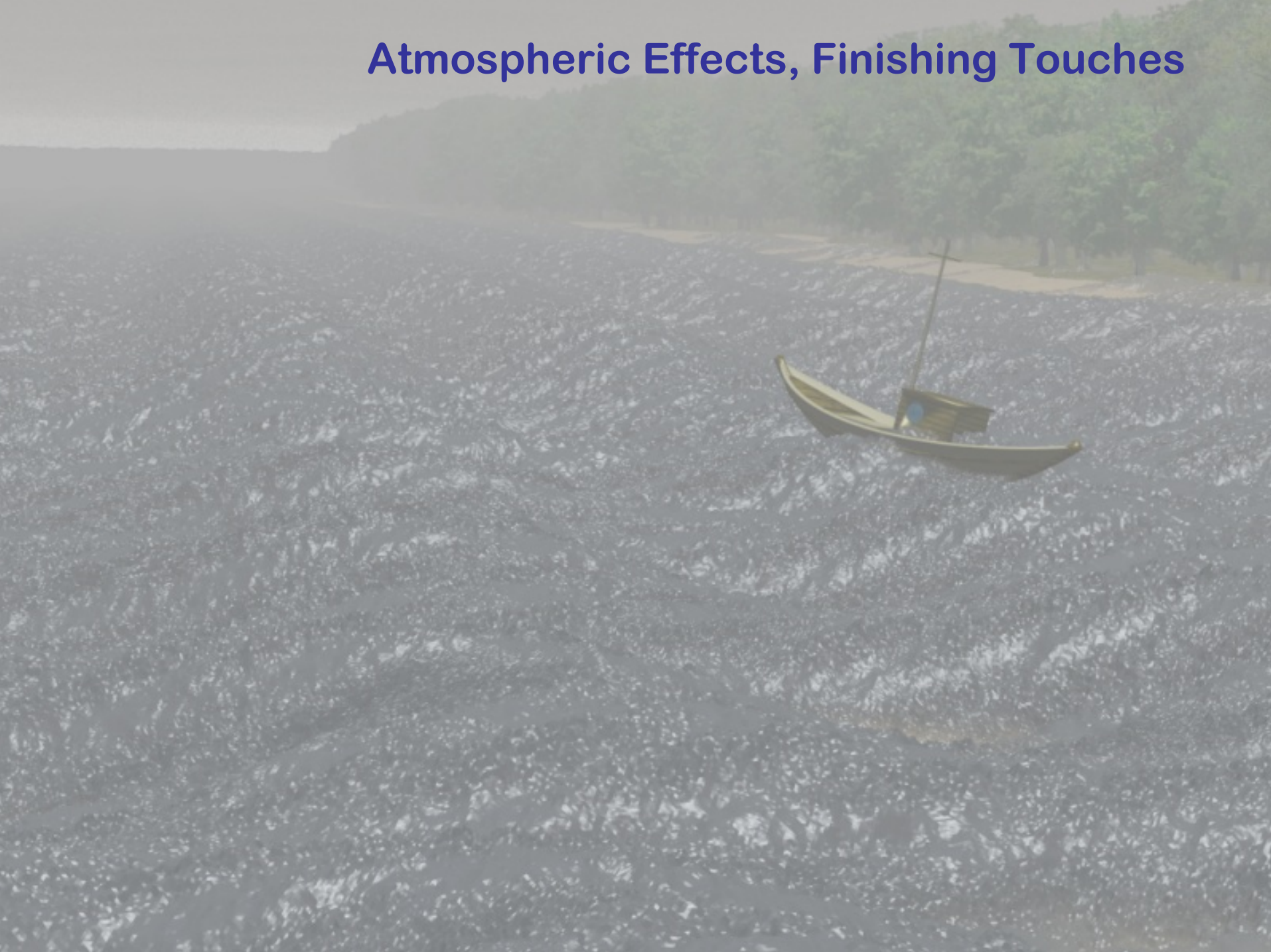


# Atmospheric Effects, Finishing Touches

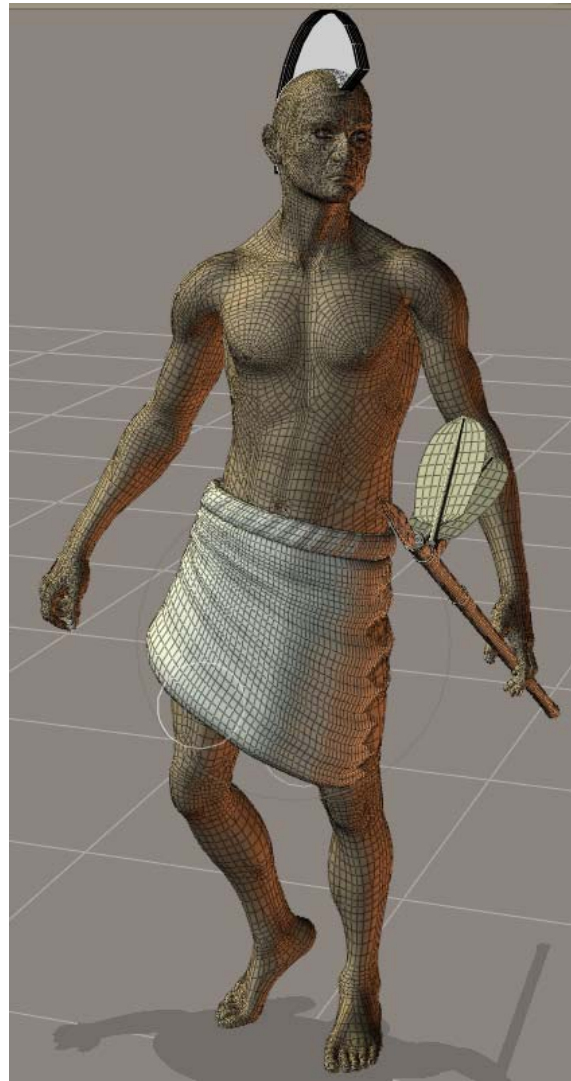
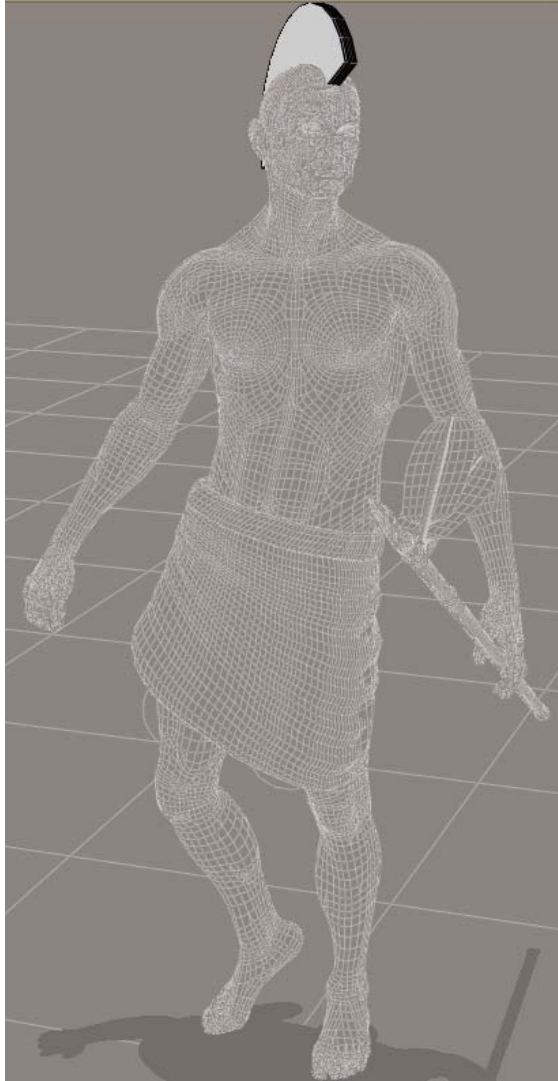




# Atmospheric Effects, Finishing Touches



# 3d Models, People





# Rendered 3d Models





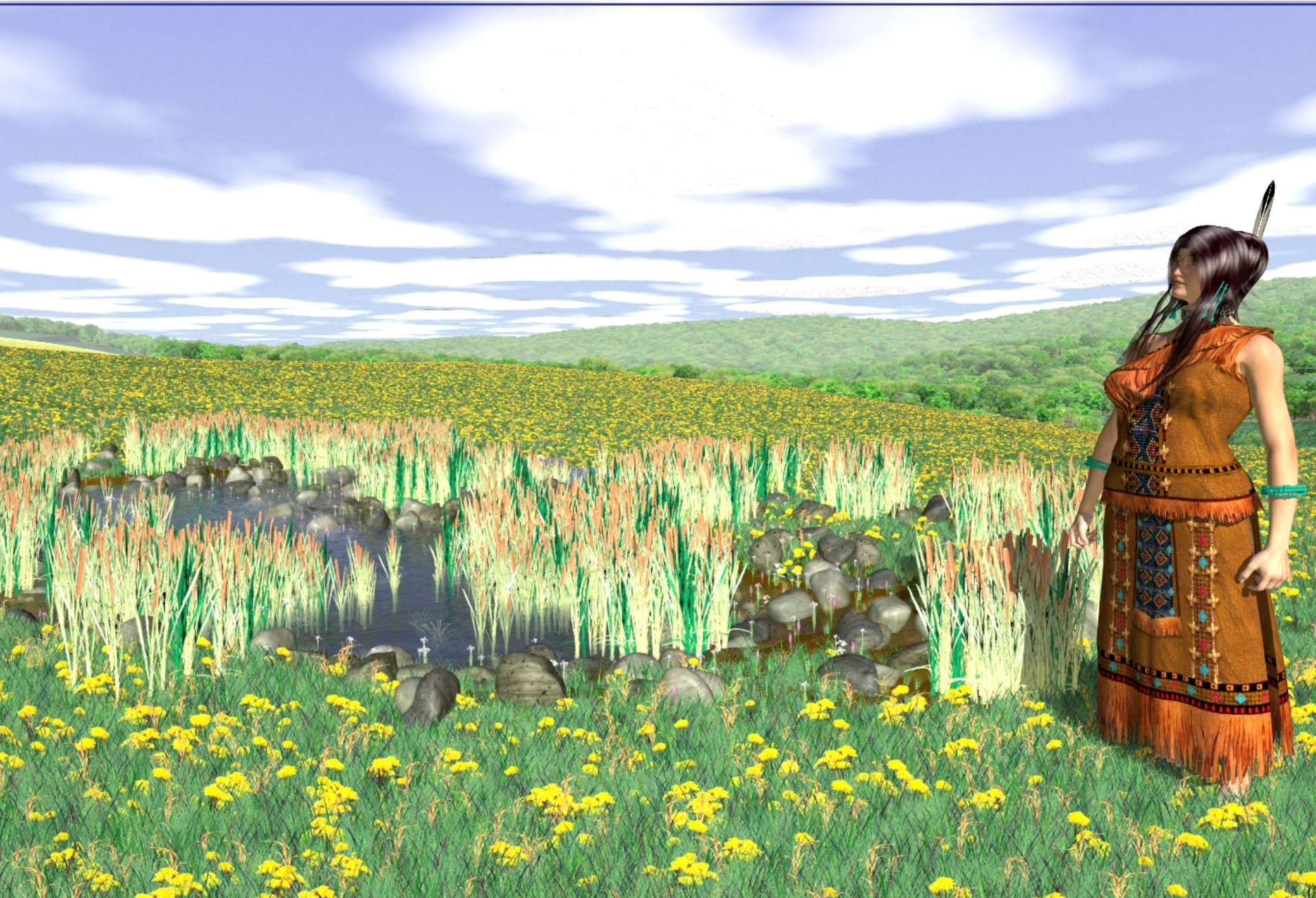


# Rendered 3d Models



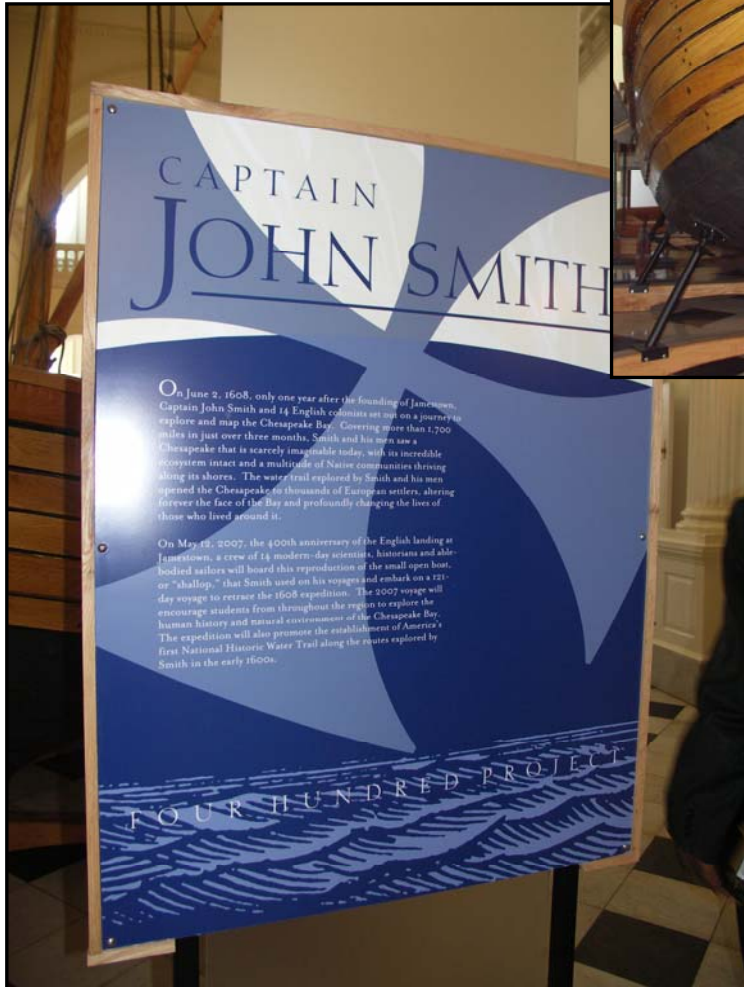


# Rendered 3d Models (VNS)

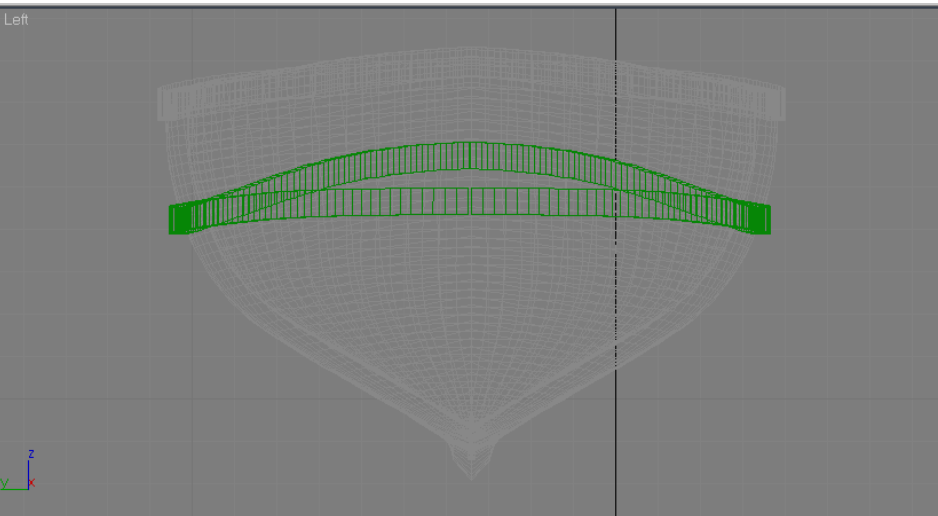




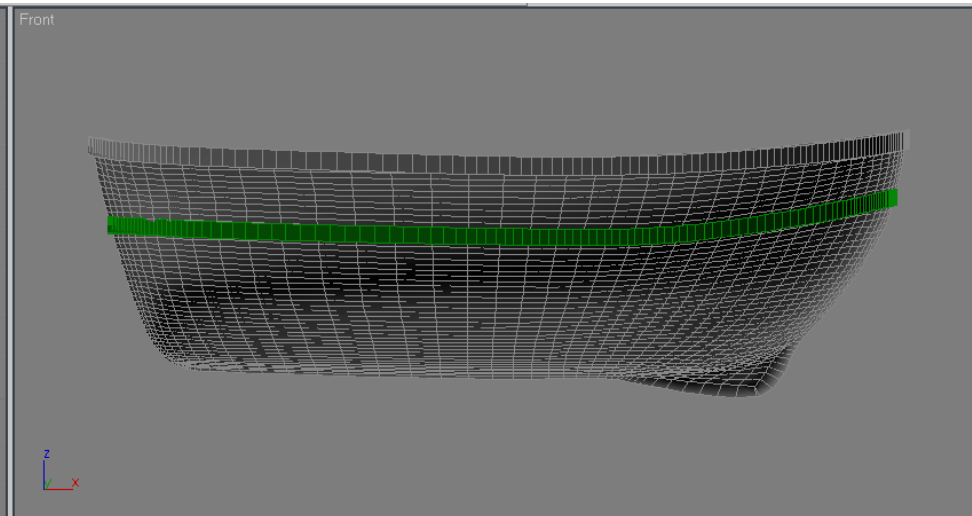
# 3d Models, Shallop



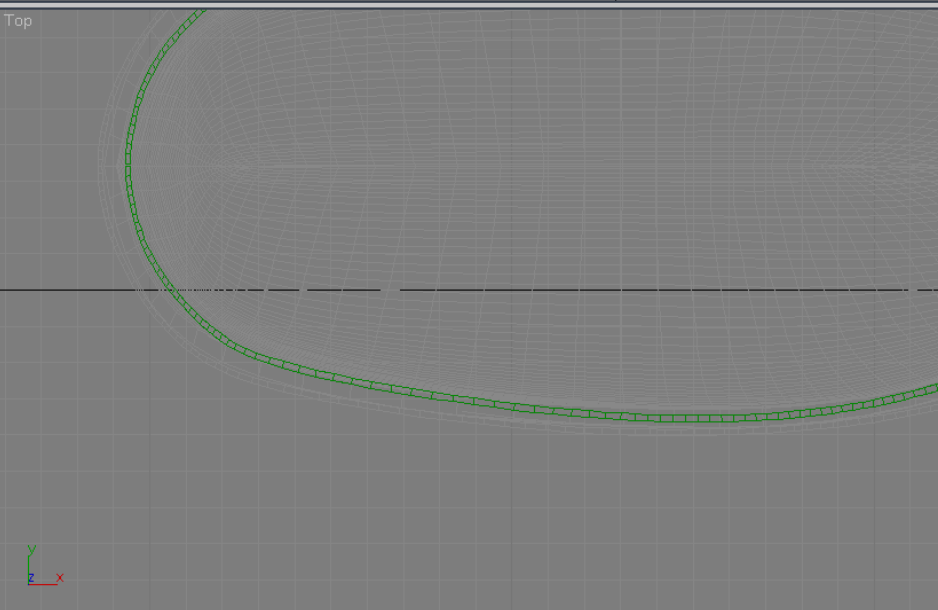
Left



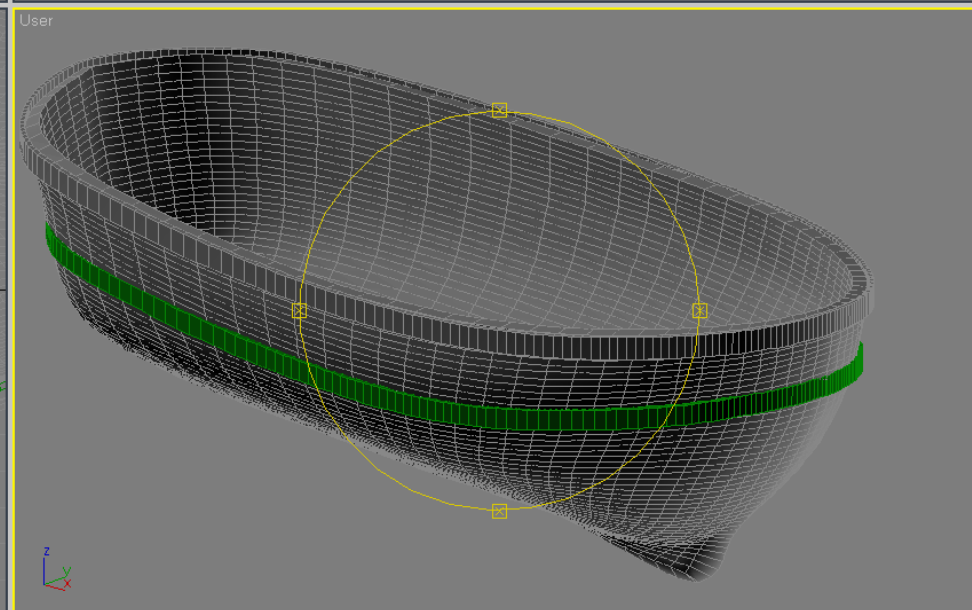
Front



Top

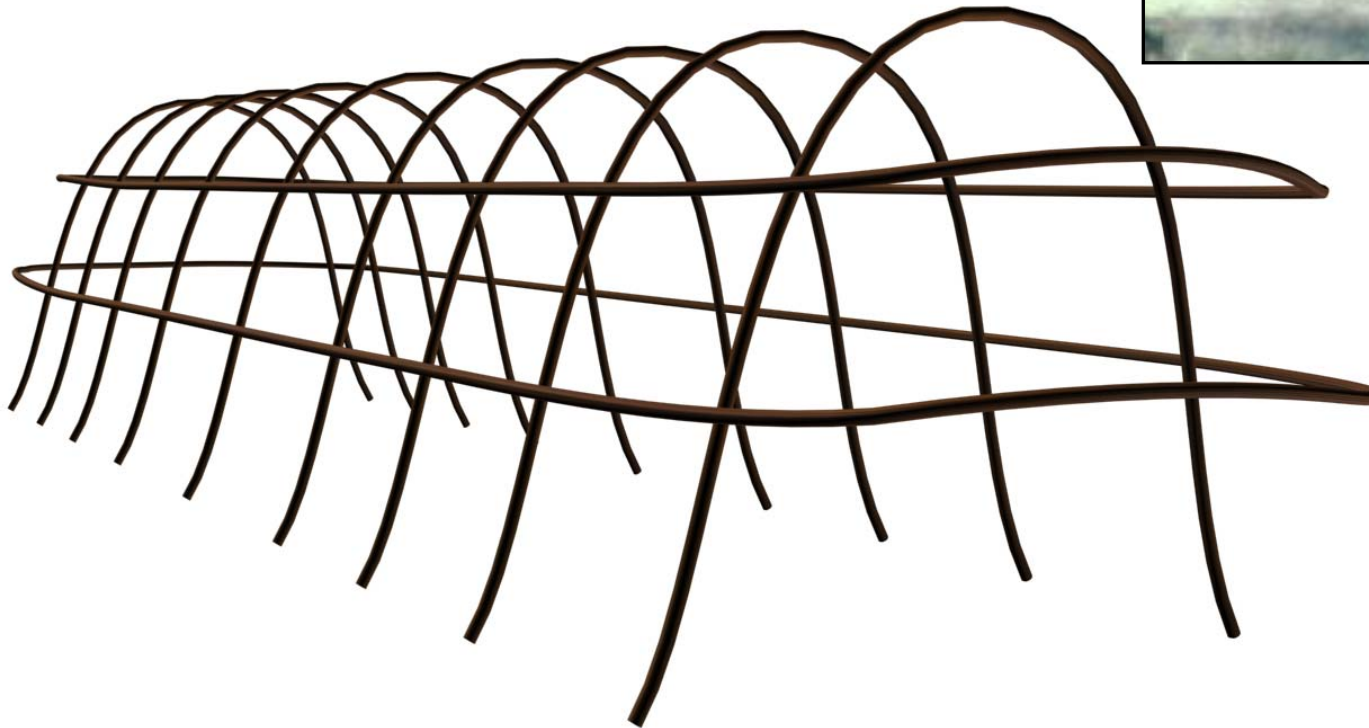


User





# 3d Models, Longhouse

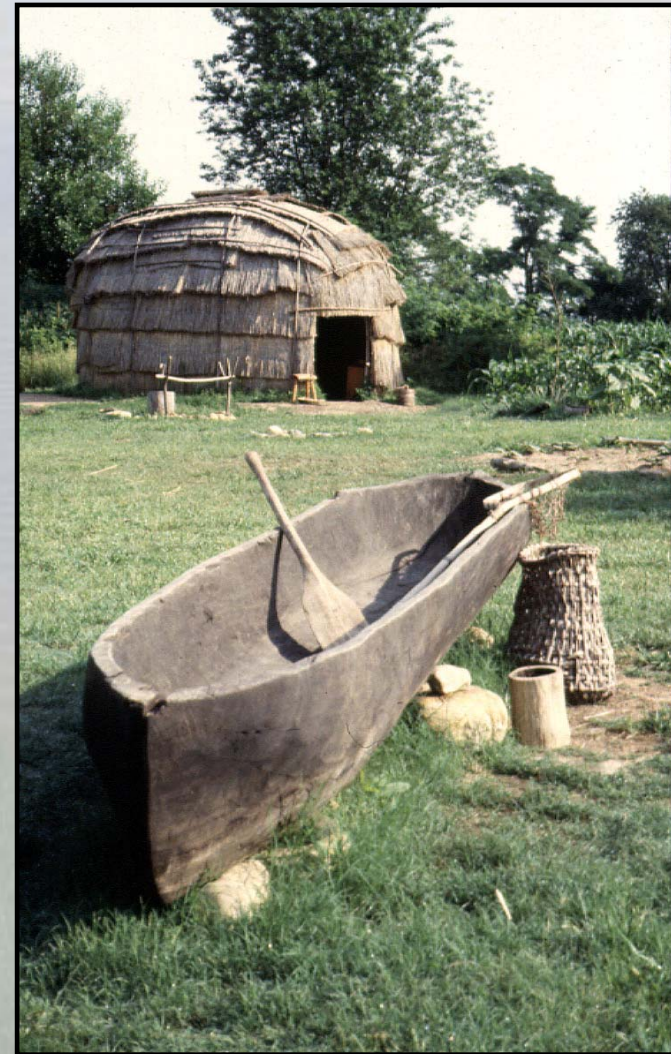


# Longhouse





# Canoe



# Customized Water Texture





# “Then & Now” Comparisons



# Photoshop Composite

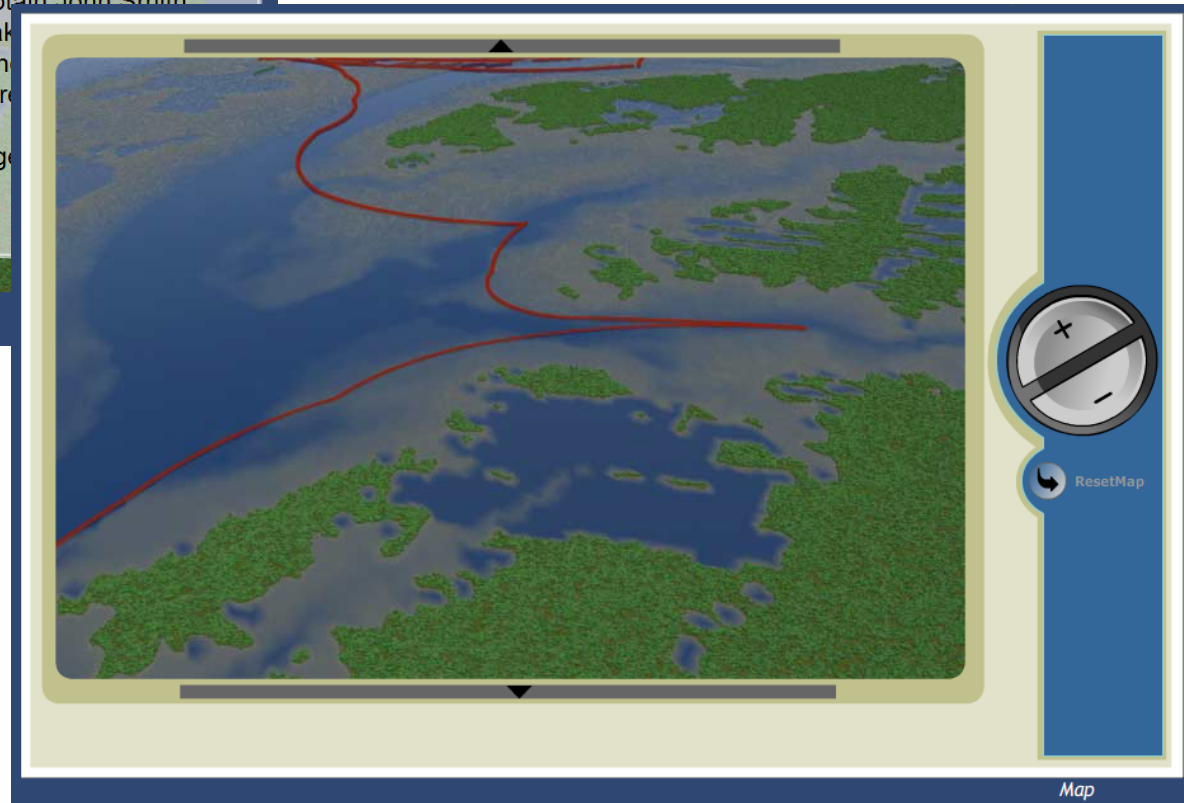




# Multi-Media, Online Education



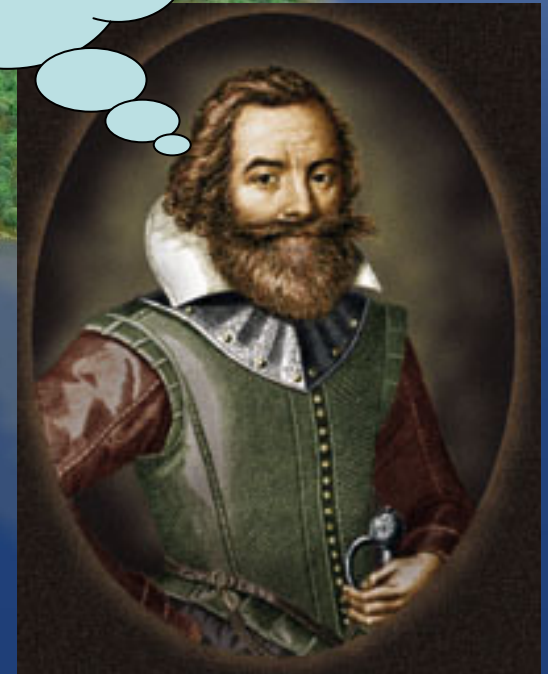
- Ecology
- Ecological Impacts of Landuse (over time)
- Native American Culture



# John Smith's Voyages of Exploration

Using GIS to  
Visualize the  
Chesapeake of 1607-  
1609

Thank You!



John Wolf, National Park Service  
Leah Wasser, Penn State University  
Timothy Enderlein, Penn State University