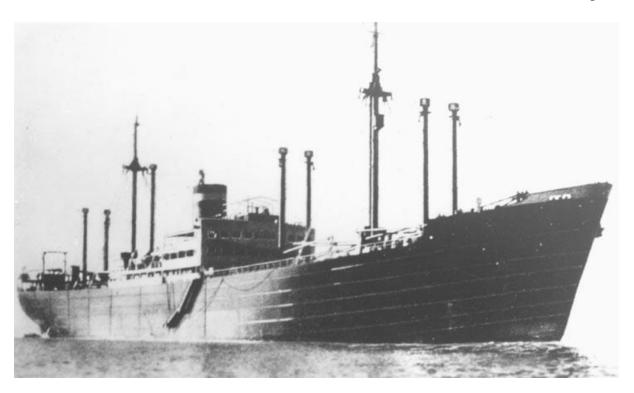
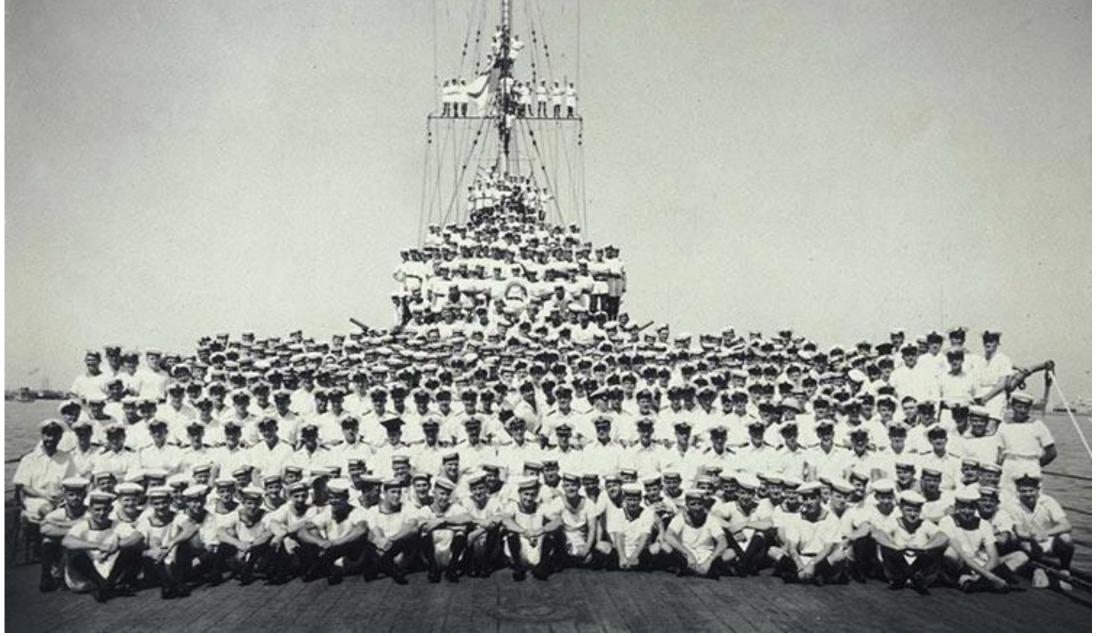


An unlikely encounter



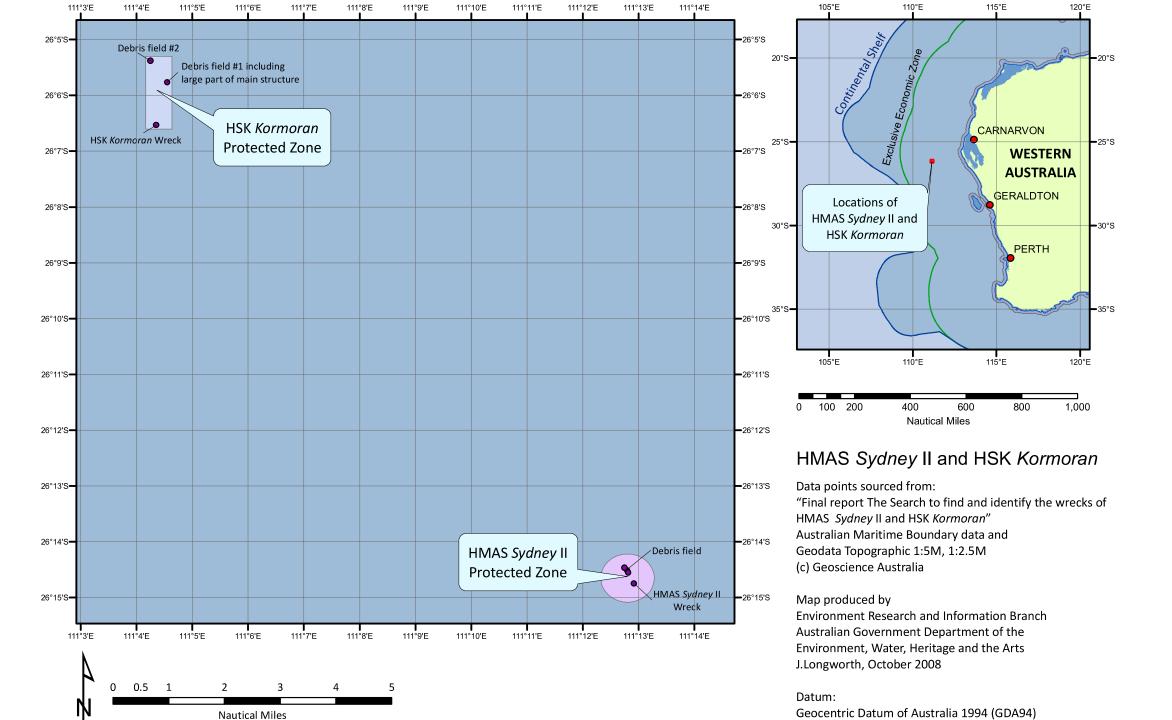
- HSK Kormoran
- Merchant vessel converted to an armed raider

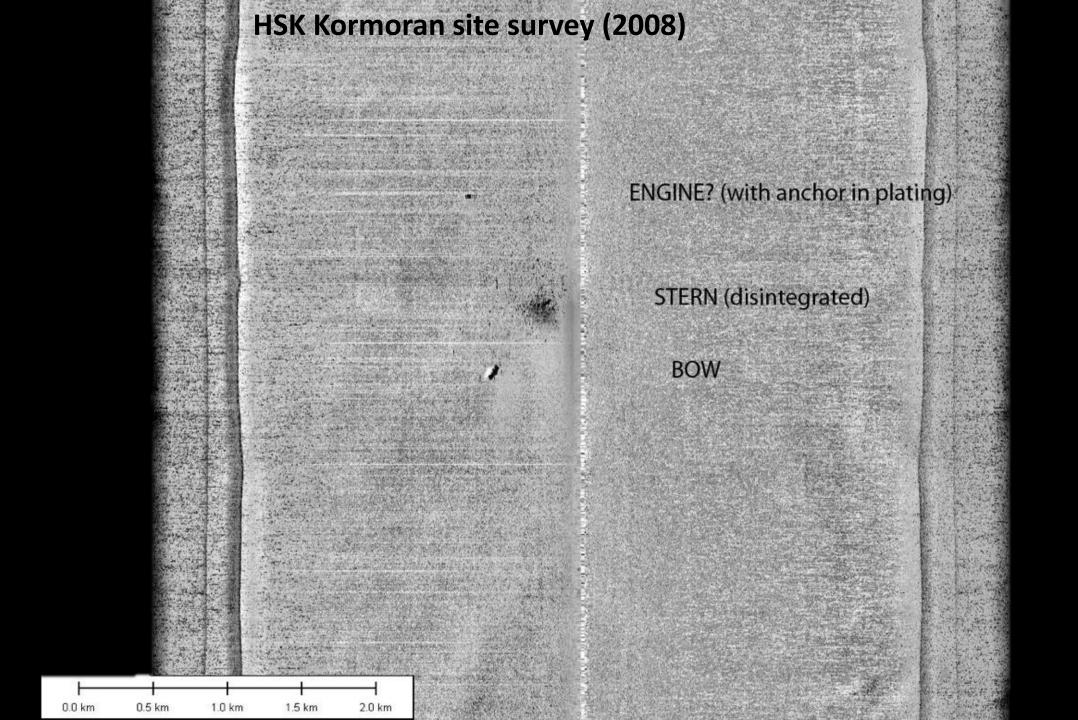
- HMAS Sydney II
- modified Leander-class light cruiser
- 19 November 1941 in the midst of World War II
- The two vessels encounter each other and a short battle results in the sinking of both vessels

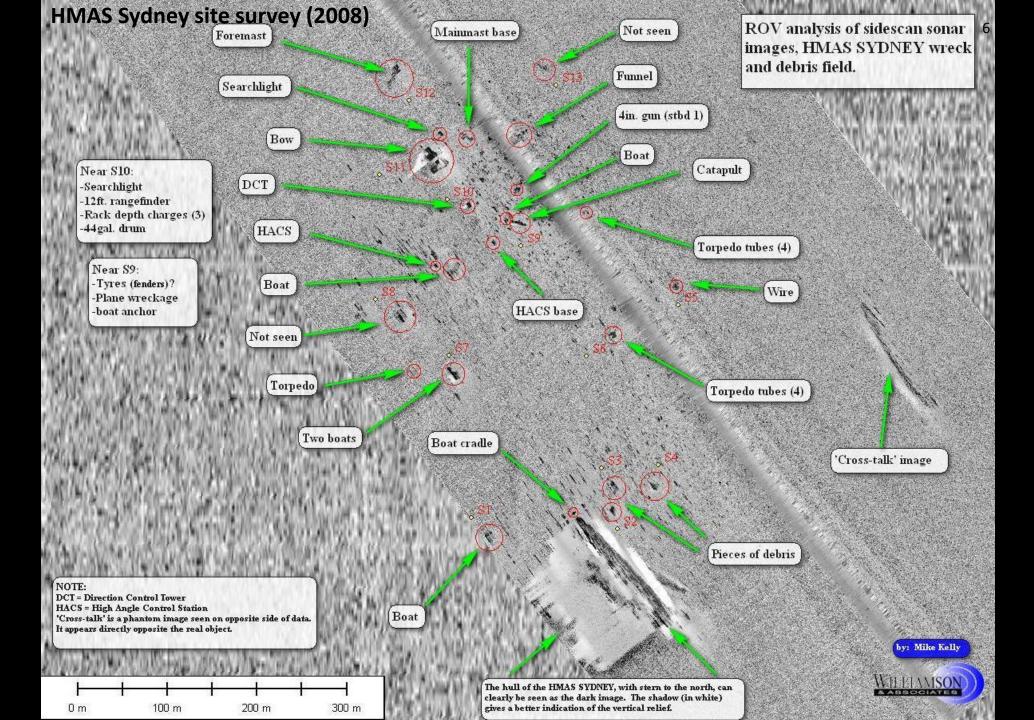


Crew of the HMAS Sydney II

- All 645 crew of the Sydney perished. Of the 380 men on-board Kormoran, 318 survived.
- Nearly 70 years of controversy and rumour ensued until the wrecks were discovered in 2008 by the Finding Sydney Foundation.







2008 Expedition

- Successfully located the two wrecks
- Collected ~1500 images and ~40 hrs video
- Results informed the Cole Commission of Enquiry which ruled on the loss of the two vessels





© Australian War Memorial vis Finding Sydney Foundation

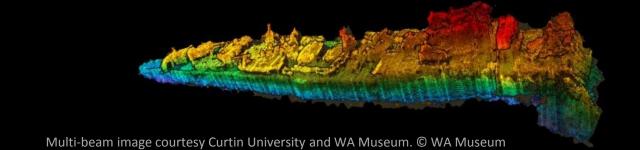
© Australian War Memorial vis Finding Sydney Foundation

2015 Expedition:

- 4 years of preparation
- DOF Subsea Vessel
- 2 work-class ROVs (Triton XLX)
- Custom lighting and camera system
- Multi-beam sonar
- Science sampling



Core Project Team: Andrew Hutchison, Andrew Woods, Tim Eastwood, Joshua Hollick, etc



2015 HMAS Sydney (II) and HSK Kormoran expedition

Major Project Partners









Funded by the Australian Government's your Community Heritage Program

Premier Partners









Major Partners







Supporting Partners













Member Partners















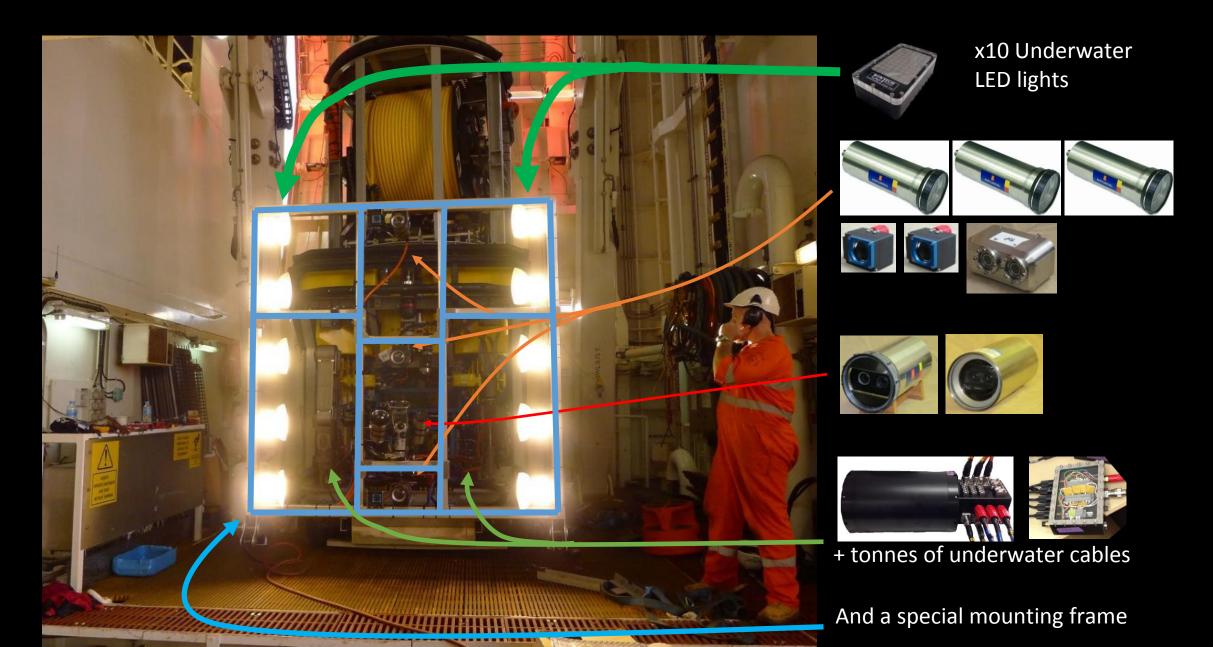








Each of the two ROVs were equipped with a custom 3D imaging system:



Lighting and Camera system control room aboard Skandi Protector





2015 Expedition Results

- Two ROVs, 4 days, 24 hour ops, rotating 12 hour shifts
- Surveyed both wreck hulls and debris fields
- Carefully coordinated movement of the two ROVs sometimes working together, sometimes working separately
- Seven digital still cameras on each ROV capturing photos every 5 sec
- Collected:
 - ~500,000 images, and
 - ~300 hrs HD video much of that 3DHD
 - ~50 terabytes of data



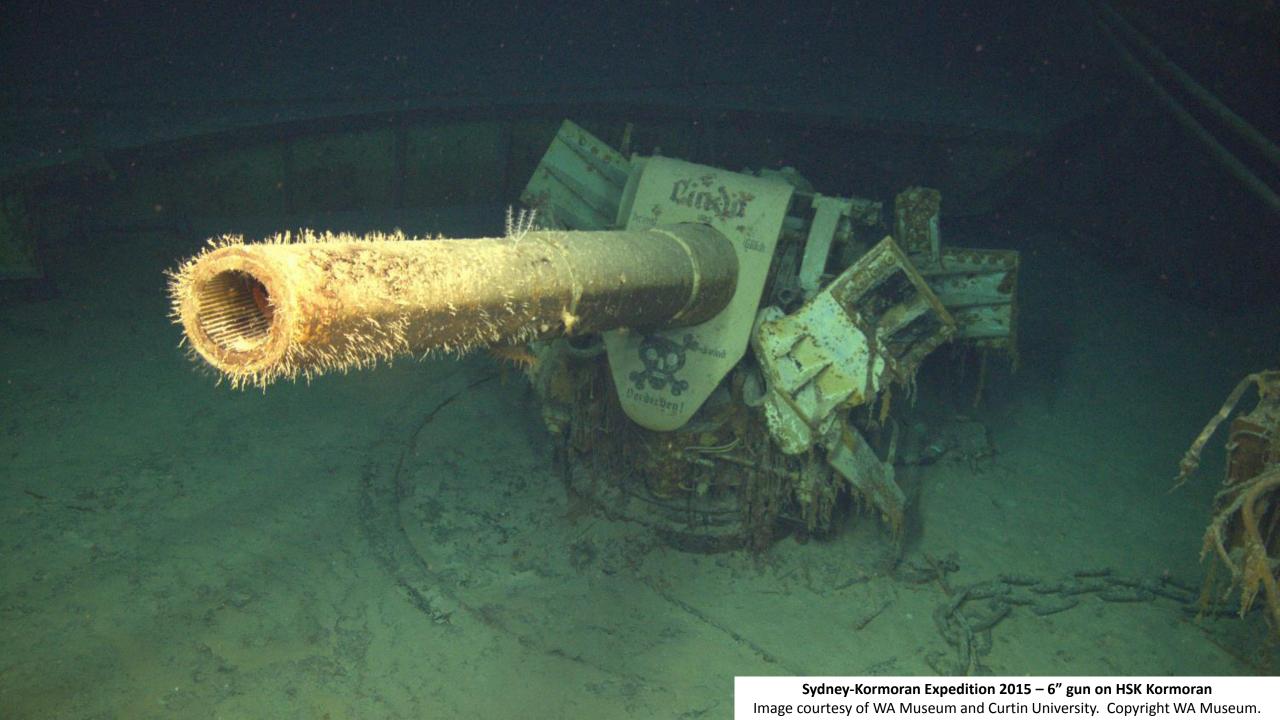










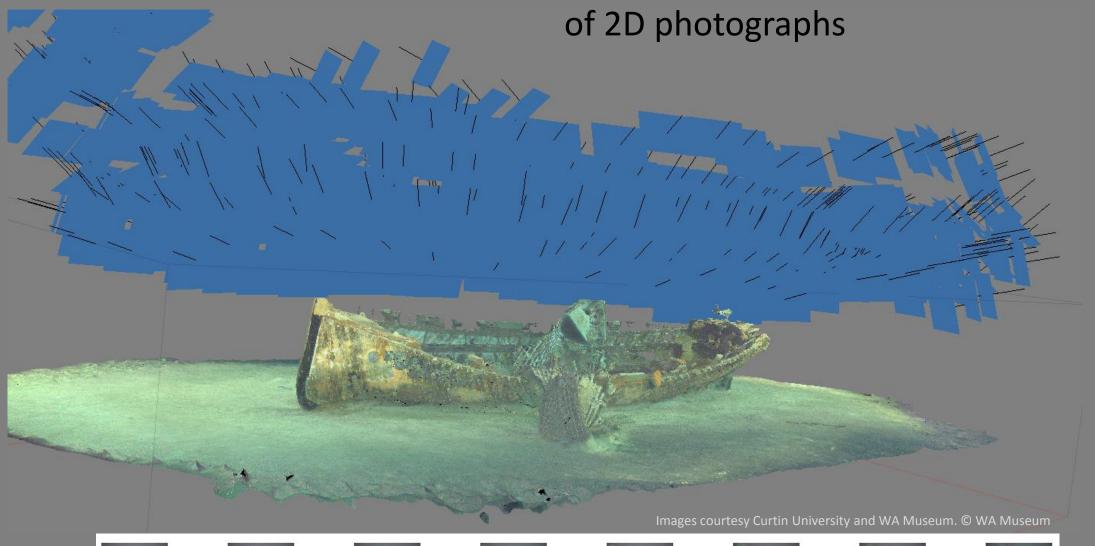




Why so many images?

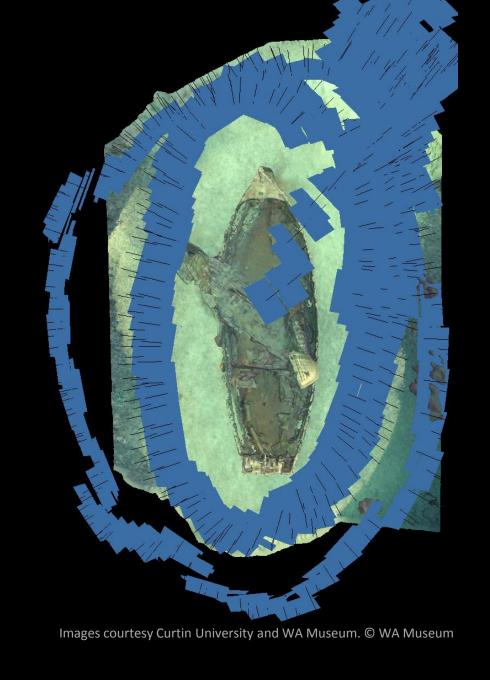
3D Reconstruction:

Generating 3D models from a series of 2D photographs



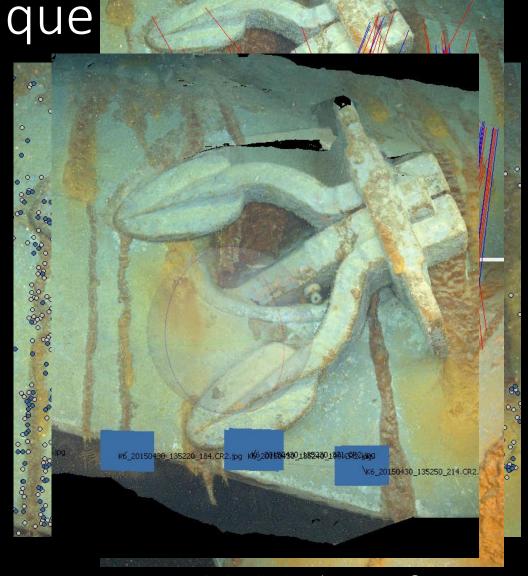
3D Reconstruction

- aka: 3D Photogrammetry,
 Structure from Motion
- Primarily based on still images but may also use video data to provide more coverage
- Good coverage and lots of angles are important for high-quality models



3D Reconstruction Technique

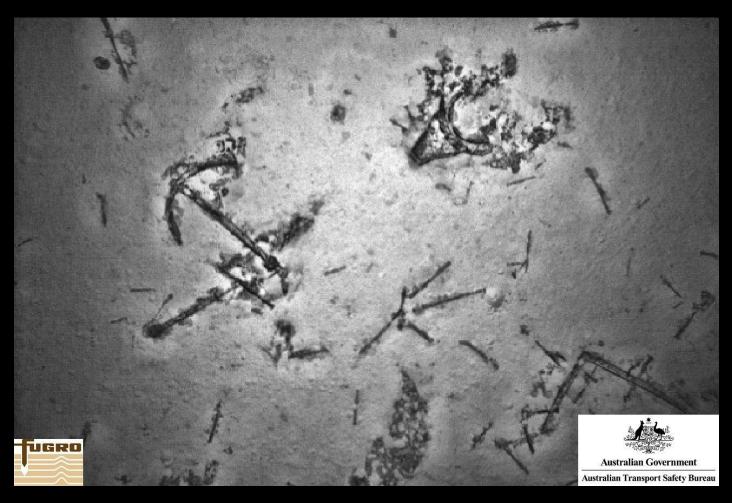
- 1. Find feature points in images
- 2. Match features between images
- 3. Determine camera locations (bundle adjustment)
- 4. Generate dense point cloud
- 5. Generate mesh
- 6. Use images to texture the mesh





Relevance to AUVs?

 3D Reconstruction can be applied to images collected from a range of different sources – including AUVs



Ship-related debris on the sea floor, including an anchor. Source: ATSB, photo by Fugro.

Where from here?

- Lots of data processing using 3D reconstruction software on the Pawsey Supercomputers to generate 3D models of items from the debris field and hopefully the full main wreck hulls
- Museum exhibitions at WA Museum and partner institutions
- Documentary feature produced by Prospero Productions
- Research outputs processing of science samples (rusticles, sediment, water, etc)

Questions?

"[The team] have pulled off something fantastic, singular in the history of Australian maritime archaeology"

Andy Viduka, Assistant Director Maritime Heritage, Department of the Environment, Australian Government.

