



#### **BRF**

(bidirectional reflectance factor)

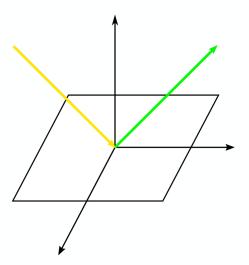
- Intrinsic to the surface
- Experimentally not accessible in the field



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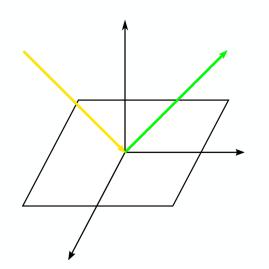


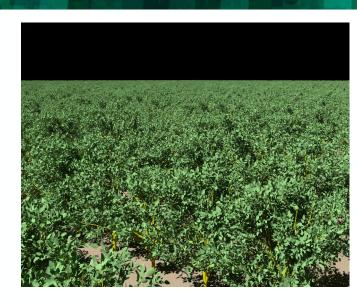


#### **BRF**

(bidirectional reflectance factor)

- Intrinsic to the surface
- Experimentally not accessible in the field
- Black-sky reflectance



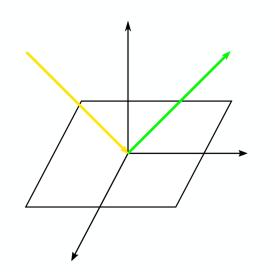


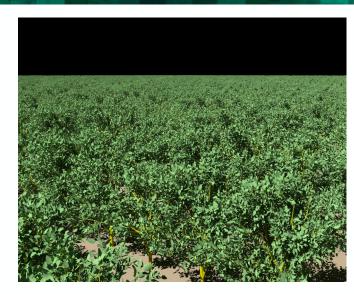


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#### **HDRF**

(hemispherical-directional reflectance factor)

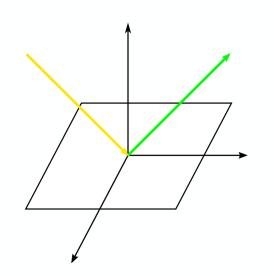
- Depends on surface and atmosphere
- Experimentally accessible in the field

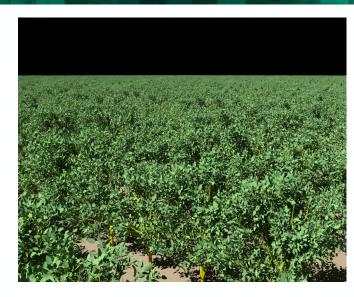


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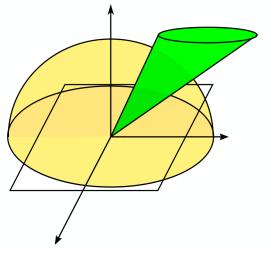




#### **HDRF**

(hemispherical-directional reflectance factor)

- . Depends on surface and atmosphere
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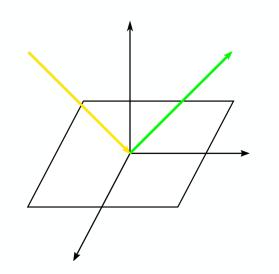
6



#### **BRF**

(bidirectional reflectance factor)

- . Intrinsic to the surface
- . Experimentally not accessible in the field
- Black-sky reflectance

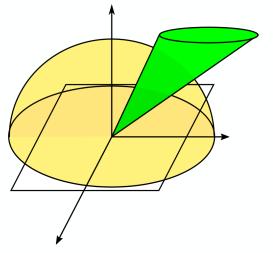




#### **HDRF**

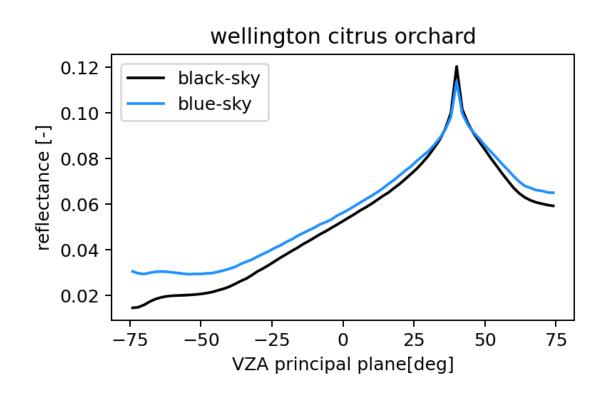
(hemispherical-directional reflectance factor)

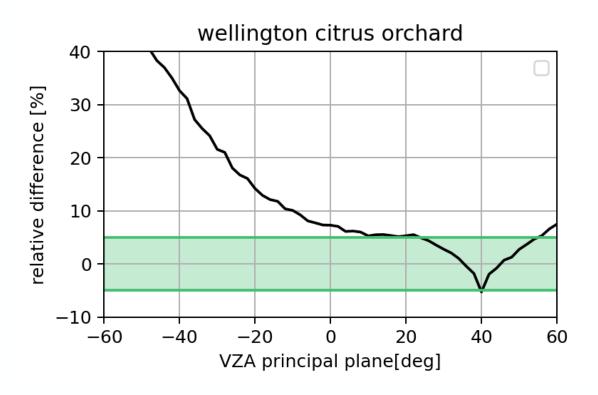
- . Depends on surface and atmosphere
- . Experimentally accessible in the field
- Blue-sky reflectance











rendered at 550nm



How do we derive the BRF from HDRF?

→ Need to develop standard protocols



### Blue-sky reflectance retrieval

Unmanned aerial vehicles are a flexible platform Lots of work is being done on UAV measurements

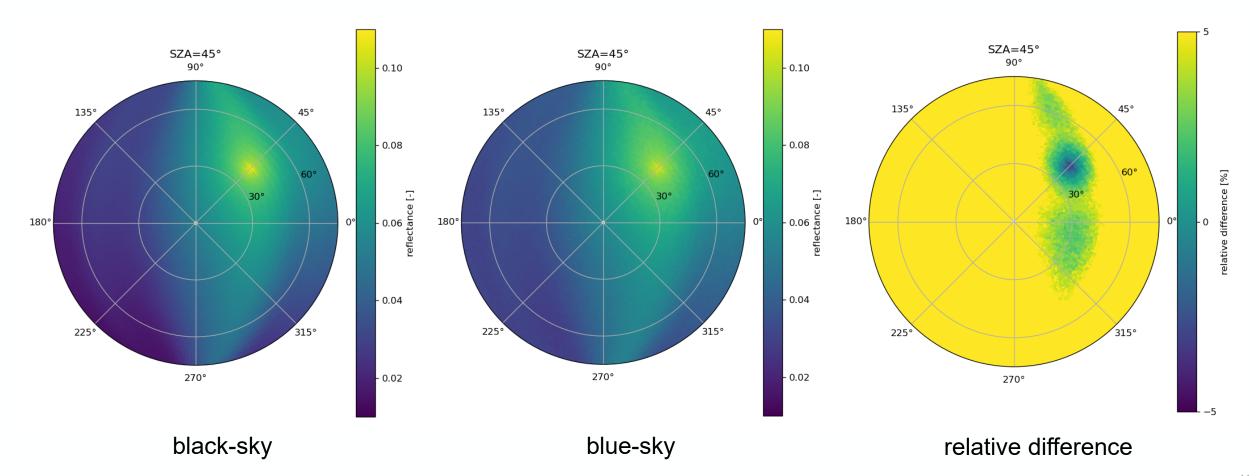


Image credit: Latini et.al. 2021 DOI: 10.1109/IGARSS47720.2021.9554496





#### Blue-sky reflectance retrieval





How do we derive the BRF from HDRF and validate the result?



# Validating black-sky reflectance estimation

**Problem:** Black-sky reflectance of real-world scenes is experimentally inaccessible.

certies CISAR'

TOC BRF

**Solution:** Design an artificial target with all desired properties whose black-sky reflectance can be computed!



Validating black



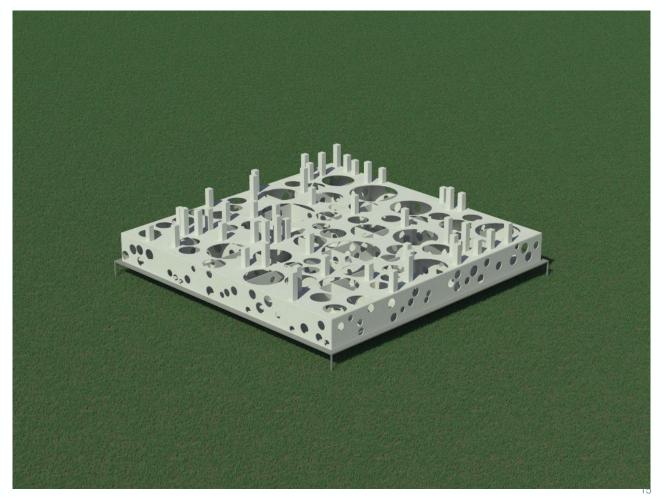
#### ition





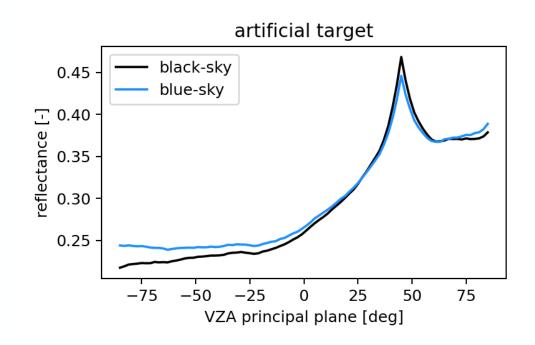
### Validating black-sky reflectance estimation

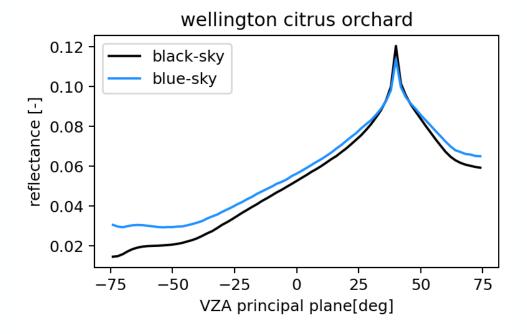
- BRF designed to emulate vegetation
- Physical size ~5m x 5m x 1m
- Feature size ~10cm
- Controlled shape allows production





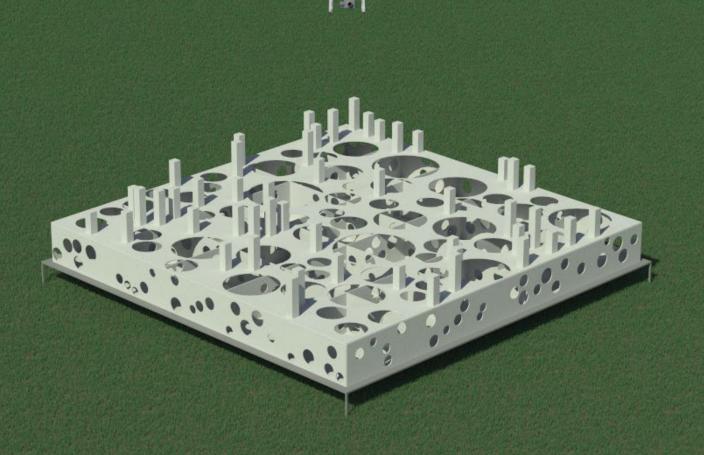
#### Validating black-sky reflectance estimation







### **Validatir**



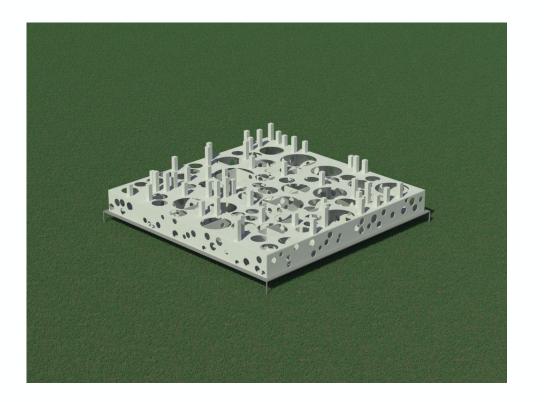


**Proposed protocol** Simulated BoA HRDF artificial target Atmospheric **Eradiate** CISAR' processing (CISAR) TOC BRF ToC BRF **GBRF** 



#### Wrap-up

A novel approach to validating the retrieval of surface BRF from in-situ HDRF measurements using an artificial target and state-of-the-art radiative transfer models like **Eradiate** 





#### **Questions?**

Join me for an interactive Eradiate demo session on Tuesday 18:00!

All simulations and images in this presentation were created with Eradiate.

To check it out, go to eradiate.eu or scan the QR code

#### It supports:

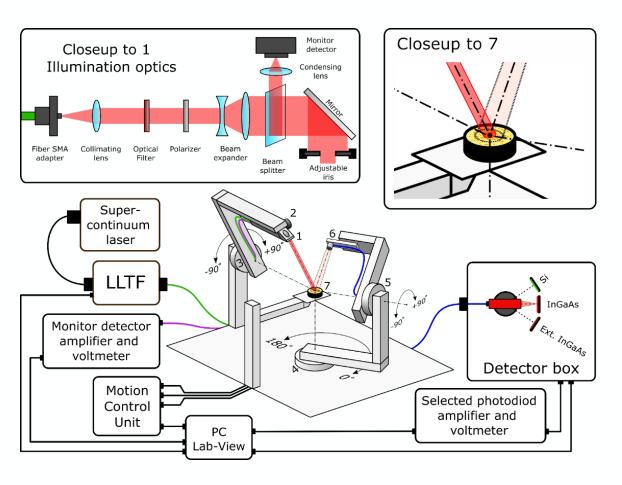
- Heterogeneous atmospheres with particle layers
- Explicit 3D canopies
- 3D elevation models
- Plane parallel and spherical atmosphere geometries



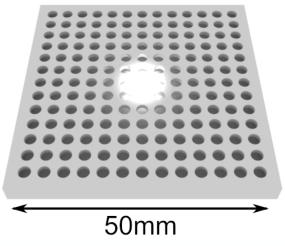
eradiate.eu



#### **Validating Eradiate**









# LPVE23 - WORKSHOP ON LAND PRODUCT VALIDATION AND EVOLUTION

