

LiDAR Applications for Survey and Mapping at the Ancient Maya Center of El Pilar

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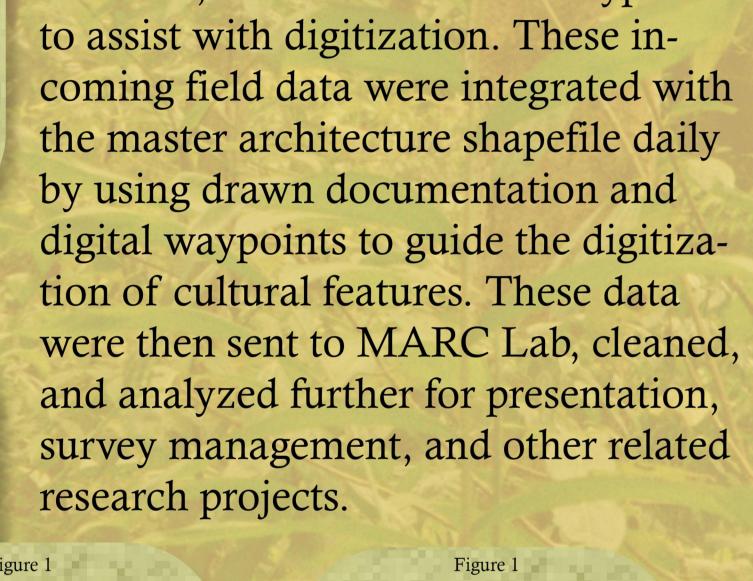
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Methods 1:

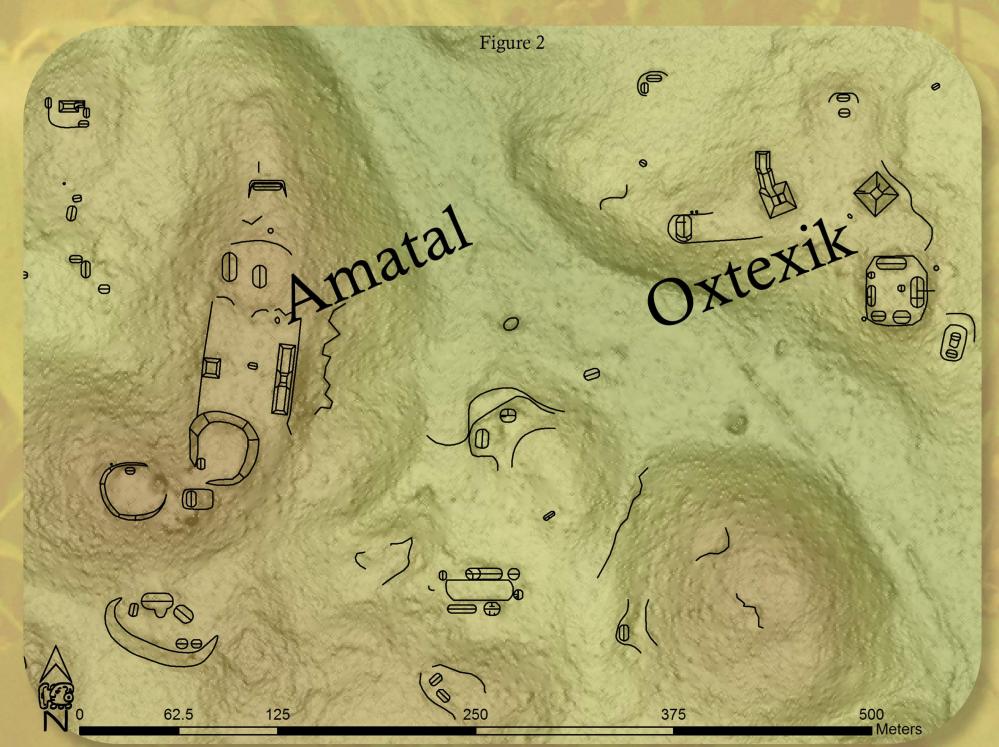
Comparison revealed the LiDAR bone mapping visualization was best for identifying features beneath the tropical canopy (Pingel et al. 2015). Potential features in the images were marked with "GoTo" points in ArcMap and their coordinates

downloaded to GPS units. In using boots-on-the-ground fieldwork, GPS points guided survey teams to pre-identified GoTo points where cultural features were validated, sketched, and outlined with waypoints





In the 2017 survey, examination of LiDAR visualizations led to the remapping of Kum, and the identification of the new monumental groups Amatal and Oxtexik. In total, 497 as cultural features. Of these, 417 were smaller architecture and 80 were other features. 193 or 28% of the points identified with the LiDAR were rejected. Approximately 50% of the features currently mapped were not identifiable due to their size and were found and mapped during the



The El Pilar Archaeological Reserve for Maya Flora and Fauna is a large Classic Maya center **Abstract:** straddling the border of Belize and Guatemala. The acquisition of aerial Light Detection and Ranging (LiDAR) data in 2012 allowed for a boots-on-the-ground settlement survey to be efficiently executed within the 20 km2 of the reserve. Fieldwork from 2014-17 covers 10 km2 or 50% of El Pilar's area and led to the verification and mapping of 7 major centers and ~1,320 smaller cultural features. Now that 50% or 10 Km2 of the study area has been surveyed and mapped, it can be confidently said that LiDAR is a highly effective tool in identifying and mapping cultural features under



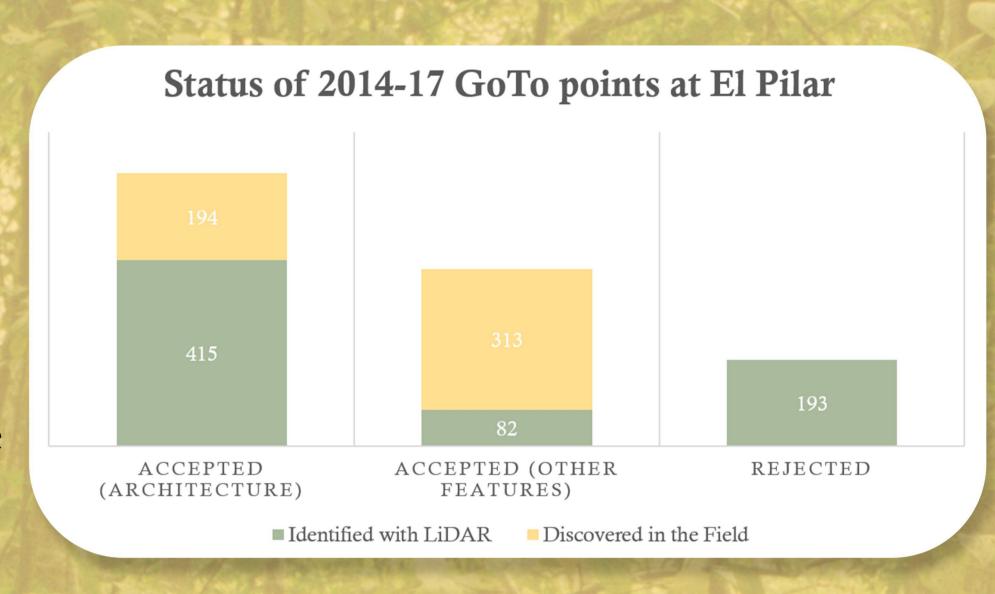
Mérida YUCATAN Cancón

El Pilar

San Salvador EL SALVADOR

the canopy.

Field experience shows that around 50% of the features mapped will return little or no LiDAR signature. Teams conduct reconnaissance around GoTo points to discover any additional features; this movement is recorded in GPS track data. After applying 13m buffers to the tracks (the distance that can be seen into the surrounding vegetation) the lab team is able to methodically target the underexplored areas of El Pilar. As seen below, this strategy has been a success in mapping features other than the main architecture.



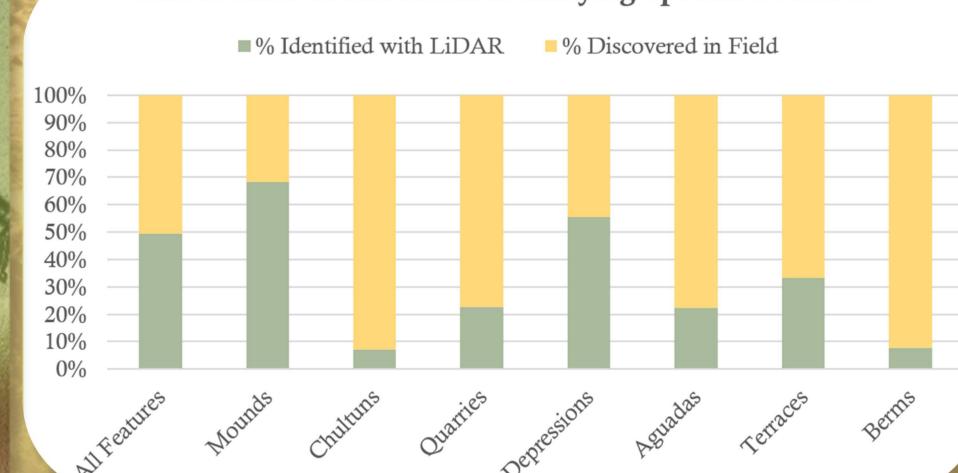
Take Home Points:

Data collection and analysis is ongoing, but the 2017 season reinforced lessons learned from previous work at El Pilar:

1) When systematically integrated with traditional survey protocols, LiDAR is a powerful tool for guiding settlement surveys in the Maya Lowlands with understood limitations.

2) Several cultural features have little or no visibility in our LiDAR imagery. This is expected with chultuns (underground storage pits) where only 7% were discovered with the LiDAR, but the difficulty in recognizing the expectedly larger other features like quarries (22%) and berms (7%) is problematic. These features reflect resource extraction and landscape modification, possibly for water-flow control, and must be recorded to understand ancient human-environment interactions.

Effectivness of LiDAR in Identifying Specific Features



3) Not all signatures that appear to be cultural features on the LiDAR are what they appear to be. There were numerous instances of natural features being identified on the LiDAR, e.g. the massive buttresses of the Ceiba tree. LiDAR is only effective when used with bootson-the-ground field validation.

Results:

of the 690 visited pre-identified GoTo points were identified



- Cultural Features (Architecture)

- Unvisited GoTo Point

Pingel, T.J., K. Clarke, and A. Ford 2015 Bonemapping: a LiDAR processing and visualization technique in support of archaeology under the canopy. Cartography and Geographic Information Science 42(S1):S18-S26