



Contact Details:
Mobile: +260 968 324 284

Email:

Bwalya.kawimbe@unza.zm/

bkawimbe@gmail.com

Department of Geomatic Engineering School of Engineering

Mr. Bwalya J. Kawimbe

Office: BEng. Main Building, 1st Floor, Former Zagis Offices, Room 2.

BASIC CONCEPTS

Contents

- ❖ Introduction,
- ❖ Basic definitions,
- ❖ Different Disciplines (& Surveys) in Geomatic Engineering.
- ❖ Co-ordinate systems
- ❖ Angular systems,
- ❖ Error types.



Coordinate Systems

It is very mandatory to fully understand the aspect of coordinate systems. This is critical for data management and analysis considering its integration. For example, a Agricultural Engineer may wish to analyze the best location for a new site of operation surrounded by Mines and other Engineering facilities. This would call for an overlay of data from the Mining Engineer and a Civil Engineer, which may lead to some transformation of systems in most cases.

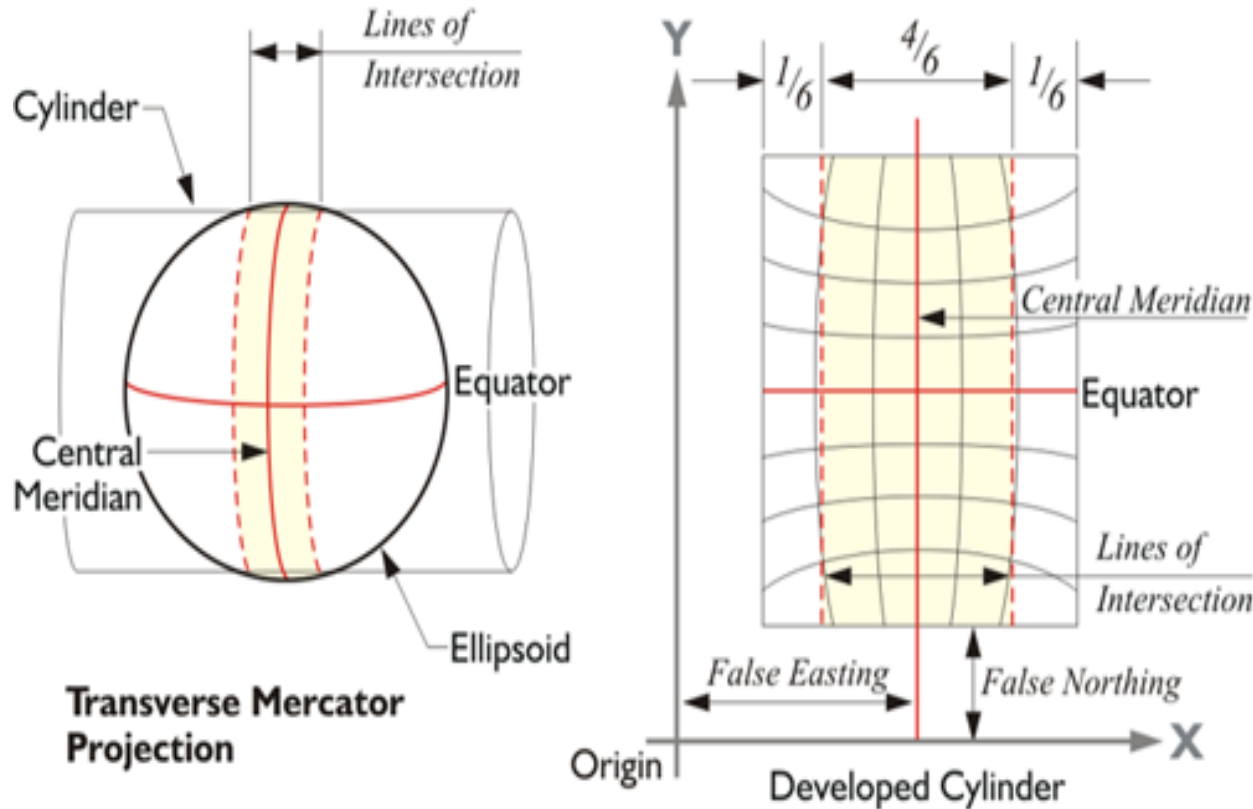


Coordinate Systems

- By now understand that the earth is NOT flat but Spherical. Question: If the earth is spherical, how are plans/maps flat?
- Maps are made as a plane reproduction of the earth, and this leads to what is termed as projection system to reproduce the earth on the plane in the most accurate with least distortion.
- For this reason, we have a number of projection systems suitable for different parts of the world and different use.
- In Zambia, Universal Transverse Mercator (UTM) is used. Imagine a sphere wrapped in a cylinder then split open.



Coordinate Systems



Specifications:

Units: metre

Orientation:

Easting (E) =
Positive to the East,
Negative to the West

Northing (N) =
Positive to the North,
Negative to the South

Therefore, a point P may be defined as $P(E,N) = P(1000m, 1000m)$.



Angular Systems

- Angles are normally measured in the following systems:
 - **degrees** (360 to one complete rotation), minutes (60 to 1 degree) and seconds (60 to one minute).
 - However some instruments measure in **gons** (400 to one complete rotation) and decimal fractions (0.001 gon=1 milligon; 0.0001 gon=1 centesimal second).

Full details of this will be discussed under angular measurements in the next topic.