

36 such as Nutrient Network², field studies with natural diversity or land-use gradients³ and
37 research infrastructures such as eLTER⁴. A shared measured variable for all of these is above-
38 ground plant biomass as a proxy for plant production, an essential component of ecosystem
39 functioning (next to other structural characteristics, e.g. cover or growth height). The most
40 common way to determine above-ground biomass is to harvest the plants (there are also
41 alternative non-destructive methods, which are, however, error-prone if used incorrectly⁵).
42 Actual estimates of productivity—measuring rates of biomass change vs. standing pool size –
43 requires longer time-series of biomass over the seasons than is possible with destructive
44 harvesting. In addition to its coarse time resolution, destructive sampling also is very coarse in
45 terms of capturing spatial variation of vegetation structure. Newer, more modern techniques
46 allow finer-scale temporal and spatial measurements using 3D scans and computationally
47 processing the resulting digital point clouds (e.g., terrestrial laser scanning [TLS])⁶. The
48 disadvantage is that the equipment and software are very expensive and the work in the field is
49 cumbersome and time consuming.

50 A middle way that combines the positive aspects of both methods (i.e., cheap and fast, easy to
51 implement, non-destructive) is to use smartphones and freely available 3D scanning apps
52 (without special fields of application). Almost everyone nowadays has a smartphone, and the
53 technology has improved enormously in recent years. Cameras with at least 40 megapixels,
54 multiple lenses, image stabilisers and autofocus are standard for modern smartphones, and take
55 high-resolution photos that rival those of SLR cameras. Some models even have a LiDaR (Light
56 Detection and Ranging) sensor that can measure infrared light reflected from surfaces to create
57 3D images. As well as the hardware, software and apps have also developed significantly. There
58 are now freely available apps such as *Scaniverse*⁷ (completely free), *Polycam*, or *3d Scanner*
59 *App*TM, which allow 3D scans of above-ground vegetation. The applications are simple to use:
60 one opens the app, scans the plot (takes about 20 seconds, depending on the size), then the app
61 processes the captured images/videos (takes about 0.5-1 minute, depending on the size) and

62 finally outputs a 3D animation, as shown in figure 1 and 2, as well as under
63 <https://doi.org/10.5281/zenodo.10610071>. In this way, it is possible to easily scan the above-
64 ground vegetation at daily, weekly, or monthly intervals, convert it into biomass, and thus get
65 an even more accurate picture of the plant communities without high cost and disturbance of
66 the system. This approach has many advantages, even beyond the simple determination of
67 biomass: repeated or even automated sampling over the growing season allows for estimates of
68 the rates of biomass production; the 3D point clouds allow the quantification of the structure
69 and spatial variation of vegetation; captured wavelengths can be decomposed to quantify
70 phenological patterns based on the colour changes; spectral data can be used to directly estimate
71 species composition and diversity (with suitable ML/AI methods). Moreover, this method
72 opens up numerous possibilities for citizen science, i.e., people can collect data and provide
73 important additional quantitative and qualitative information^{8,9}. Another conceivable use would
74 be for teaching, in order to better explain structural interrelationships.

75 Of course, the use of smartphones for biodiversity research is in its early stages and requires
76 “ground-truthing” to calibrate 3D images into accurate biomass estimates, and to test
77 reproducibility and comparisons to traditional methods, as well as scaling opportunities to
78 various more remotely-sensed imaging methods. Other challenges include the fact that only
79 small areas can be scanned at the moment (e.g., no forests) and that the resolution of the 3D
80 scans is not very high; thus, it is necessary to further develop apps. In particular, software is
81 needed that allows virtual sampling of plants/leaves, automatic quantification of leaf
82 distributions and other individual/species-based analysis methods.

83 Because of the growing necessity for more and higher-quality biodiversity data, we see that
84 harnessing these emerging technologies as an opportunity to meet the challenges of monitoring
85 biodiversity change, opening up new questions and novel data to old questions, as well as a way
86 to increase inclusion and access to biodiversity science. Biodiversity research needs to evolve
87 and open up, establishing state-of-the-art methods as the standard that everyone can use.

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120 **Figures**

121 **Fig. 1) Result of scanning a research plot with smartphone and the app *Scaniverse*.** The
122 photography (a) and the scan (b) were taken in the *DivResource* experiment¹⁰ at the UFZ
123 research station in Bad Lauchstädt (Germany). 3D animations can be found in Fig. 2 and under
124 <https://doi.org/10.5281/zenodo.10610071>.



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138 **Fig. 2) 3D animations of scanned research plots with smartphone and the app *Scaniverse*.**

139 The scans were taken in the *DivResource* experiment¹⁰ at the UFZ research station in Bad

140 Lauchstädt (Germany). Note: trust the document to see the 3D animation (yellow bar at the top

141 of the PDF).

142 2a) plot B2A23

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153 2b) plot B6A70

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