

# *13. Geovisualization*

*Geographic Information Systems and Science*

**SECOND EDITION**

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# Overview

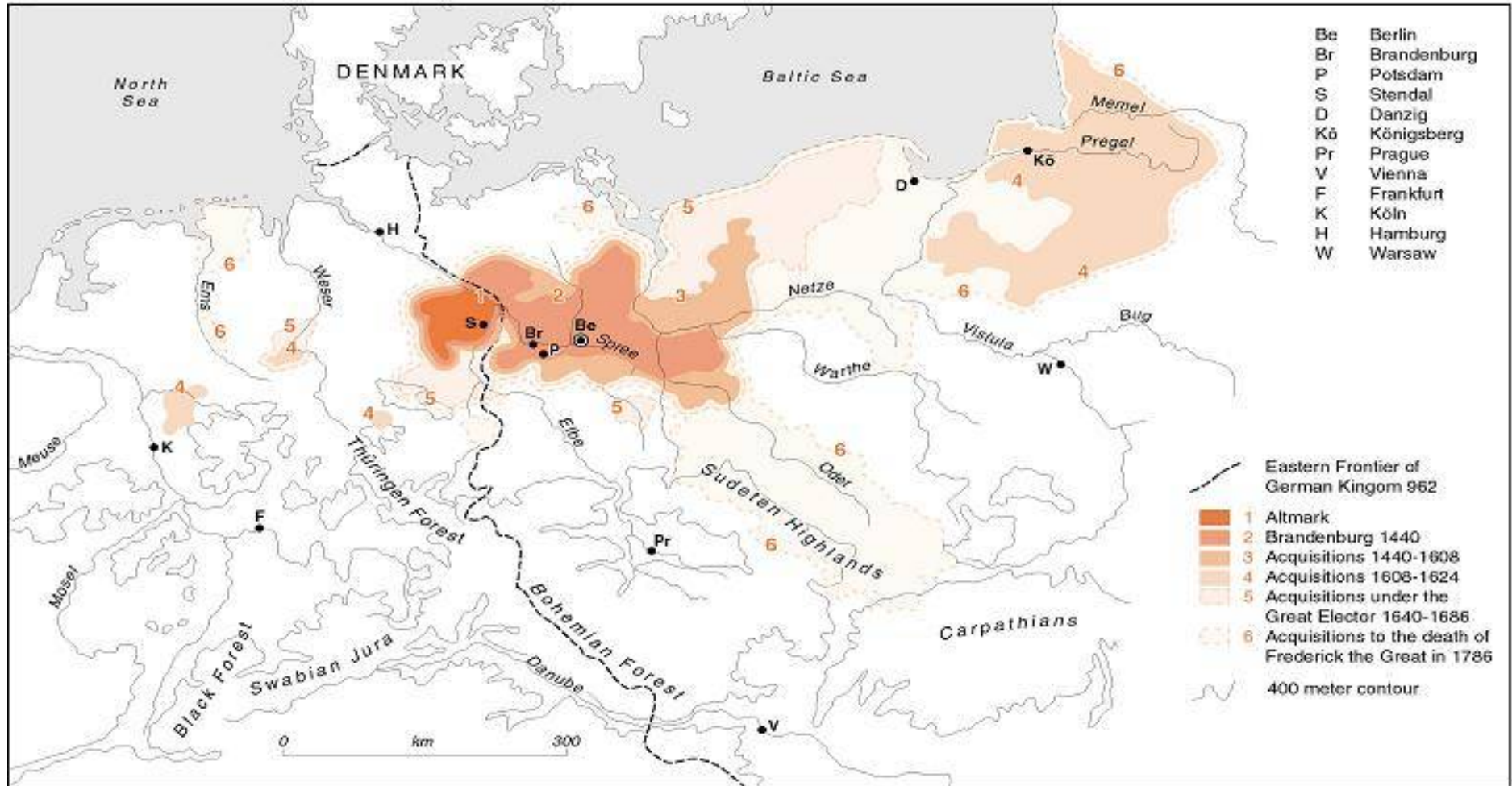
- How GIS affects visual communication
- User interfaces and spatial query
- How GIS-based representations may be transformed
- How 3-D geovisualization and VR help us to understand the world



# *Geovisualization and GIS*

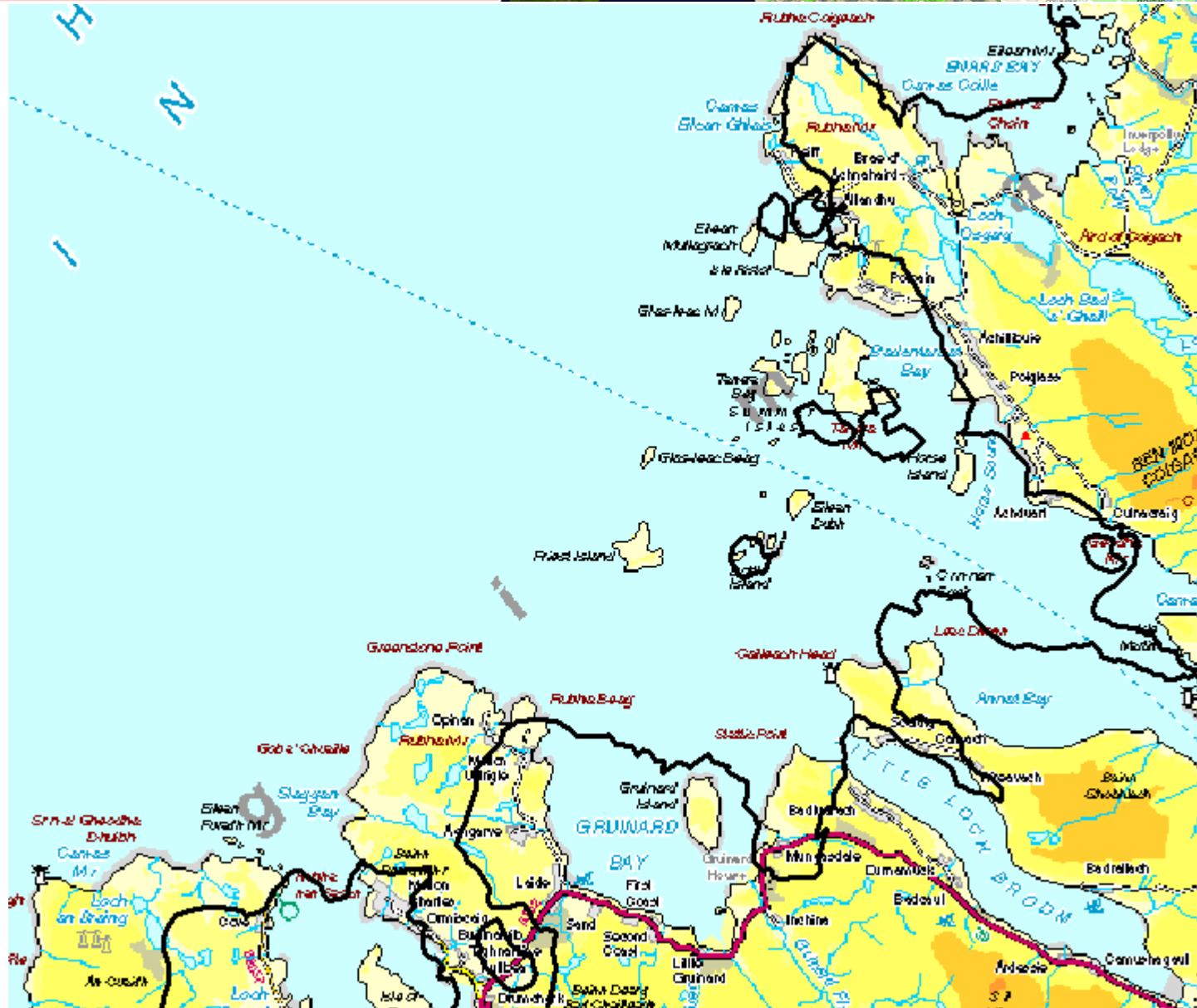
- Maps are important decision support tools
  - ▣ E.g. GIS and geopolitics
  - ▣ Historic role of paper mapping
- GIS and geovisualization: ViSc, catrography, image analysis, etc.
  - ▣ The ICA Commission on Visualization and Virtual Environments



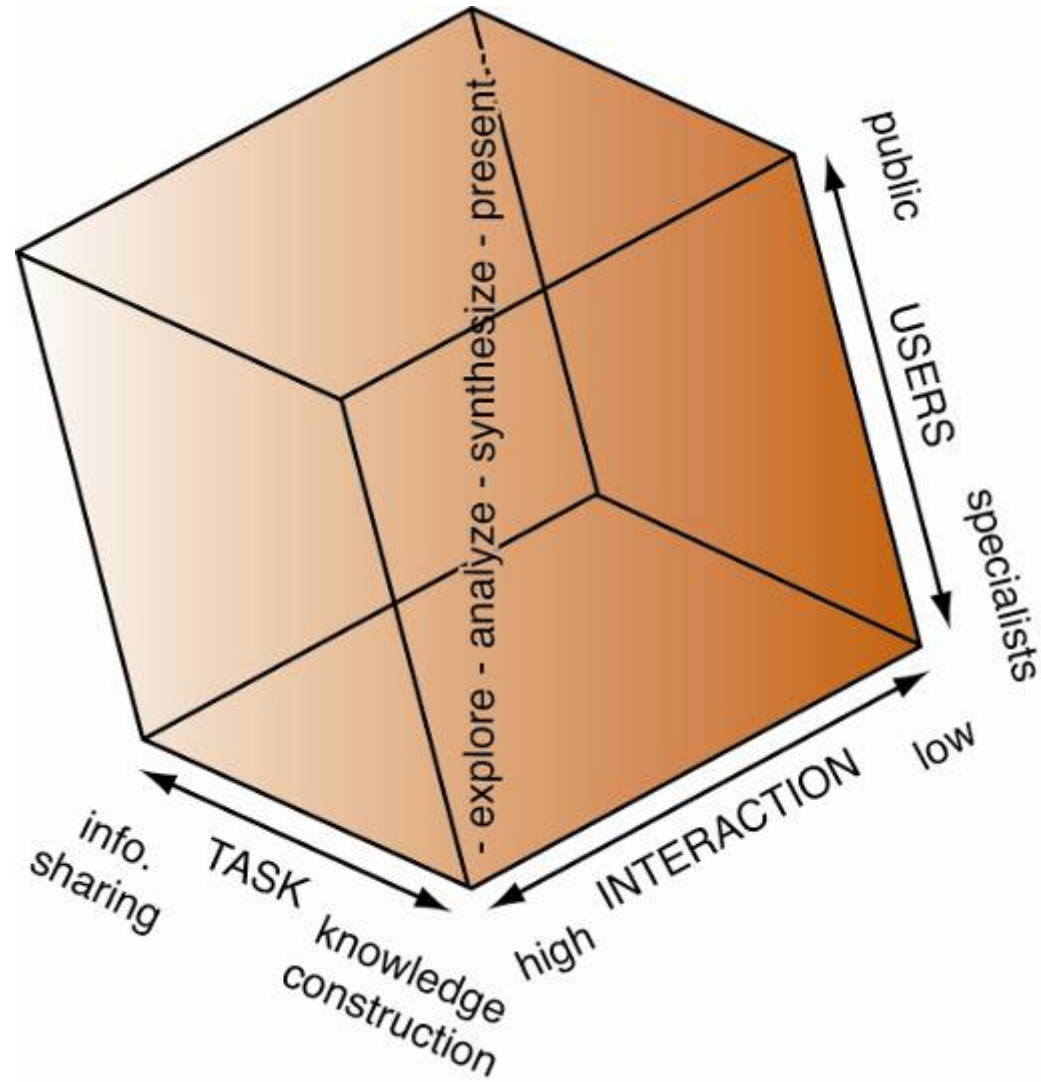


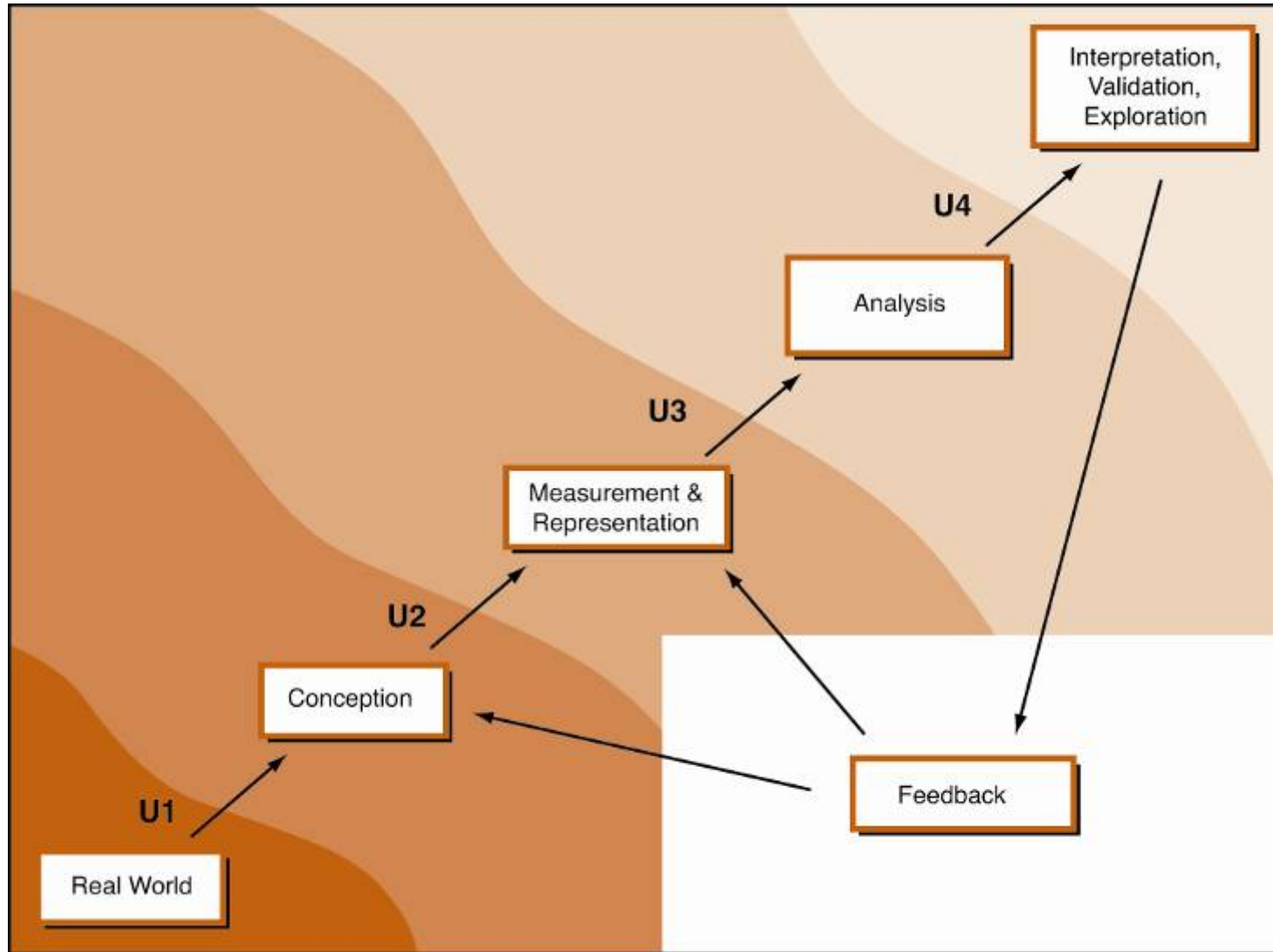
















## *Spatial query*

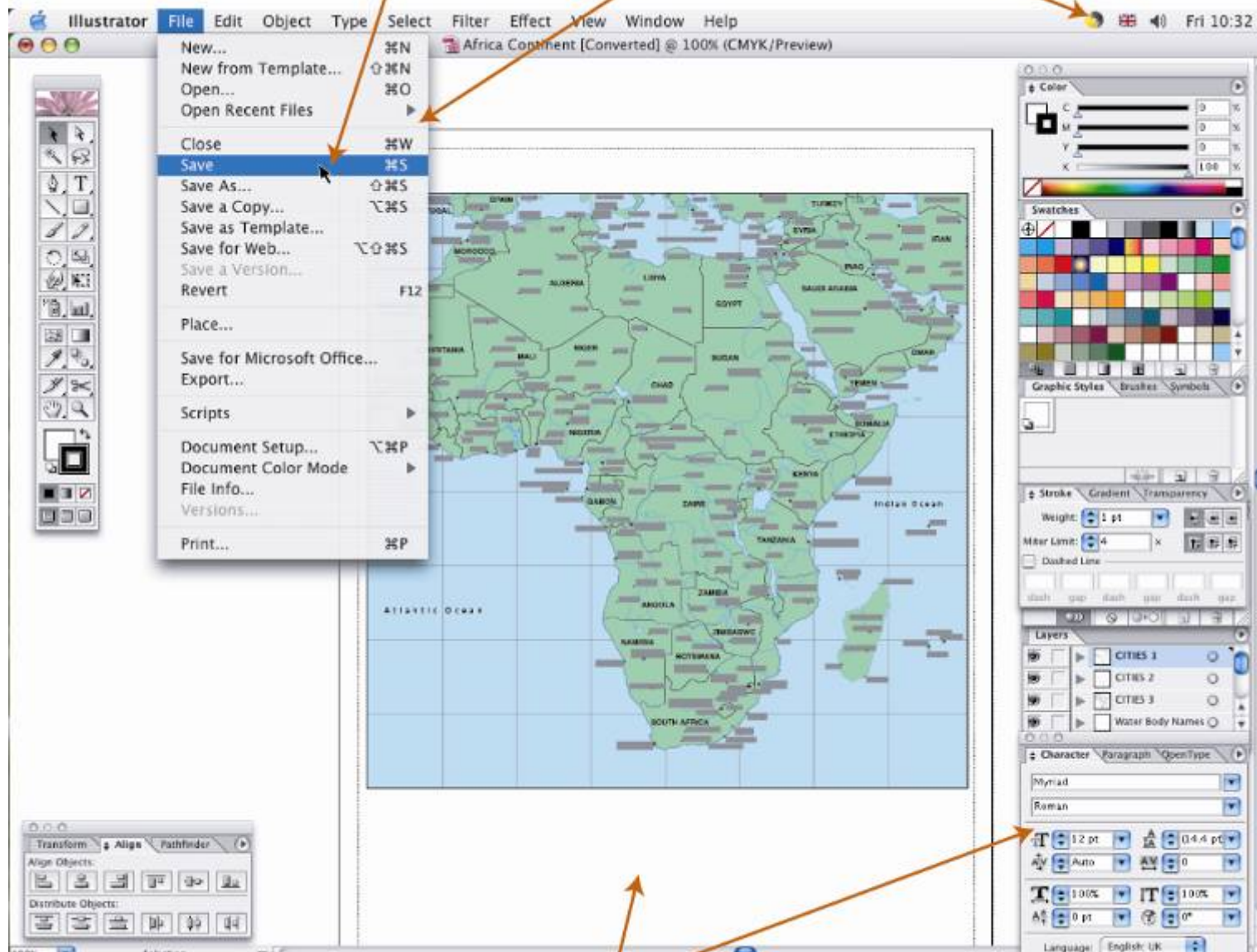
- Improved ability to explore, synthesize, present, and analyze
- The WIMP interface: pointing, clicking, and dragging windows and icons
- Dynamic updates



POINTER

DROP DOWN MENU

ICONS



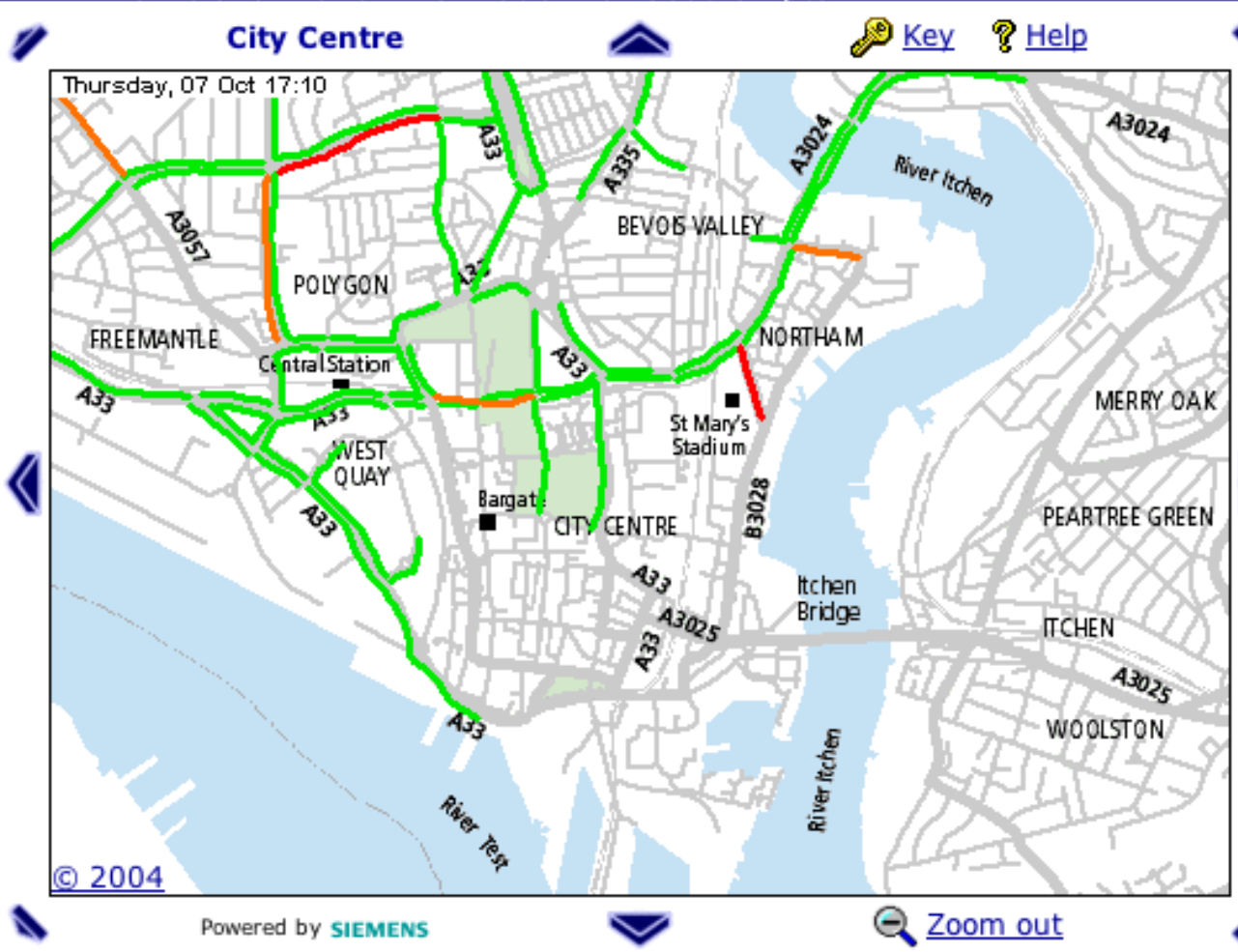




# ROMANSE

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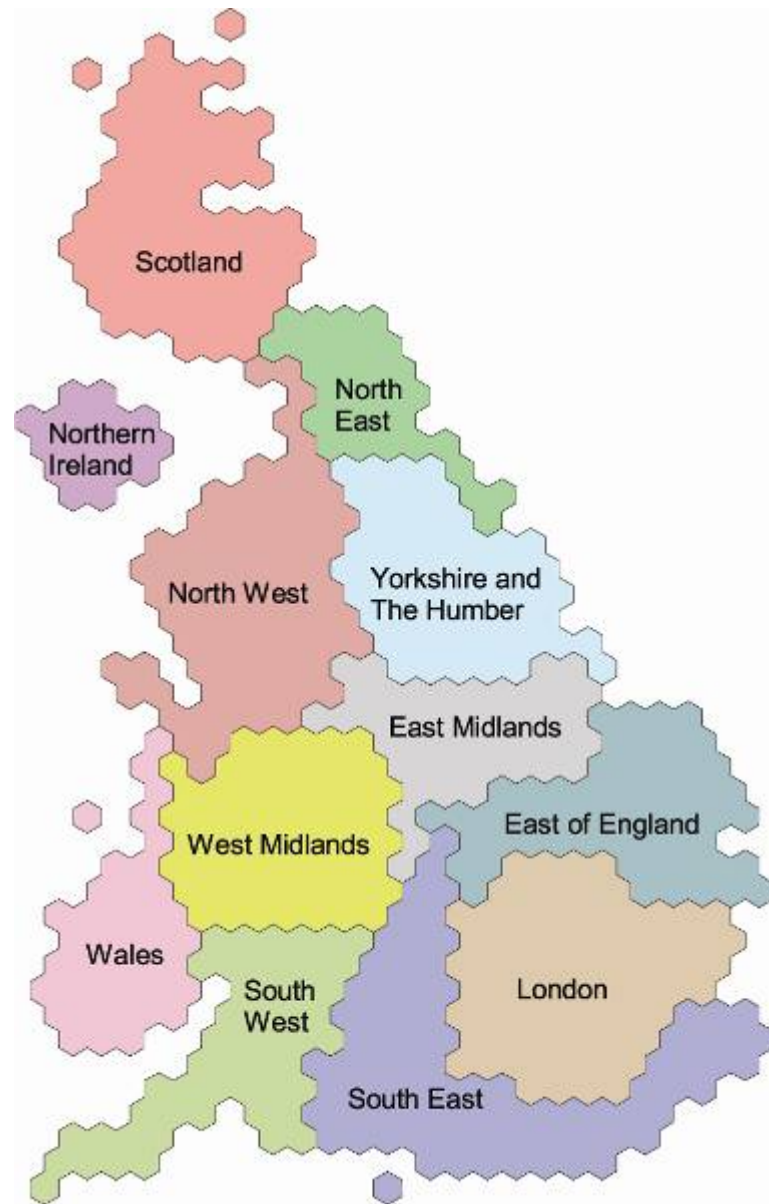
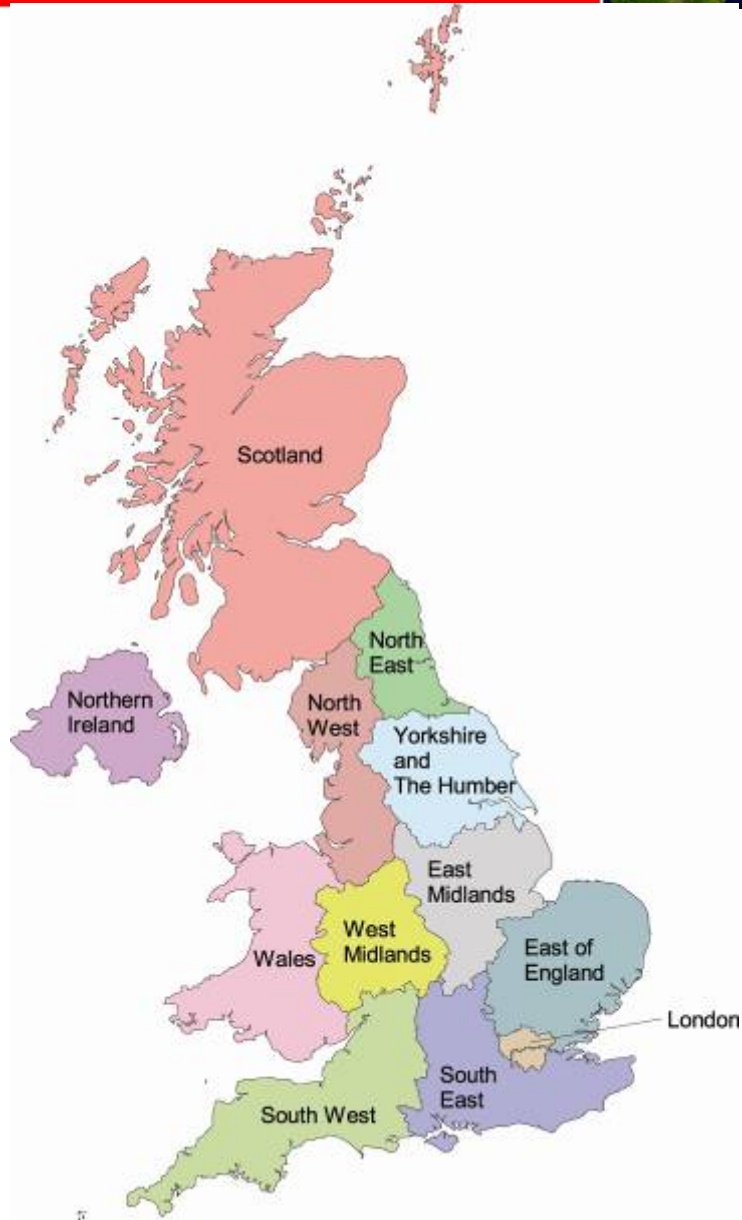
[Zoom out](#)



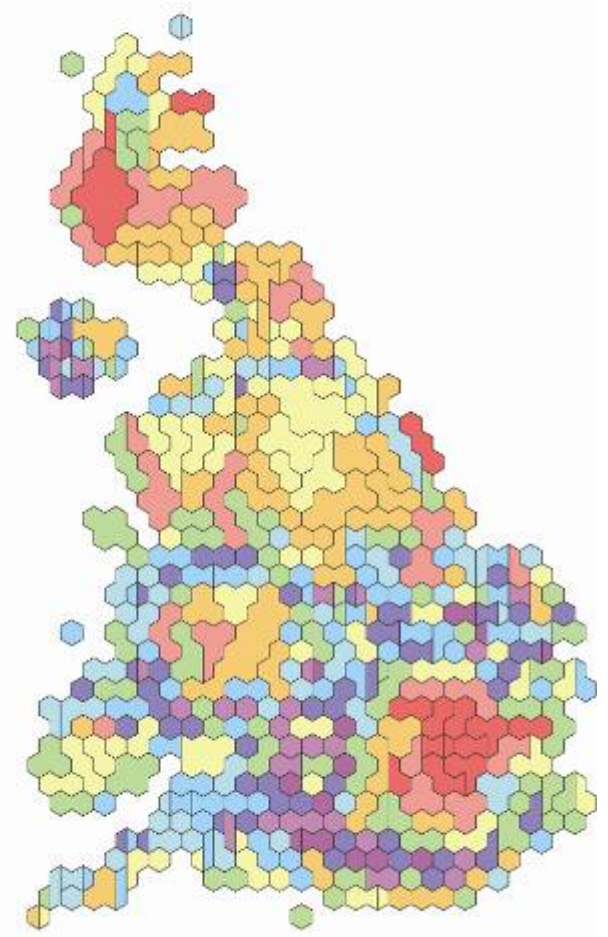
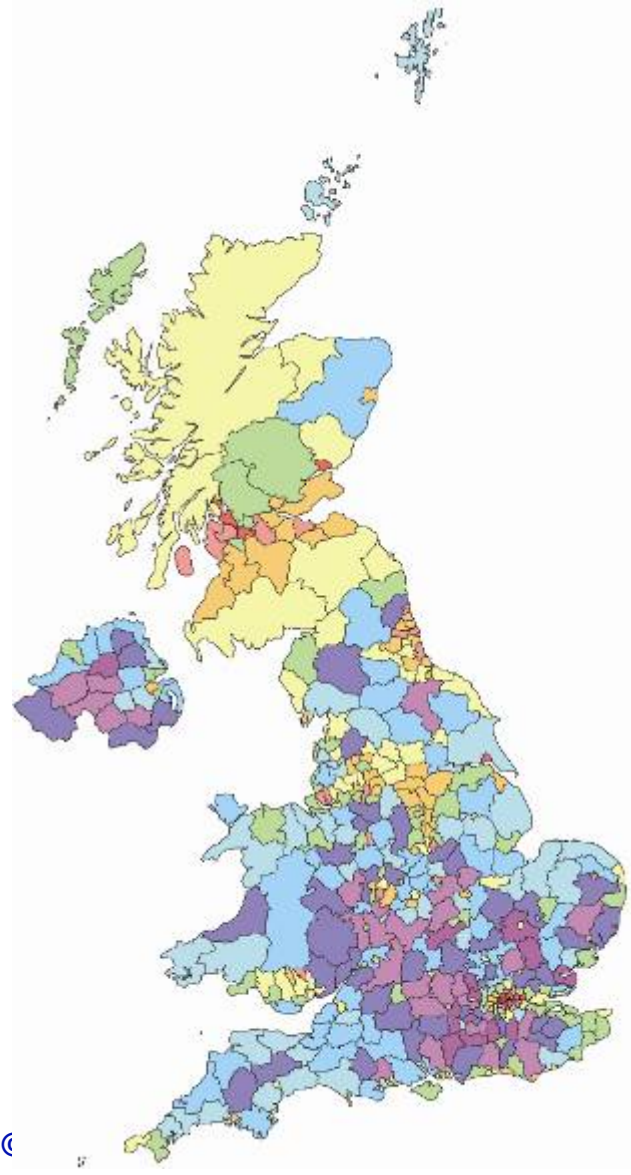


# *Transformation*

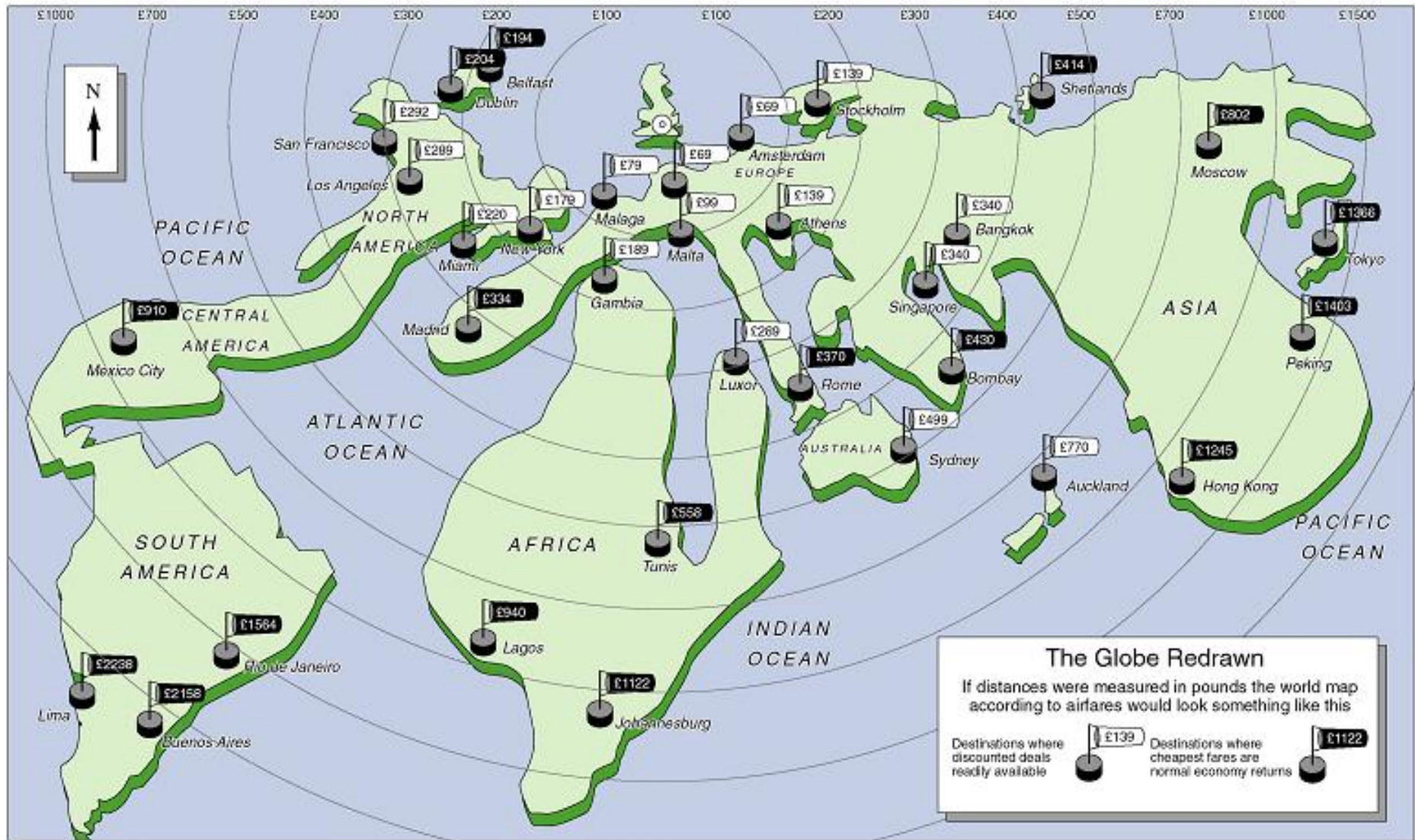
- Cartograms distort area or distance in order to achieve a specific objective
- Dasymetric maps use the intersection of two datasets (or layers in the same dataset) to obtain more precise estimates of a spatial distribution







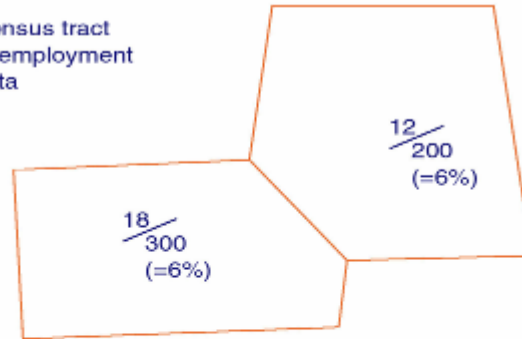




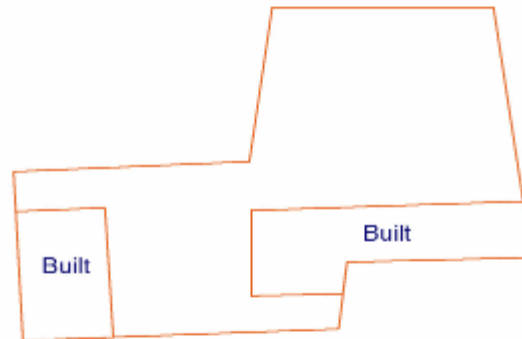


Census tract  
unemployment  
data

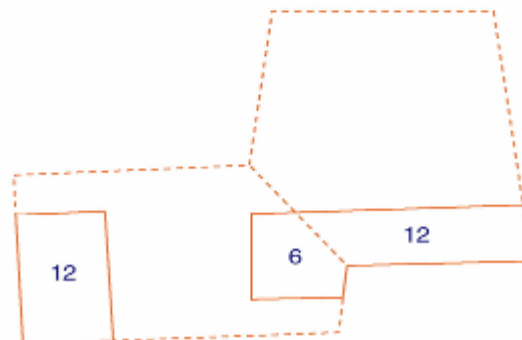
A



B



C







## *Immersive interaction and PPGIS*

- ViSc: use of new technology and media to convey multifaceted messages
  - ▣ Better understanding of data and models leads to better understanding of real-world patterns and processes
- PPGIS may be reinforced through field computing

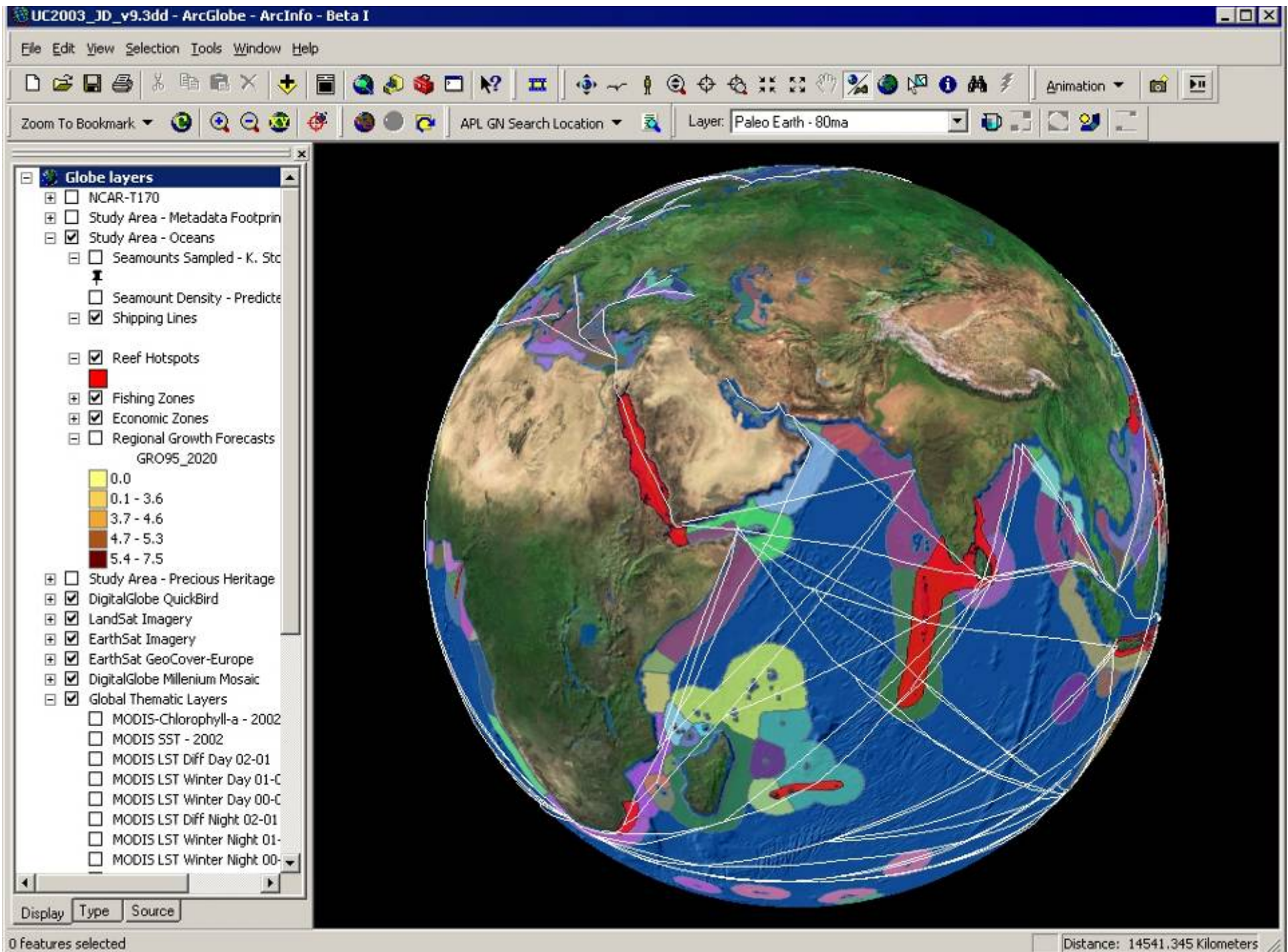






## *3-D GIS and VR systems*

- Facilities to:
  - ❑ Take different views
  - ❑ Fly-throughs
  - ❑ Reposition or rearrange
  - ❑ Interact as avatars in virtual worlds
  - ❑ Develop new representations
  - ❑ Create immersive and semi-immersive VR systems





**Globe layers**

- SARS\_ENG
- SARS
- Study Area - Honolulu
  - Waikiki Hotel Labels
  - 3D Symbols
    - <all other values>
      - Type
      - Auto1
      - Auto2
      - Auto3
      - Bench1
      - Bicycle1
      - Closed
      - Cone1
      - Light1
      - Light2
      - Plane1
      - Traffic1
      - Traffic2
    - Fire Hydrants
    - Trees
      - <all other values>
        - Random
        - 1
        - 2
        - 3
        - 4
        - 5
    - Waikiki Buildings Multi-Patch
    - Parcels - Landuse
      - <all other values>
        - LANDUSEORD













# *Consolidation*

- ViSc in simulation and decision-making
  - ❑ The medium and the message
  - ❑ Clarifying or obscuring the message
- Data quality must be up to the applications task
- 'Seeing is believing'
  - ❑ Is it?
  - ❑ Should it be?