

Atlas of Switzerland goes online and 3D

Concept, Architecture and Visualization

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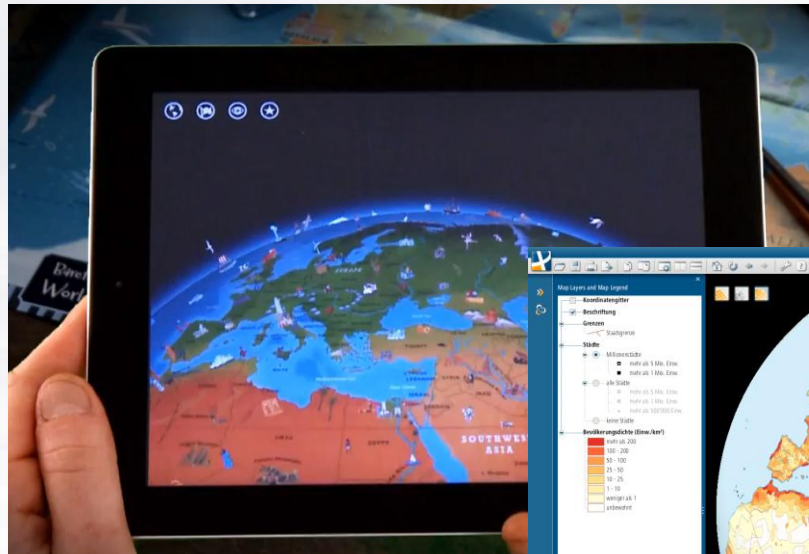
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Raluca Nicola

3D Visualization in Digital Maps and Atlases

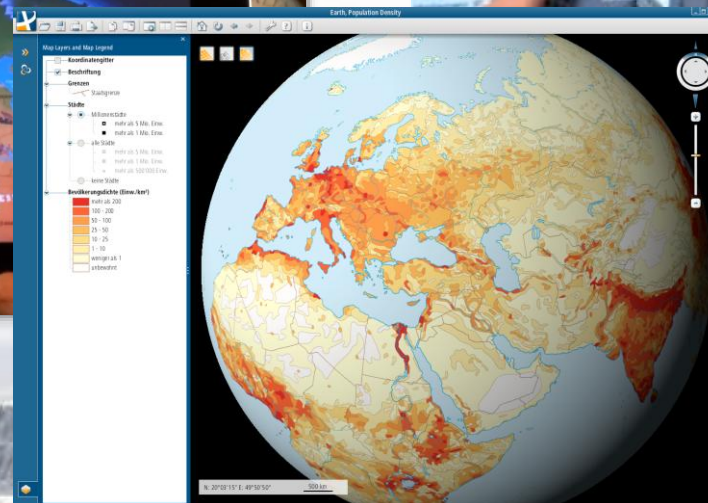
- 3D in Cartography



www.barefootworldatlas.com



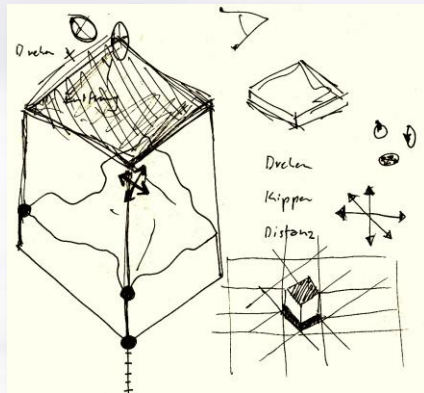
UpNext HD maps



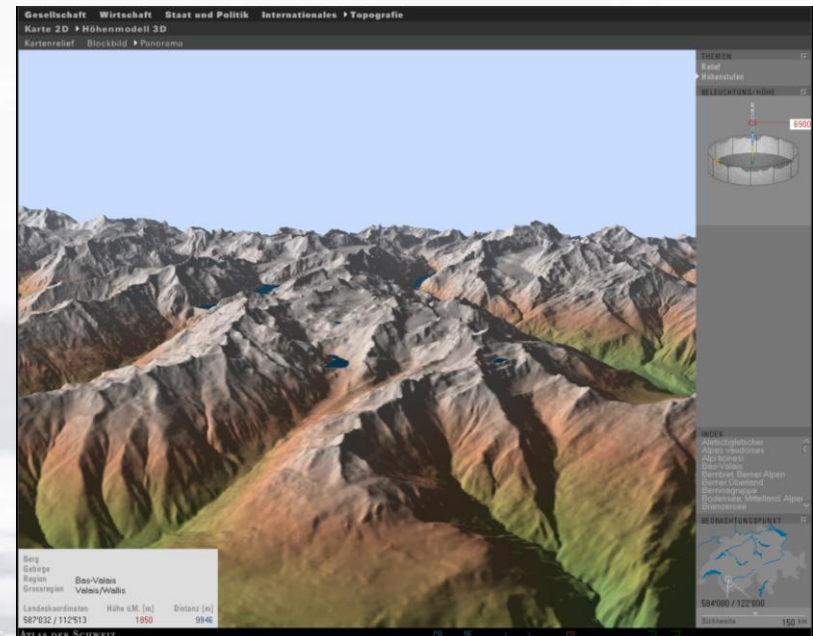
SWA-i

3D Visualization in the Atlas of Switzerland

- 1995 First ideas for visualizing terrain in 3D
- 2000 Atlas of Switzerland – interactive

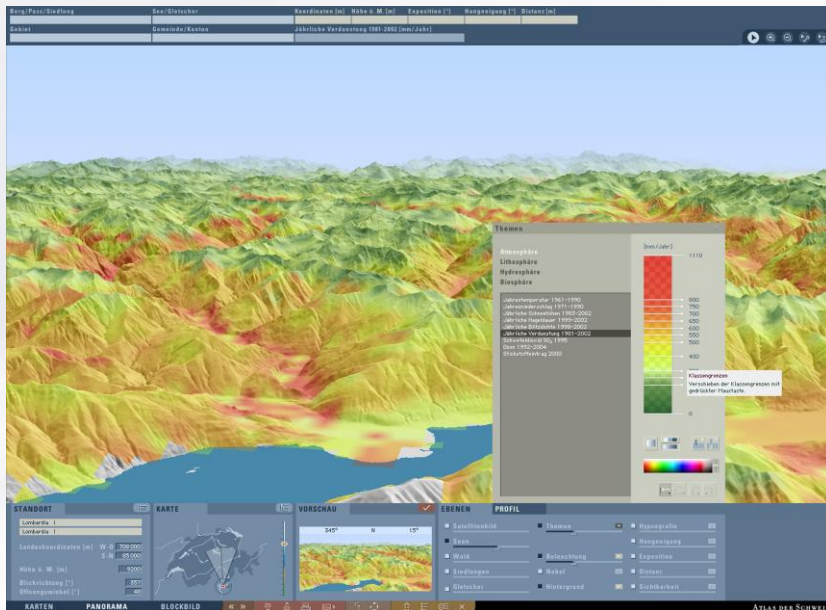


Atlas of Switzerland – interactive (2000)

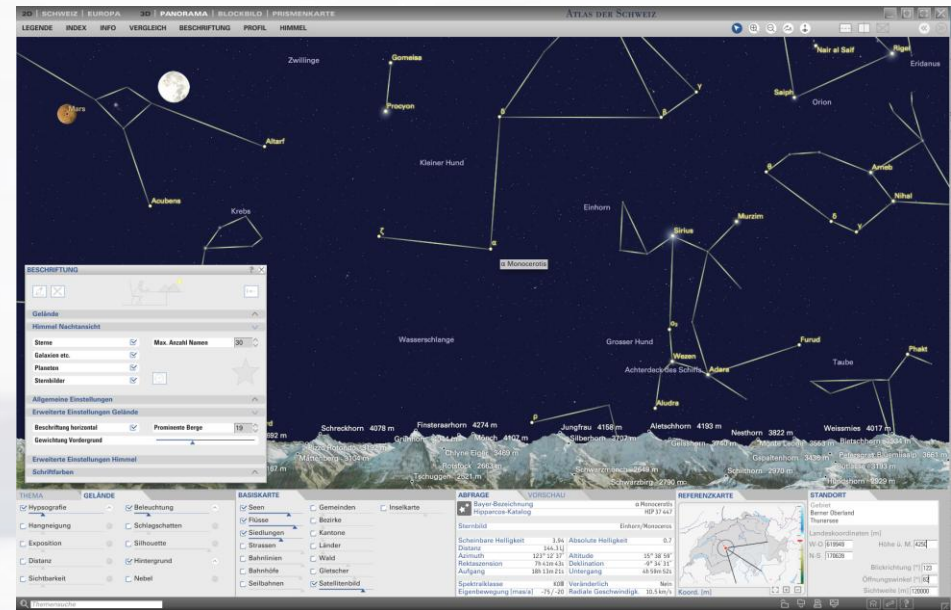


3D Visualization in the Atlas of Switzerland

- 2004 / 2010 Thematic 3D maps in the Atlas of Switzerland, versions 2 and 3



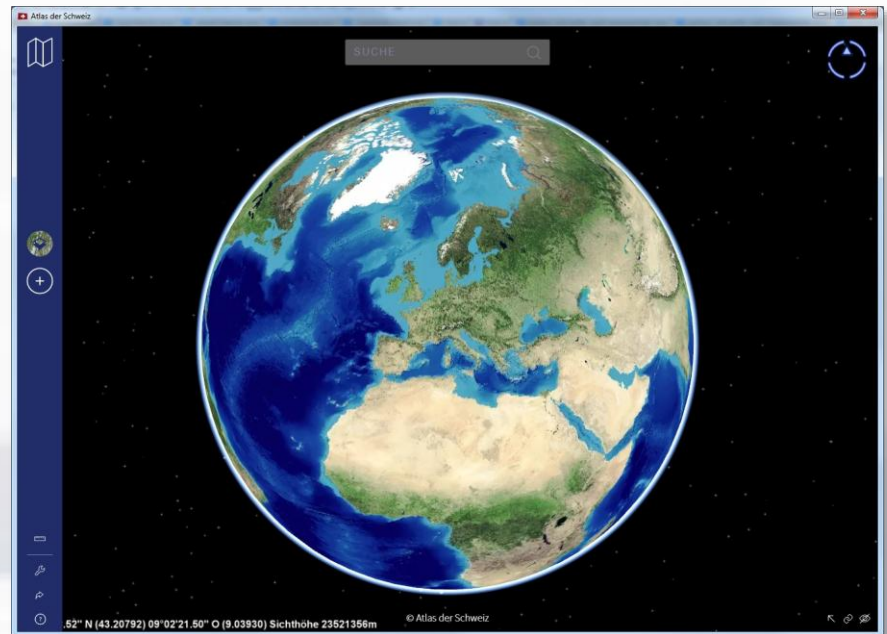
Atlas of Switzerland 2 (2004)



Atlas of Switzerland 3 (2010)

New Atlas of Switzerland

- Web-based Desktop version
AoS – online
- **3D Cartography**
2D maps as a special case of 3D maps
- Virtual Globe
- **Atlas as an Emotional Experience**
Visualize & Explore

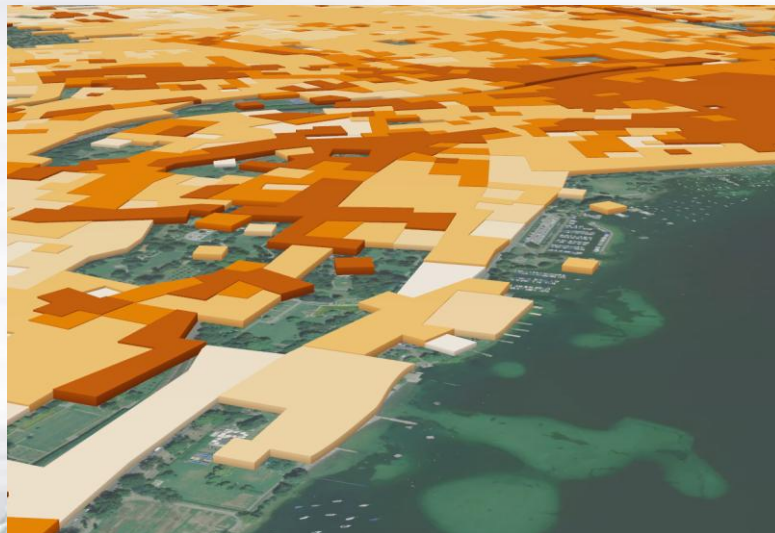


Atlas of Switzerland – online

New Atlas of Switzerland

Content

- Selective list of themes
- Popular issues (e.g. national records)
- New presentation of themes (3D)



HLS: Built-up areas

10 Thematic Categories

- Portrait of Switzerland
- History & Future
- Nature & Environment
- Landscape & Space
- Tourism & Leisure time
- Society & Culture
- State & Politics
- Economy & Energy
- Traffic & Communication
- Switzerland International

APS Data Workflow

■ Acquisition

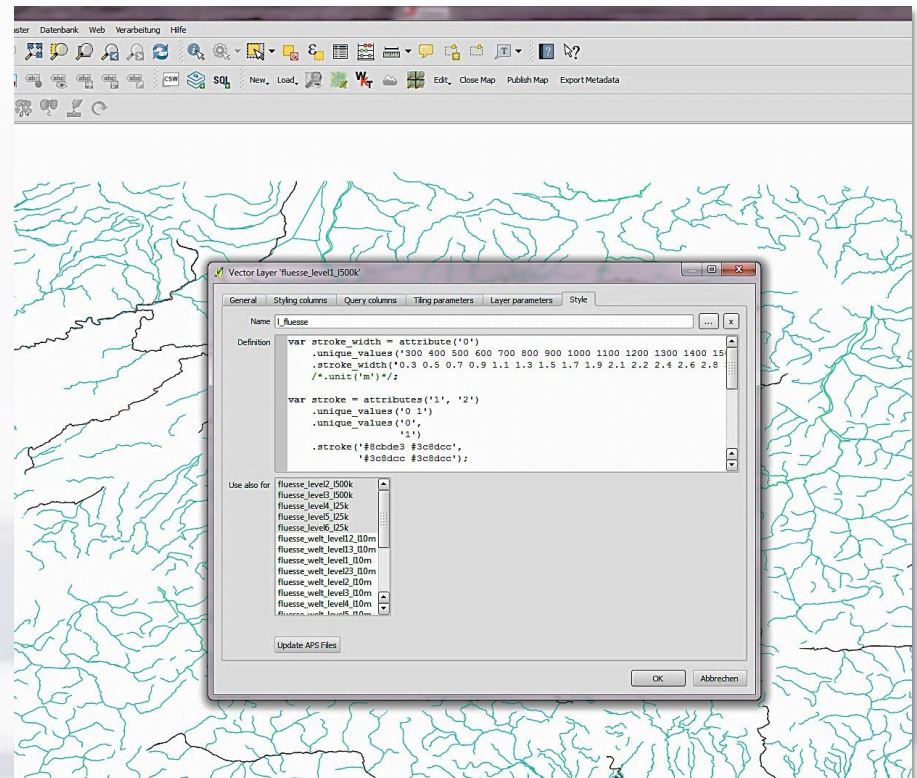
Geometries, Attributes, Metadata,
Multimedia elements
AdS Converter (for AdS3 Data)

■ Editing

Quantum GIS with APS-Editor

■ Storing

Tiling as TFSB and TMS
PostGIS Database
Mongo-DB



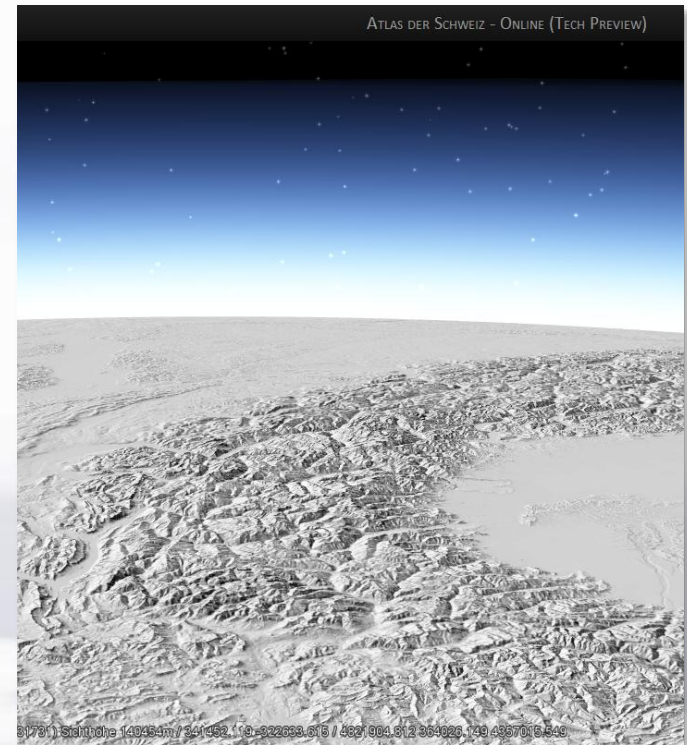
APS-Editor

APS Globe: Virtual Globe «osgEarth»

- Implemented in C++;
based on OpenSceneGraph (OSG)
- LGPL OpenSource Licence (OSG and osgEarth)

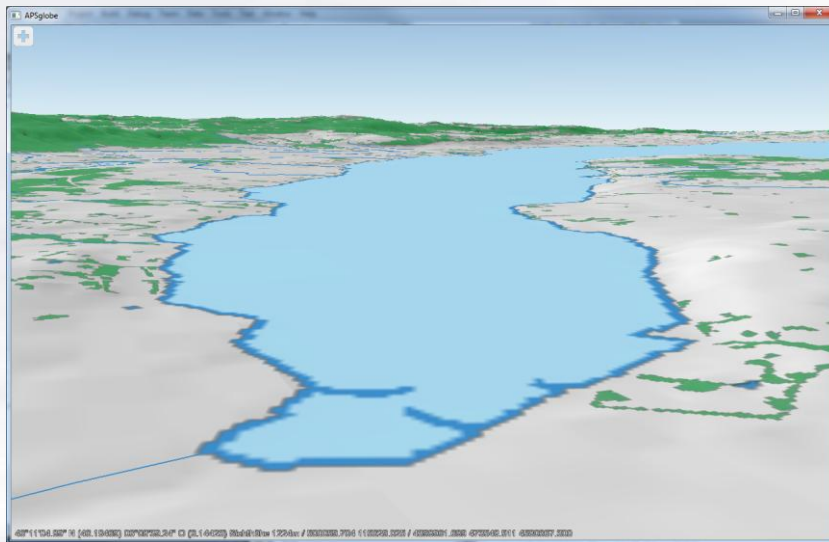
Functions

- Rendering and navigation in near real-time
- User-defined terrain models
- Raster images / Vector data / 3D objects
- Labeling, etc.

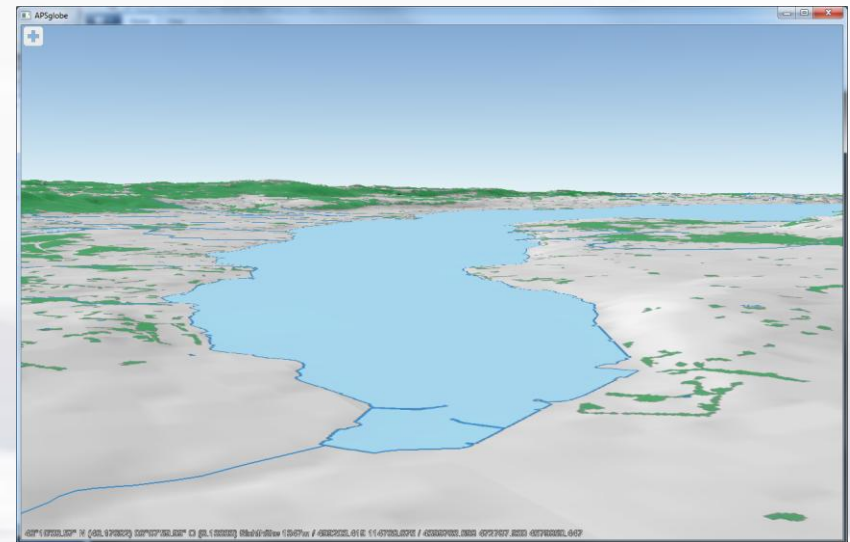


APS Globe: Virtual Globe «osgEarth»

- Complex techniques
- New application area: 3D Cartography

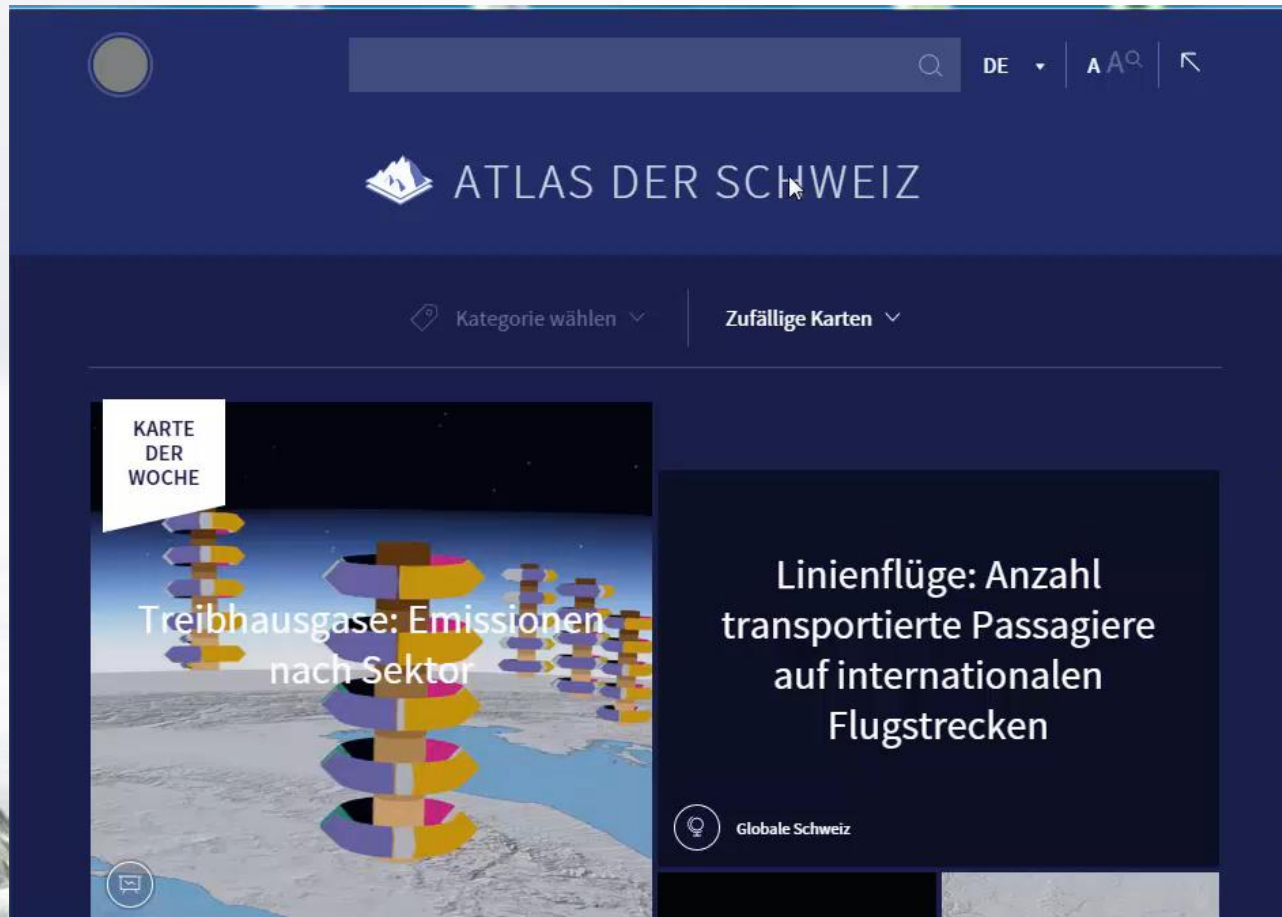


Drape Mode: Overlay Resolution Ratio = 0



Drape Mode: Overlay Resolution Ratio = 5

Atlas GUI



Atlas Platform Switzerland (APS)

Front-end

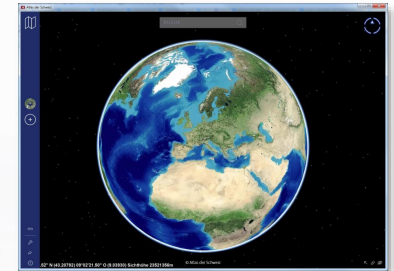
APS GUI

HTML, JavaScript, CSS

APS Globe

Chromium Embedded Framework

osgEarth



Atlas of Switzerland – online

Back-end

APS Server

nginx, haproxy

APS Tiles & Files

TMS, TFSB, JSON

APS Database

PostGIS, MongoDB

APS Editor

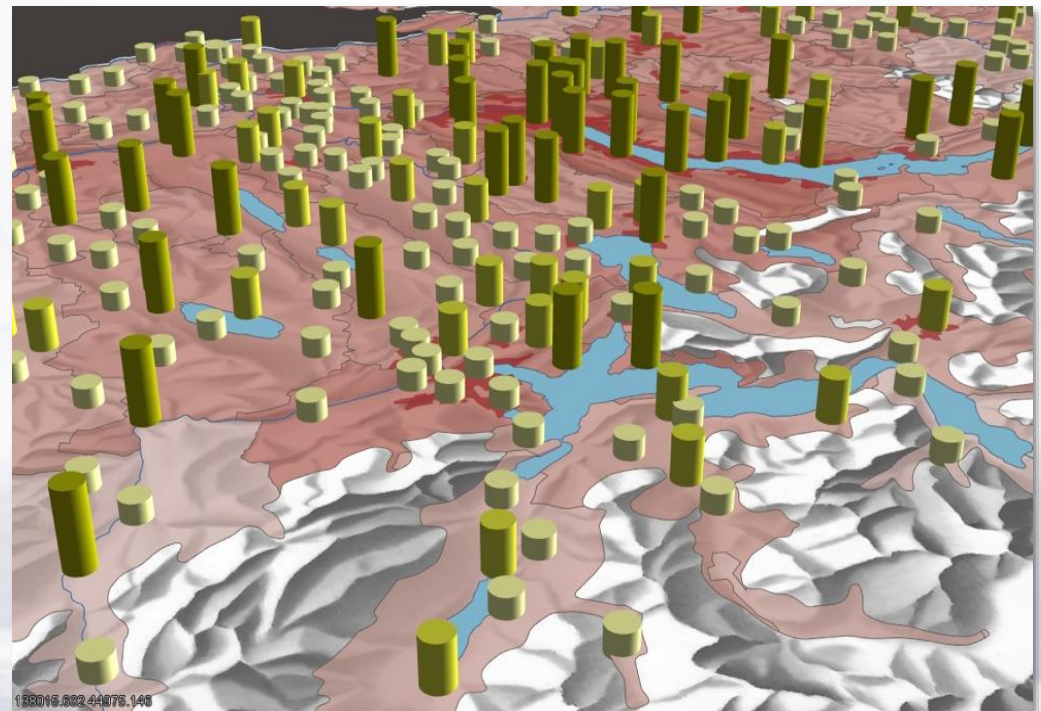
QGIS



3D Visualizations

Point Features

- Technique: Extrusion
- Base map
Hydrography, Relief

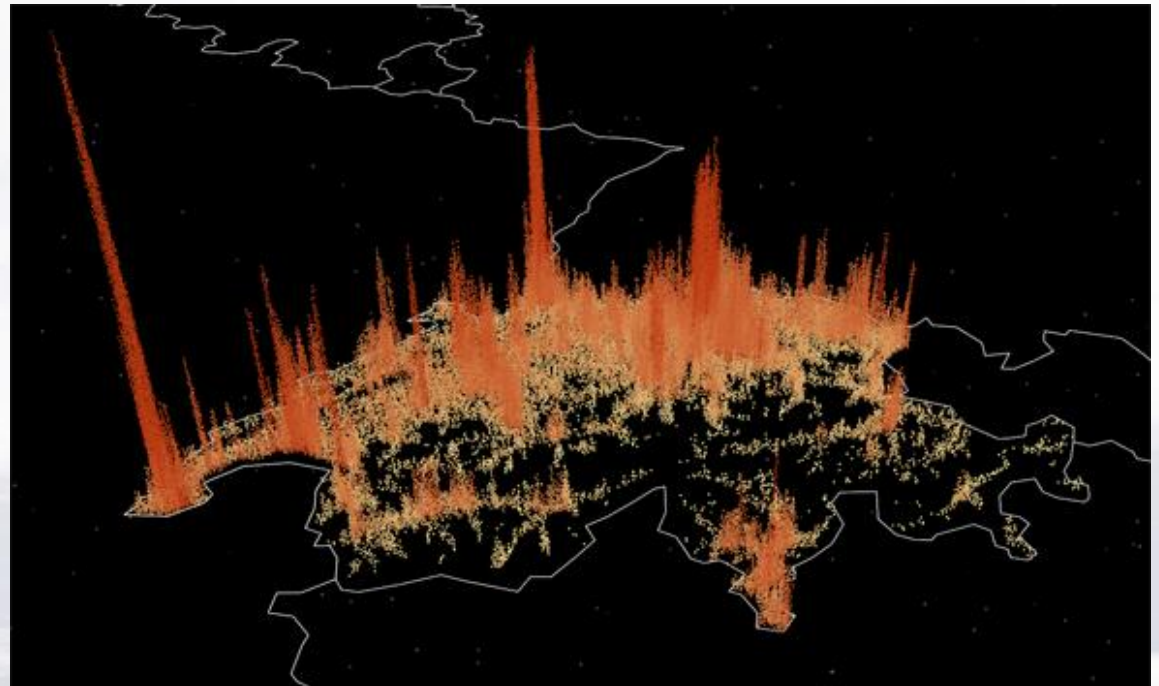


Bank offices as one-dimensional bar charts

3D Visualizations

Point Features

- Technique: Translation
- Base map
National borders

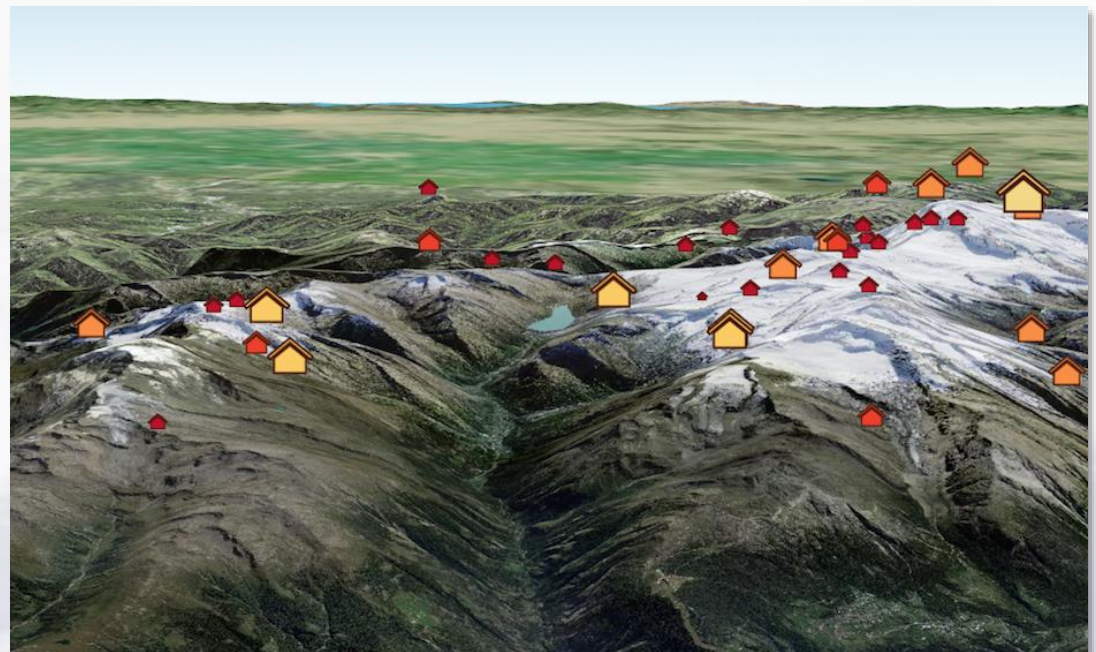


Number of inhabitants per commune as point cloud map

3D Visualizations

Point Features

- Technique: Billboard
- Base map
Aerial/Satellite image, DHM25

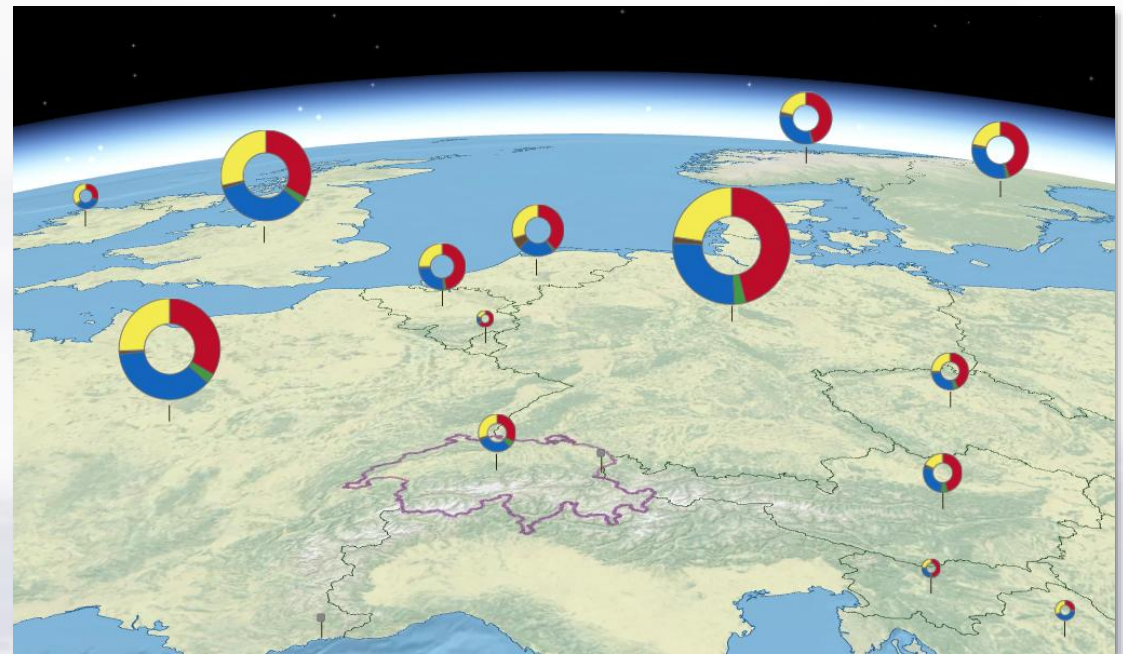


Mountain huts as symbols

3D Visualizations

Point Features

- Technique: Billboard
- Base map
Color-coded Relief, Borders

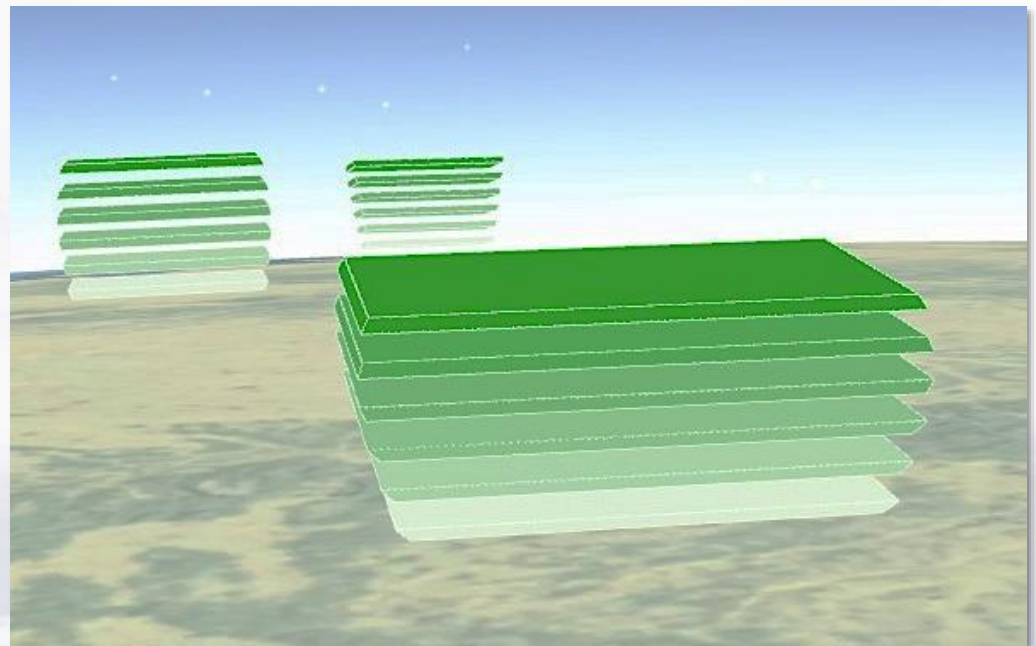


Electricity consumption as ring charts

3D Visualizations

Point Features

- Technique: 3D Diagrams
- Base map
Color-coded Relief

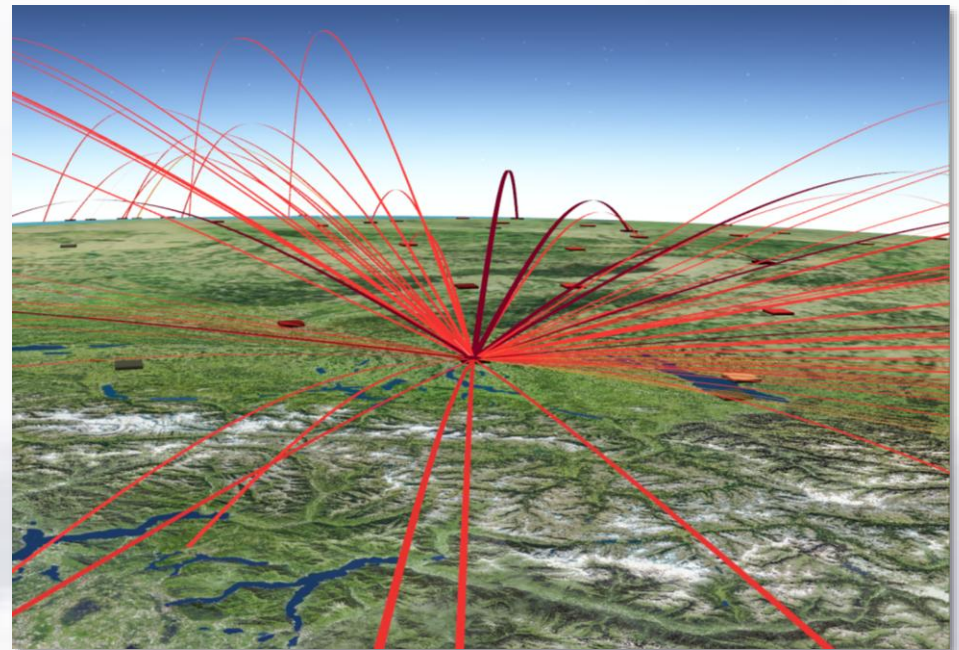


Population development as pyramid frustums

3D Visualizations

Line Features

- Technique: Trajectories
- Base map
Aerial/Satellite image, Airports

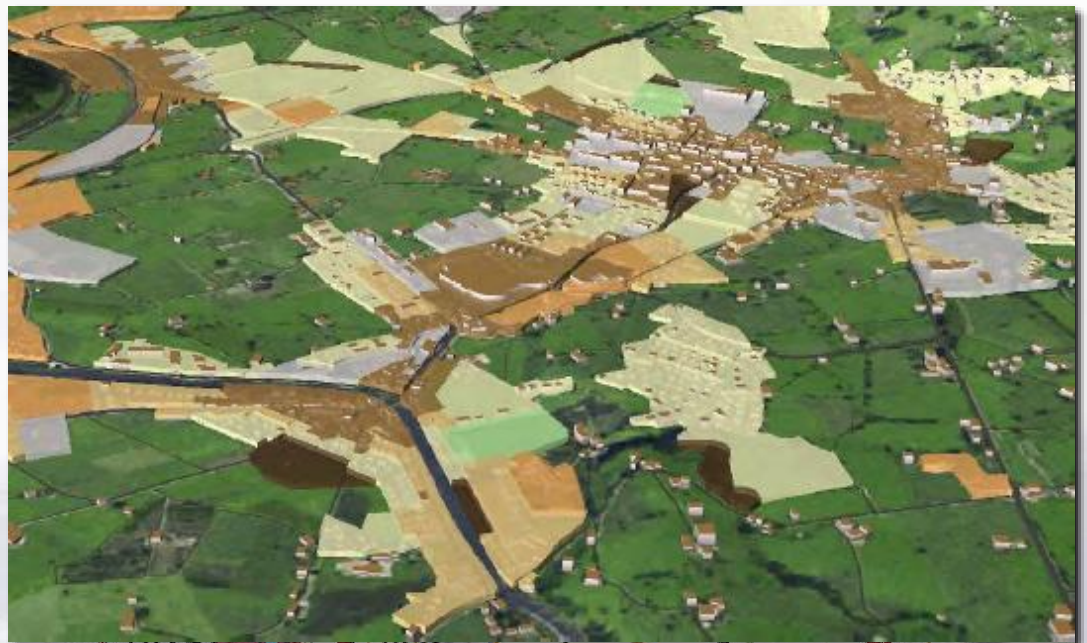


Direct flights departing from Zurich as lines

3D Visualizations

Area Features

- Technique: Extrusion
- Base map
Aerial image / National map,
DHM25

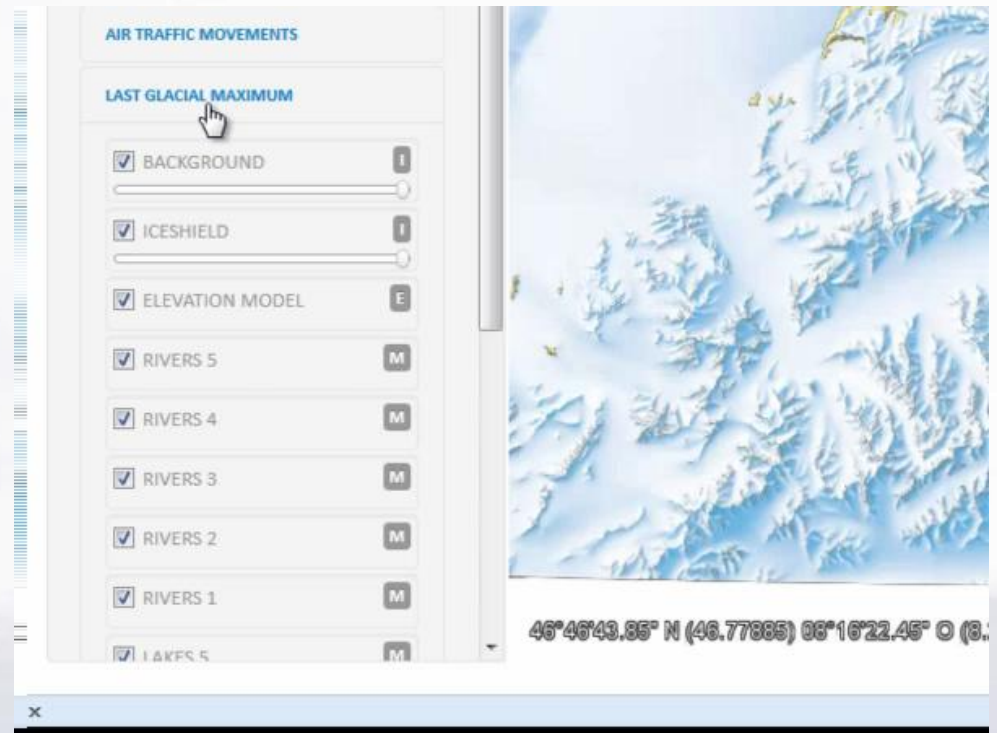


Settlement areas and buildings as polygons [MPA P. Inauen 2013]

3D Visualizations

Volume Features

- Technique: terrain model
- Base map
LGM Rivers and lakes, LGM-DHM25



Last Glacier Maximum LGM as raster

AoS Tasks 2015/16

- Base maps, Thematic layers, Translations
- GUI, APS Globe
Print; Measure; WMS/GPX; Navigation
- Alpha-Version
Usability Tests
- Beta-Version
Functionality and Stability Tests

Atlas of Switzerland – online

Release 1.0 for WINDOWS

Future Work

- Cartographic symbolization
- LOD structure; Zooming
- Generic 3D objects
- Tools for 3D
- Animations, Story telling ...
- OSX version, Tablet versions

Time for Questions ...

... or Mail to: atlasinfo@ethz.ch



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