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This book presents the state-of-the-art in integrating geographic information systems GIS with visualization through the media of virtual geographic environments VGE .Online virtual environments and Web 2.0 technologies set the scene for contributions that first deal with virtual cities and virtual landscapes. User interfaces based on new techniques of geovisualization which are essential to public participation are explored and the transition of GIS and VGEs to mobile and networked devices is presented through a series of chapters that deal with how such location-based services are being implemented. Central to this are new techniques for visualizing mobility and dynamics using technologies as diverse as geopositioning satellite technologies and entertainment games.

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Foreword The Future of GIS and the WebPrefaceChapter 1 Virtual Geographic Environments: A Primer.Part 1 Online Virtual Environments and Web 2.0TechnologiesChapter 2 Virtual Geographic Environments as Collective ConstructionsChapter 3 The Renaissance of Geographic Information: Neogeography, Gaming and Virtual EnvironmentsChapter 4 Toward Integrated Space-Time Analysis Environments...Chapter 5 Empowering the Web with LocationPart 2 Virtual Cities and Virtual LandscapesChapter 6 Virtual Kyoto as 4D-GISChapter 7 Visualizing Future 3-Dimensional Neighborhoods in Phoenix: An Appli- cation Incorporating Empirical Methods with Computational GraphicsChapter 8 Evaluating Real-Time Landscape Visualization Techniques for Public Communication of Energy Crop Planting ScenariosChapter 9 A GIS and CG Integrated System for the Automatic Generation of 3D Building ModelsPart 3 User Interfaces, Public Participation and GeoVisualizationChapter 10 Affordance and Reflex Level of GeovisualizationChapter 11 Modeling Contextual Knowledge for Adaptive Geographic VisualizationChapter 12 Non-photorealistic Visualizations on Mobile Devices and Usability ConcernsChapter 13 An Online Design Review Tool: Agreeing Townscape Rules Among Stakeholders on the InternetChapter 14 O' Jerusalem: A Decision Support System for Jerusalem (O JDSS) Part 4 Constructing Mobile and Networked Virtual Geographic EnvironmentsChapter 15 Exploring Spatial Uncertainty of GPS Coordinates and DEM Interpolation in Virtual EnvironmentsChapter 16 Quantifying Information Displayed on Mobile Phone ScreensChapter 17 Digital Earth with Digital Measurable ImagesChapter 18 Networked Collaborative Virtual Geographic Environments: Design and ImplementationPart 5 Mobility and Dynamics in VisualizationChapter 19 Simple High-dimensional Geocoding by Matching Natural Spatial Descriptions with Sidewalk Network DatabasesChapter 20 Multi-Agent-based Simulation of Pedestrian Crowds in Outdoor Events in Hong KongChapter 21 Visualizing Children's Walking Behavior Using Portable Global Positioning (GPS) Units and Activity MonitorsChapter 22. Videogames: The New GIS?Subject Index

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