

Tangram: Flexible 2D/3D map rendering engine using WebGL

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Guest Lecture in Computer Graphics
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Moore 212*

Tangram is a map renderer designed to grant you ludicrous levels of control over your map design. By drawing vector tiles live in a web browser, it allows real-time map design, display, and interactivity.

Using WebGL, Tangram saddles and rides your graphics card into a new world of cartographic exploration. Animated shaders, 3D buildings, and dynamic filtering can be combined to produce effects normally seen only in science fiction.

This talk will go through the principles of tiled maps and vector data, Tangram's architecture and GLSL injecting points that makes this engine so flexible. By the end of the talk we will be live coding our own custom shaders for this engine using TangramPlay (<http://tangrams.github.io/tangram-play/>)

Patricio Gonzalez Vivo, is a New York based artist and developer. Author of TheBookOfShaders.com, He holds an MFA in Design & Technology from Parsons The New School, where he now teaches. Currently he works as a Graphic Engineer at Mapzen making openSource mapping tools.

