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Geog 581

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October 16, 2019

Lab 02 Write Up

The new assignment was to make an interactive map. I'm thinking this great. I've been making ArcGISPro maps for 4 years. Interactive? Bring it at me.... Then that's the exact moment I wake up from my sleep, realizing I'm not working with an ArcGIS platform but p5.js.

The focus of the assignment was to make a map with an inset portion of the same map at a respective proportion to the rest of the map.. The inset map should be able to represent what's shown on the main map layout if a user would decide to pan or zoom. I created the main layout using what I learned in the first 8 chapters of the text to create a "canvas" using p5js. This canvas will hold most of what I will or won't produce. Over the course of the last 4 weeks l not only learned fast what my limitations we're how far can a human stress out. A roller coaster of emotions riding high and troughing low. This would soon hold steady as trial and error took home and experimenting led to breakthrough after breakthrough which would be soon followed by heartbreaks. To begin with, I had a lot of ideas that I thought would be fun and interesting but those were fleeting. To keep it simple and to make everything functional was the most difficult part.

Instead of loading the normal 100dpi images which were the lowest resolution images I started messing with the 200dpi and the 300dpi images. They look better. They look better because they're higher resolution. If you're zooming into an image that has 100 dots per inch vs 300 dots per inch, I'd pick the higher DPI any day. This was a problem because when we went over certain functions in class, those were tailored to the lower DPI image.

When we mapped the bitmap (255) image, it was that lower resolution image. When you would zoom into the image, it caused a problem to the functionality of how accurate the selecting of buildings were. I thought this would be an easy fix. I also thought this would be easy to somewhere attach a new CSV of other criteria other than that of building names. That didn't happen.

The problem that I came across when you would zoom into the image and set an extent so it would only zoom to a certain parameter was the bitmap data that dictated the building names didn't follow or extend. Now after thinking about it, I feel that creating a map function for those values would translate the mouse clicks to the appropriate values. 2

Another big problem was to associate whatever the extent is on the main map and make it populate the insert map. It wasn't until the exam where the function map() was emphasized when I realized that it was probably an important aspect to think about when trying to accomplish that task. Trying to configure the parameters and display an accurate inset view finder was a newer task that I discovered but wasn't entirely able to perfect.

One thing that I wanted to work on was zooming on the point of the cursor and not the top right which is typical of p5js. To zoom from the center needed a certain built in function and

this caused for a lot of off-set parameters. Once this was figured out then there would be a whole new set of problems once you started to dial in other details like zooming in on the venter of the cursor instead of the canvas or image.

After most of the functionality of the map was established, even though most of which was aesthetic, the idea of making this a responsive program comes to mind. That is a whole other task or assignment. This project gives me a whole new respect for people who visualize data and make it a feasible, tangible concept.