Geomorphological mapping and geovisualization

| | Tuesday 6th | Wednesday 7st | Thursday 8th | Friday 9th |
|----------------|---|--|--|--|
| 9:00 | | Methods for field | Geovisualization | Workshop 3 |
| 10:30 | Pre-test Geomorphological mapping (GM) General concepts | mapping in Morasko nature reserve | Forms, functions, uses | Web mapping (Leaflet) GeoJSON format |
| 11:00 12:00 | Legend systems Methods for GM General work flow | | Webmapping Functions, structure, tools | |
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| 13:30 15:00 | Presentation Workshop 1 GM (QuantumGIS) Distribution of study areas and data. | Workshop 1 GM (QuantumGIS) Digitalization of landforms. Interpretation (attribute / legend). | Workshop 2 Draped GM (GEarth) 2.5D visualization. KML file format. | Workshop 3 Web mapping (Leaflet) |
| 15:30 17:00 | Explore the area. Adapt the legend. Create terrain analysis data from DEM. Digitalization of landforms. | Create printable map with title, legend, | Create the poster with map and 2.5D vis, along with general description, interpretation and methods. | Presentation of posters Conclusion Post-test |

Lecture room || Computer lab || Field trip

Competences

A. Geomorphological mapping

- 1. Know the different approaches of GM and legend systems
- 2. Methods for field mapping (basic knowledge)
- 3. Computer mapping on GIS (digitalization based on digital field data)
- 4. Create/adapt own legend on GIS
- 5. Basic spatial analysis (slope, aspect, roughness)
- 6. Produce a printable map

B. Geovisualization

- 1. Know the basic principles and the variety of tools
- 2. Create a 2.5D view by draping GIS data (using GoogleEarth and other tools)
- 3. Create a basic web map from GIS to Leaflet API (using GeoJSON)

C. General

- 1. Self organization, schedules
- 2. Graphic and oral presentation of the work