



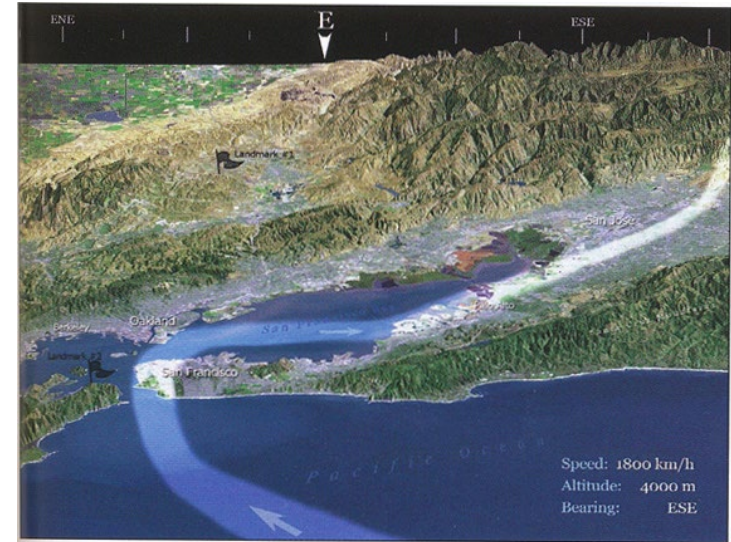
Geovisualization I



GEOG380 FA2018

Outline

- ▶ Geovisualization I
 - ▶ Visualization and geovisualization
 - ▶ Geovisualization and cartography
 - ▶ Visualization techniques
 - ▶ Examples
- ▶ Geovisualization II
 - ▶ Visualization techniques (cont.)
 - ▶ 3D geovisualization
 - ▶ Map animation
 - ▶ Web mapping
 - ▶ Virtual environments



Definition

- ▶ **Geovisualization**

- ▶ geographic visualization

o_O! Well...

- ▶ **Visualization**

- ▶ “...the process of transforming information into *a visual form*, enabling users to observe the information...” (Gershon 1994)
 - ▶ Used in many scientific areas
 - ▶ Medicine, biology, chemistry, engineering, mathematics, ...also geography



Definition (cont.)

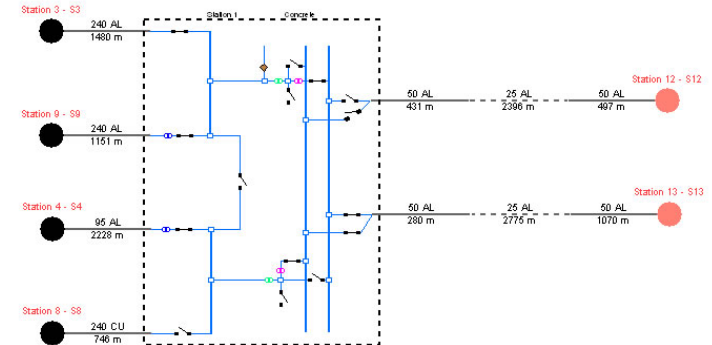
- ▶ Geovisualization

- ▶ Mapping + Scientific visualization

- ▶ A spatial approach to scientific visualization whereby the cartographic output is designed to elicit responses from the map reader that formulates new scientific hypotheses (Demers, 2005)

- ▶ The concept and techniques of working with maps such as...

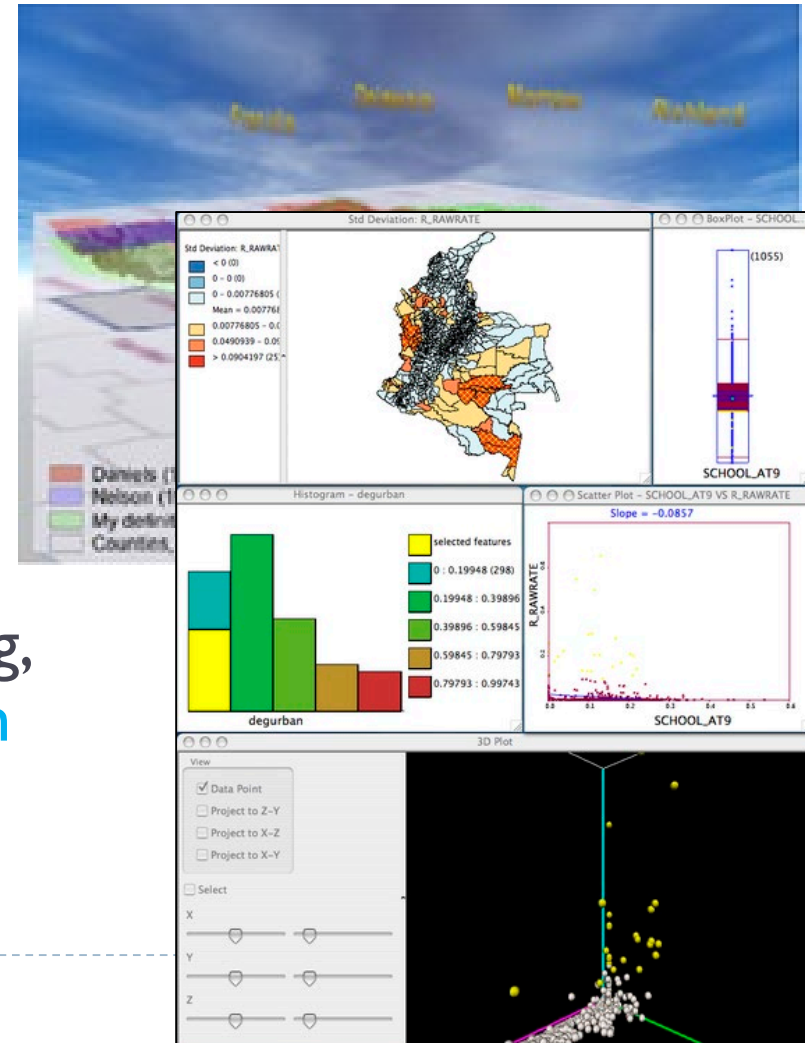
- ▶ Interactive maps, 3D scenes, summary charts and tables, time-based views, schematic views of network relationships, animated maps, etc. (Lo and Yeung, 2002)



- ▶ Creation and use of visual representations to facilitate thinking, understanding, and knowledge construction about human and physical environments at geographic scales of measurement (MacEachren)

Definition (cont.)

- ▶ Geovisualization is more than geographic + visualization
- ▶ An integration of
 - ▶ Visualization
 - ▶ Cartography
 - ▶ Image analysis
 - ▶ Exploratory Spatial Data Analysis (ESDA) (later)
 - ▶ GIS and GIScience
- ▶ Important methodology for geoprocessing, spatial data mining, and consequently **spatial decision making**



Why Geovisualization?

▶ The human mind!

- ▶ “Sight” is a huge part of **human cognition**
- ▶ About 50% of neurons in human brain are involved in **vision**
- ▶ The basis of human language is on vision ○ 人 □
- ▶ We typically cannot make sense of long lists of numbers or statistics
- ▶ When data is converted into *graphics* such as a map, table, chart the facts begin to take shape, and consequently patterns are more **easily identifiable**
- ▶ Geovisualization brings order to what was *chaos*!





(Source: <http://www.geeksofdoom.com/2011/01/23/keanu-reeves-confirms-the-matrix-sequels-in-development/>)

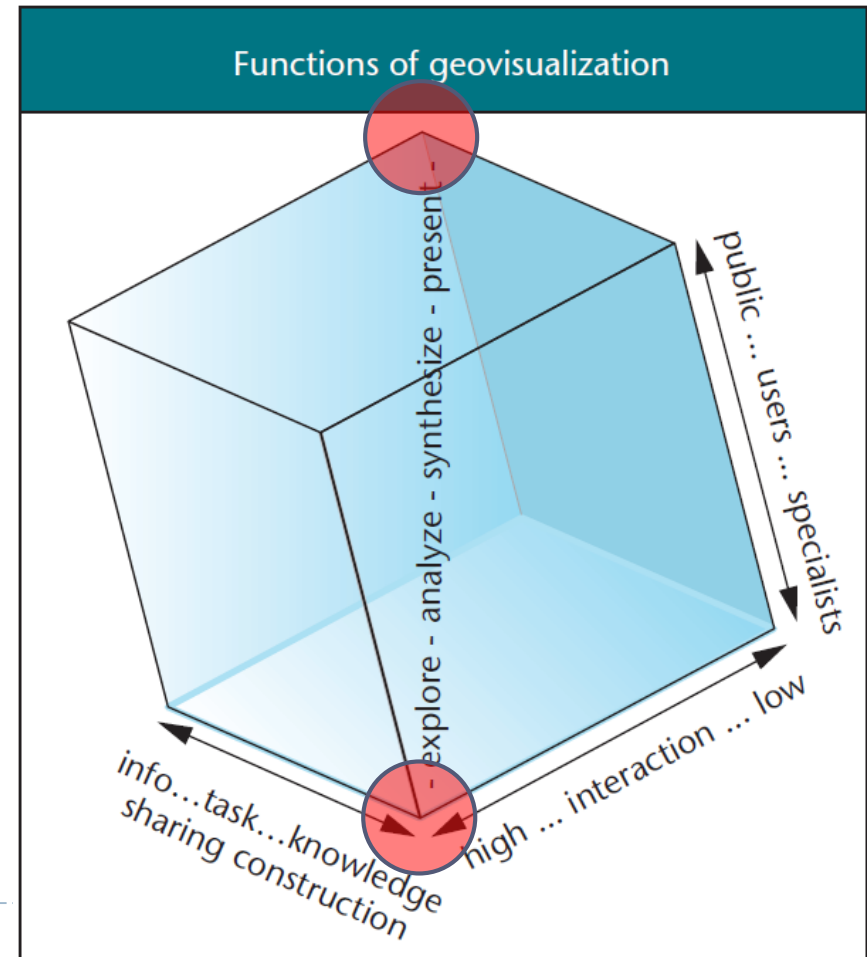
Dimensions and Functions of Geovisualization

- ▶ Dimensions of geovisualization

- ▶ Task
- ▶ Users
- ▶ Interaction

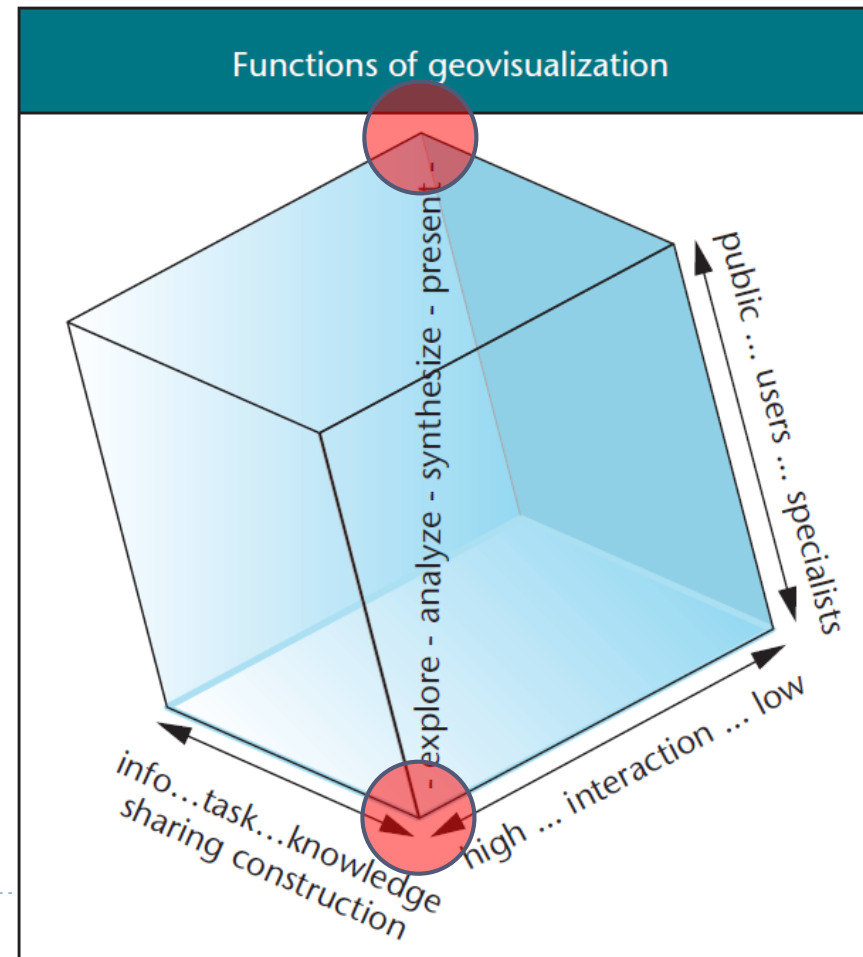
- ▶ Functions of geovisualization

- ▶ Explore
- ▶ Analyze
- ▶ Synthesize
- ▶ Present



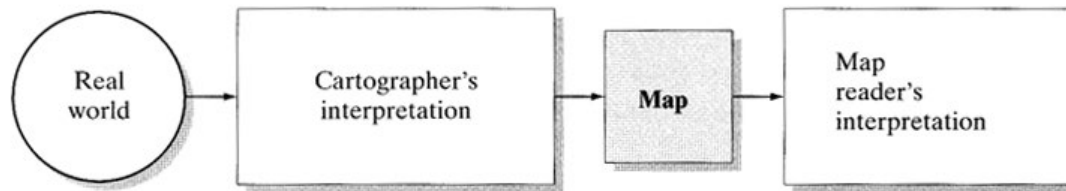
Group Activity

- ▶ With your group member,
- ▶ Find an existing web-based map service that can be an example for each of the two red dots in the figure.
- ▶ Share your findings with others.



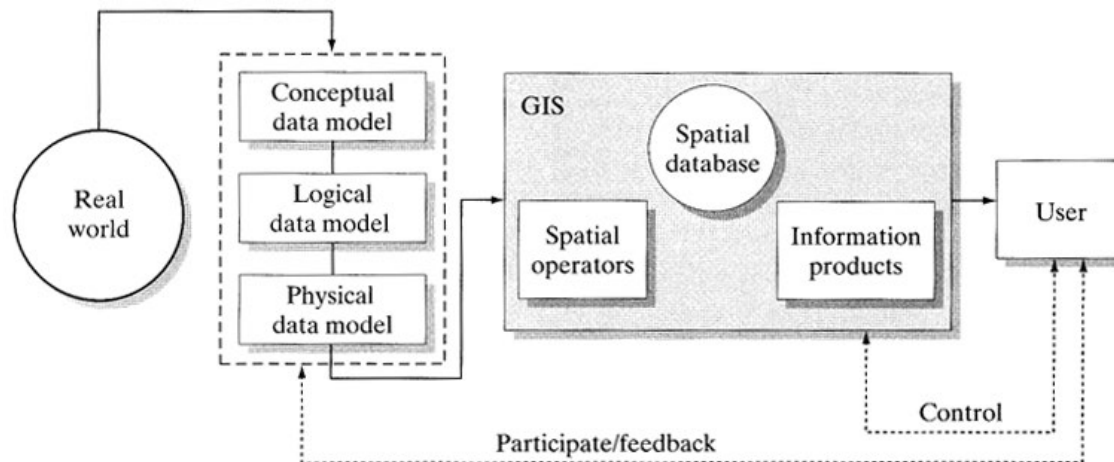
Information flow in Cartography vs. GIS

- ▶ Conventional cartographic visualization: **cartographer-oriented**
 - ▶ Low interaction, public use, information sharing



(a) Conventional model of cartographic communication

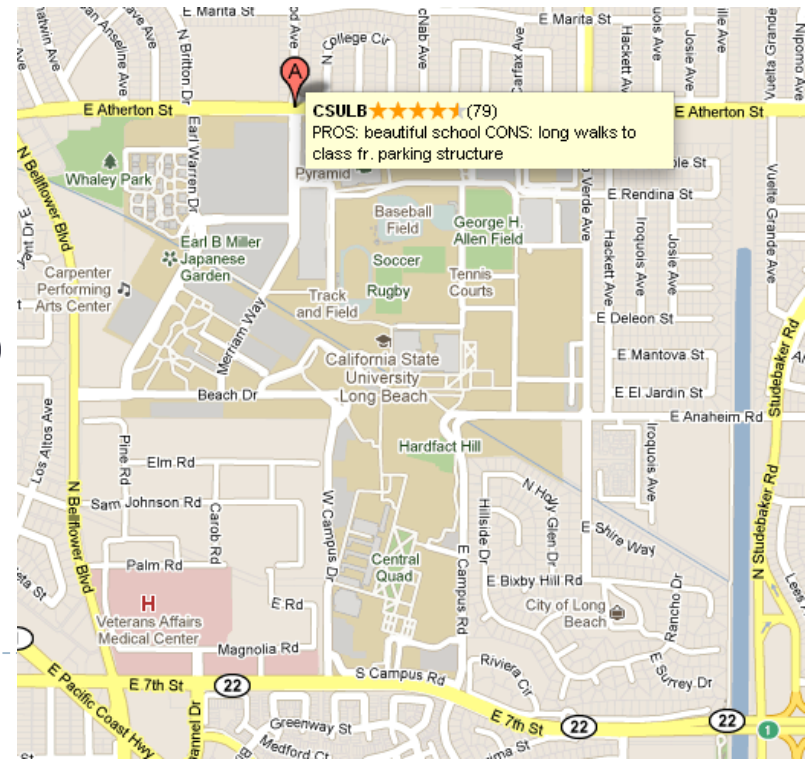
- ▶ GIS information communication: **user-participation**



(b) New model of GIS information communication

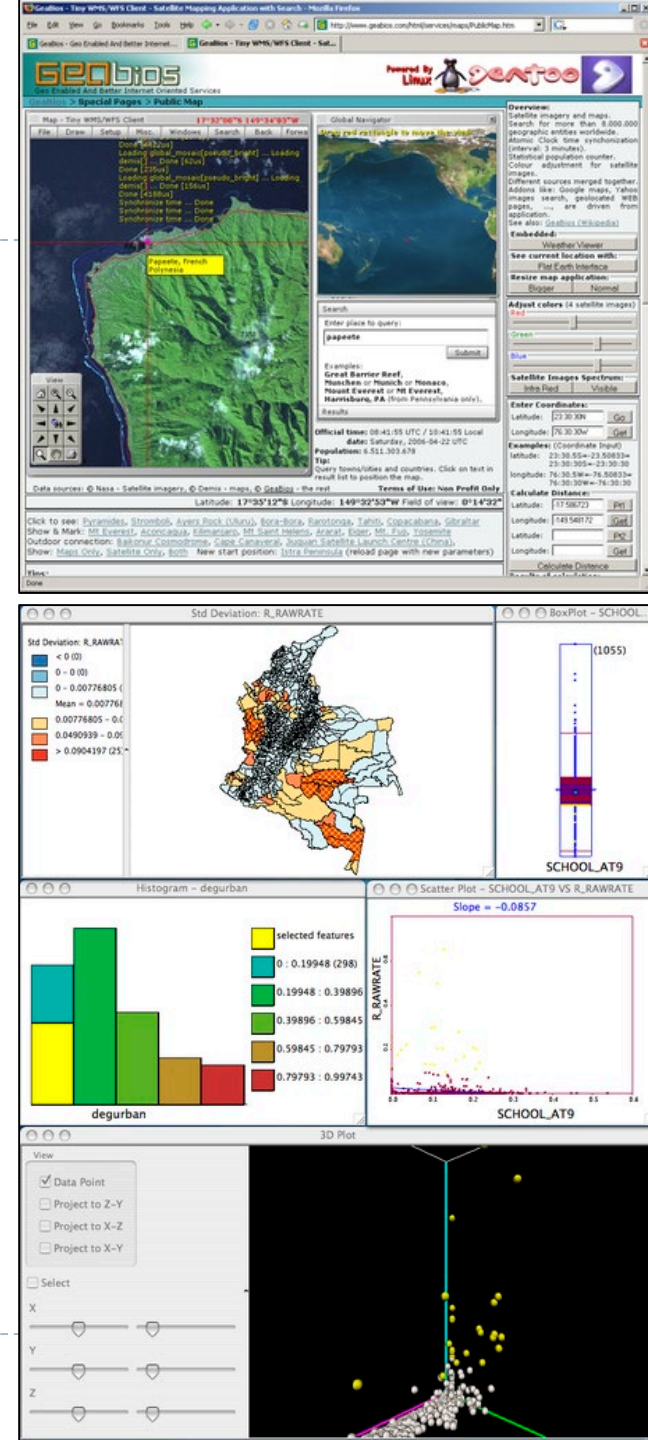
Benefits of GIS for Geovisualization

- ▶ GIS has advanced **efficiency** and **analytical power** as compared with traditional cartography
 - ▶ GIS allows for **dynamic, interactive mapping** for changing environments
- ▶ Map Interactions for users
 - ▶ Zoom-in/out, pan, rotate, fly-by, walk-in, ...
 - ▶ Symbol applications
 - ▶ Assign/change attributes
 - ▶ Object identifiers/attribute tables
 - ▶ Layers (on/off, overlay, geoprocessing)
 - ▶ Equation applications for research
 - ▶ Etc.



GIS vs. Geovisualization

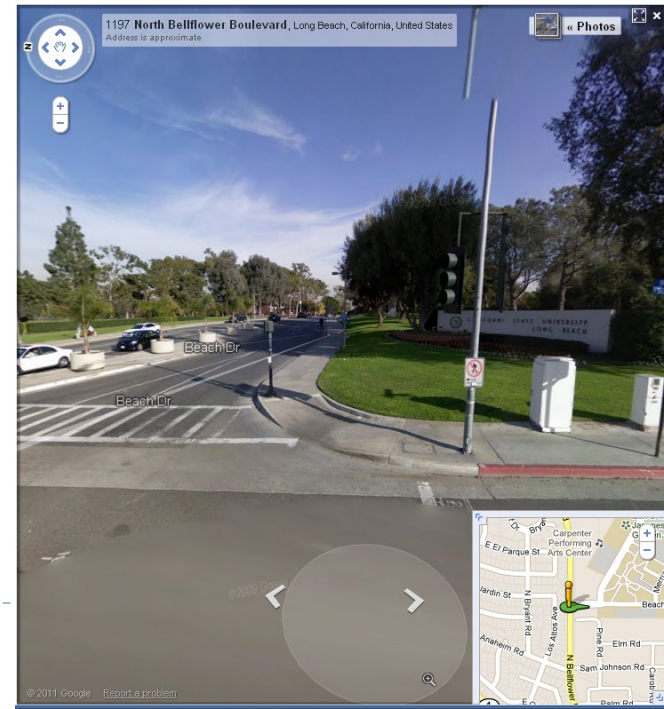
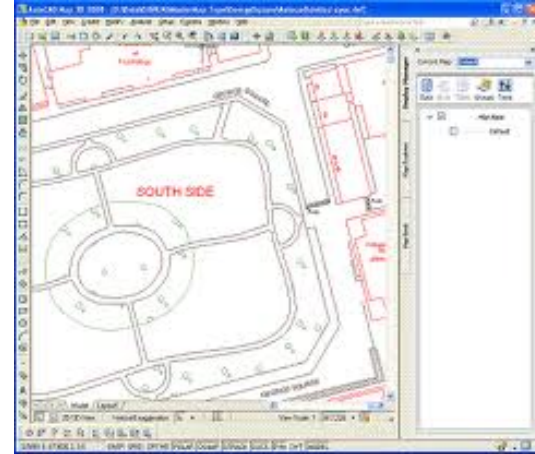
- ▶ GIS in general...
 - ▶ Static analyses, maps, and graphics (recently decreasing)
 - ▶ Designed for **prescribed analysis** (results are expected)
 - ▶ Provides a single view
- ▶ Geovisualization in general...
 - ▶ Interactive maps and graphics
 - ▶ Designed for **data exploration** (results are unexpected)
 - ▶ Exploratory Spatial Data Analysis (ESDA)
 - ▶ Multiple, coordinated views
- ▶ However, their boundaries are getting more blur



(image source: <http://en.wikipedia.org/>)

Geovisualization approaches

- ▶ Generic **display function** of GIS software
- ▶ GIS in conjunction with CAD (Computer Aided Design) systems
- ▶ Link GIS to statistics s/w
 - ▶ E.g., GGobi, GeoVista Studio, SPSS, S-Plus
- ▶ Standalone visualization software
 - ▶ E.g., Google Earth, Flash, etc.
- ▶ Dynamic visualization via the internet
 - ▶ E.g., VRML, augmented reality, etc.



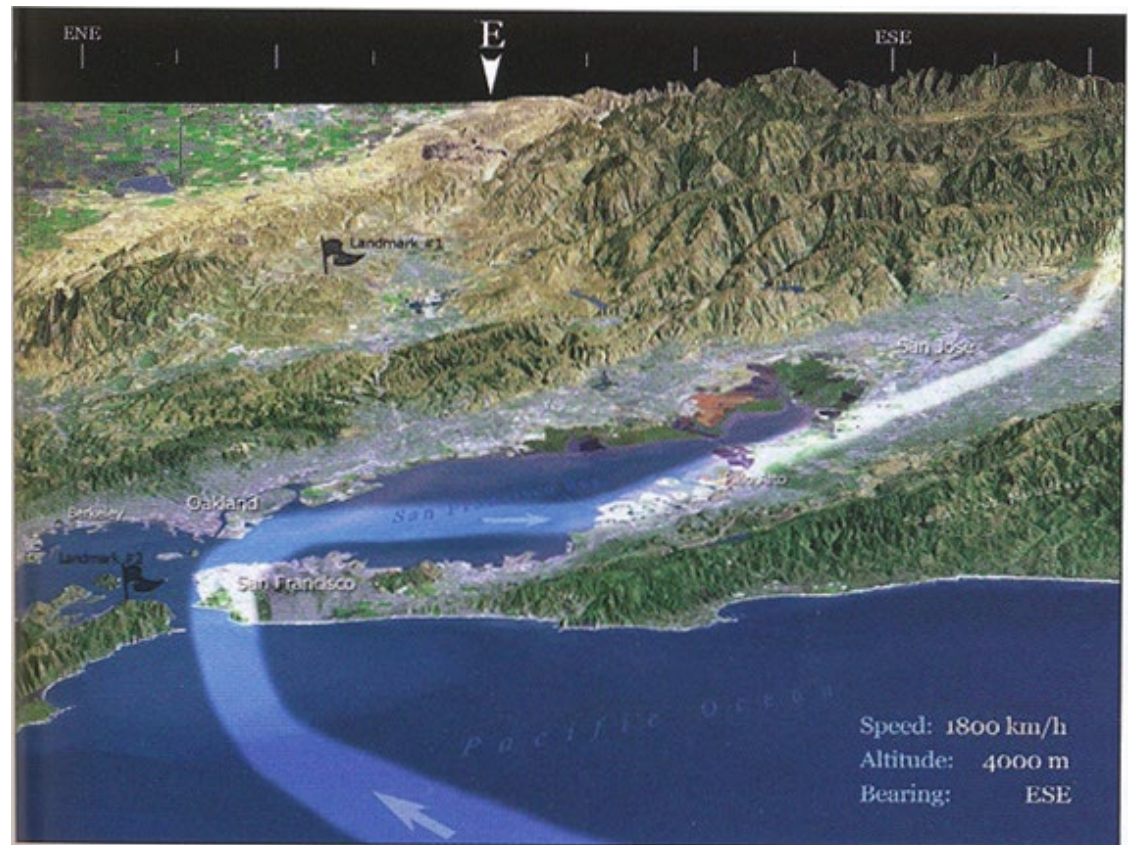
Group Activity

- ▶ With your group members,
 - ▶ Search any particular areas from Google Maps.
 - ▶ Open “Street View” option of Google Maps so that you could see some photographs of the areas.
 - ▶ Interact on the Street View using your mouse pointer. FYI, you can turn around, tilt up/down, zoom in/out, move along the street on the Street View.
 - ▶ **Q.** What kind of information about the place can you find from the Street View?
 - ▶ **Q.** Discuss with your neighbors *whether the Street View of Google Maps is geovisualization or not.*
 - ▶ Share your conclusion with others.
-



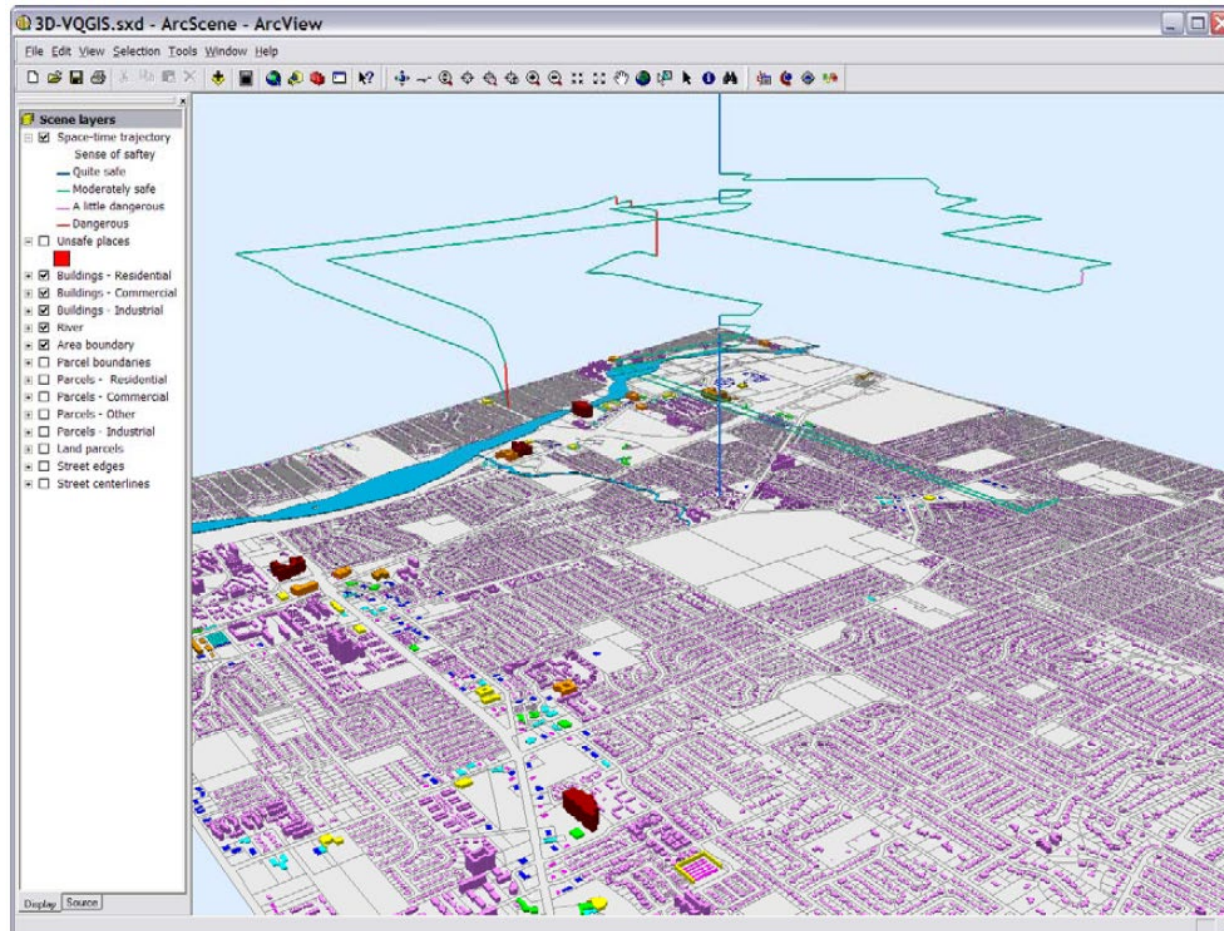
Examples of geovisualization

- ▶ E.g., Visualizing terrain
 - ▶ 3D Perspective view



Visualization of qualitative data

- ▶ E.g., “Sense of safety along space-time trajectory”



(Source: Kwan and Ding 2008, Fig. 3)

- ▶ Cidell, J. (2010). Content clouds as exploratory qualitative data analysis. *Area*, 42(4), 514-523.

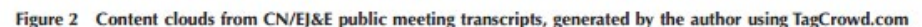




Figure 3 Sample content clouds from green building newspaper articles, generated by the author using TagCrowd.com

Geovisualization for decision-making using Exploratory Spatial Data Analysis (ESDA)

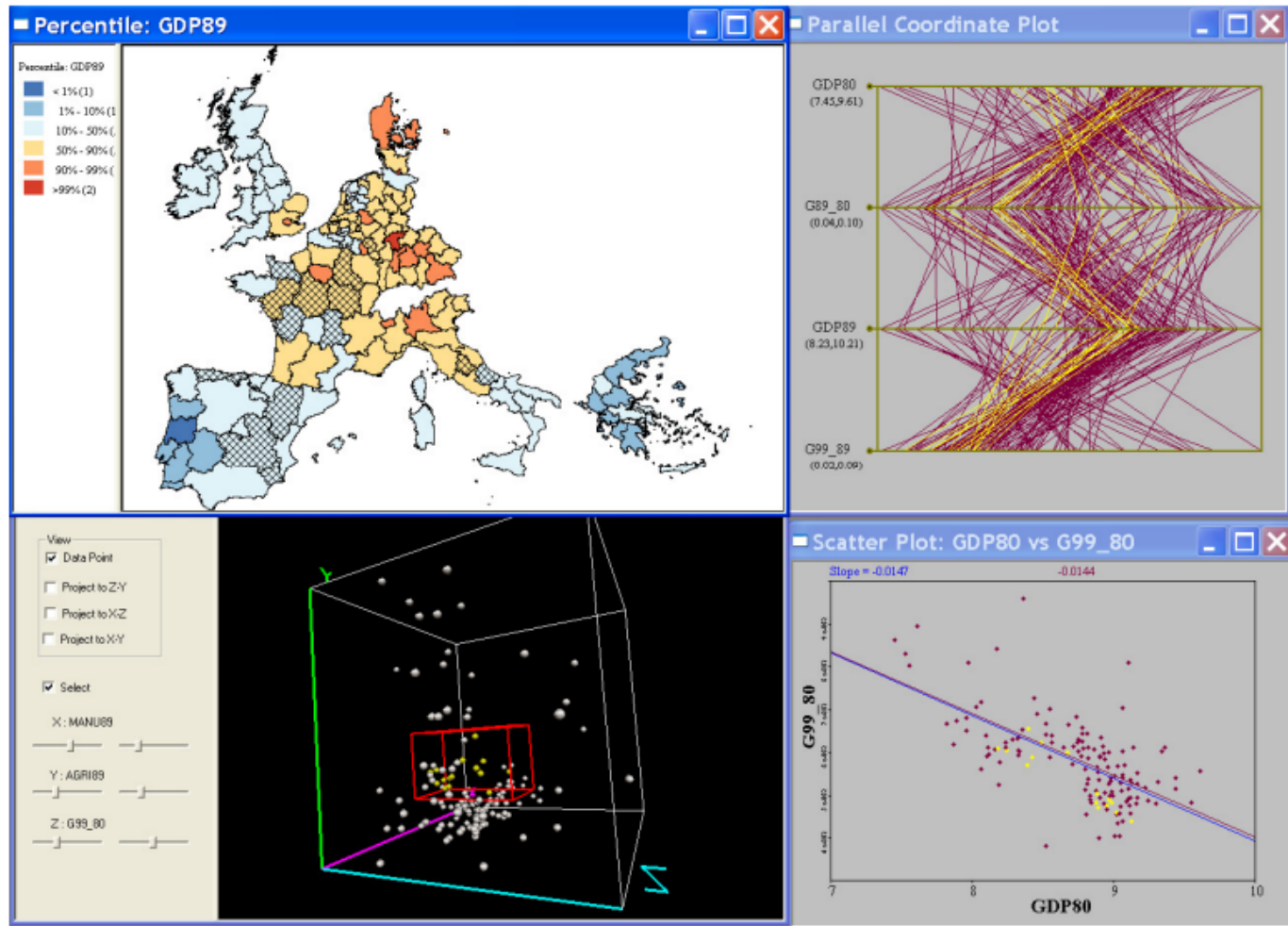


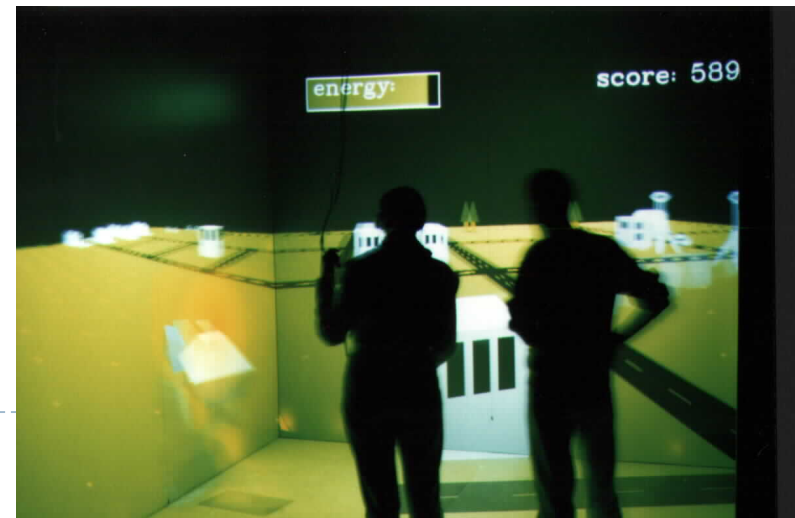
Fig. A.4.3. Multivariate exploratory data analysis with linking and brushing

(source: Anselin, L., Syabri, I., & Kho, Y. (2010). GeoDa: an introduction to spatial data analysis. *Handbook of applied spatial analysis*, 73-89.)

Visualization of high-dimensional objects

- ▶ Visualization of two-dimensional spatial objects is straightforward
- ▶ Visualization of higher-dimensional (3D, 4D, 5D...) spatial objects is far more difficult and is one of recent topics in GIScience research
 - ▶ E.g., spatio-temporal data with multiple attributes, the ESDA example
 - ▶ Complicated to understand
 - ▶ S/w h/w limitations may exist

Any users of HMD?



Visualization and five human senses

- ▶ Human beings have five well-known senses

- ▶ Sight

- ▶ *Smell*

- ▶ E.g., Smell-O-Vision, odorama (1950's)

- ▶ Hearing

- ▶ Can we see sound?
 - Music scores, visual music

- ▶ Taste

- ▶ Touch

- ▶ E.g., sensorama



(source: <http://filmusik.com/smell-o-vision-vs-aromarama/>)

<http://blog.nothingbutsoftware.com/2011/07/the-future-of-television-the-smell-o-vision/>)

Visualization and five human senses (cont.)

▶ Human beings have five well-known senses

▶ Sight

▶ Smell

- ▶ E.g., Smell-O-Vision, odorama

▶ Hearing




























- ▶ Can we see sound?
 - Music scores, visual music

▶ Taste

▶ Touch

- ▶ E.g., sensorama

(source: Krygier (1994),
http://go.owu.edu/~jbkrygie/krygier_html/kry_sound.html,
http://en.wikipedia.org/wiki/Visual_music)

THE ABSTRACT SOUND	VARIABLES	Nominal Data	Ordinal Data
LOCATION: The location of a sound			
LOUDNESS: The magnitude of a sound			
PITCH: The highness or lowness			
REGISTER: The relative location of a pitch in a given range of pitches			
TIMBRE: The general prevailing quality or characteristic of a sound			
DURATION: The length of time a sound is (or isn't) heard			
RATE OF CHANGE: The varying of the duration of a sound over time			
ORDER: The sequence of sounds over time			
ATTACK/DECAY: The time it takes a sound to reach its maximum/minimum			

Visualization and five human senses (cont.)

- ▶ Human beings have five well-known senses
 - ▶ Sight
 - ▶ Smell
 - ▶ E.g., Smell-O-Vision, odorama
 - ▶ Hearing
 - ▶ Can we see sound?
 - Music scores, visual music
 - ▶ Taste
 - ▶ Touch
 - ▶ E.g., sensorama (1950's)



(source: <http://filmusik.com/smell-o-vision-vs-aromarama/>)

Example: Interactive 3D visualization of sound



- ▶ Sound map, soundscape

- ▶ <https://www.nps.gov/subjects/sound/soundmap.htm>
- ▶ <https://www.microsoft.com/en-us/research/product/soundscape/>
- ▶ <https://acousticecologyuoh.wordpress.com/2013/12/04/how-to-make-a-sound-map/>

- ▶ The Art and Science of Visualizing Sound

<https://www.youtube.com/watch?v=CgoMnNghHy4>

▶ (source: Matthew Bain, Drums Downtown 2008: <https://www.youtube.com/watch?v=moslfEr5fmY>)

Strengths of geovisualization

- ▶ Compared to traditional cartography products
 - ▶ **Query**
 - ▶ You can make a simple geographic inquiry
 - ▶ Message is sensitive to input data elements (unit, data range, ..)
 - ▶ **Transformation**
 - ▶ Data can be manipulated to better serve objectives
 - ▶ Helpful to overcome limitation of traditional cartographic products
 - Ex) cartogram: adjusted areal-size to represent values
 - ▶ **Immersive visualization**
 - ▶ Expand the capacity to experience the world through virtual environment
 - ▶ **Animation:** Spatio-temporal information representation

Challenges in visualization

- ▶ Interactivity
- ▶ Media issues
- ▶ Computer interface design
- ▶ Visual design issues
- ▶ Cognitive issues
- ▶ Perceptual differences between users
- ▶ Multi-user/collaborative visualization
- ▶ Non-conventional graphics



For next time...

- ▶ Reading

- ▶ Ch. 1, 20, and 23

- ▶ PMI due today

- ▶ Let's start PM2

- ▶ Test2 on Nov. 6

- ▶ VR headset experience after Test 2

- ▶ Bring your smart phone!

