

TRAIL MAP

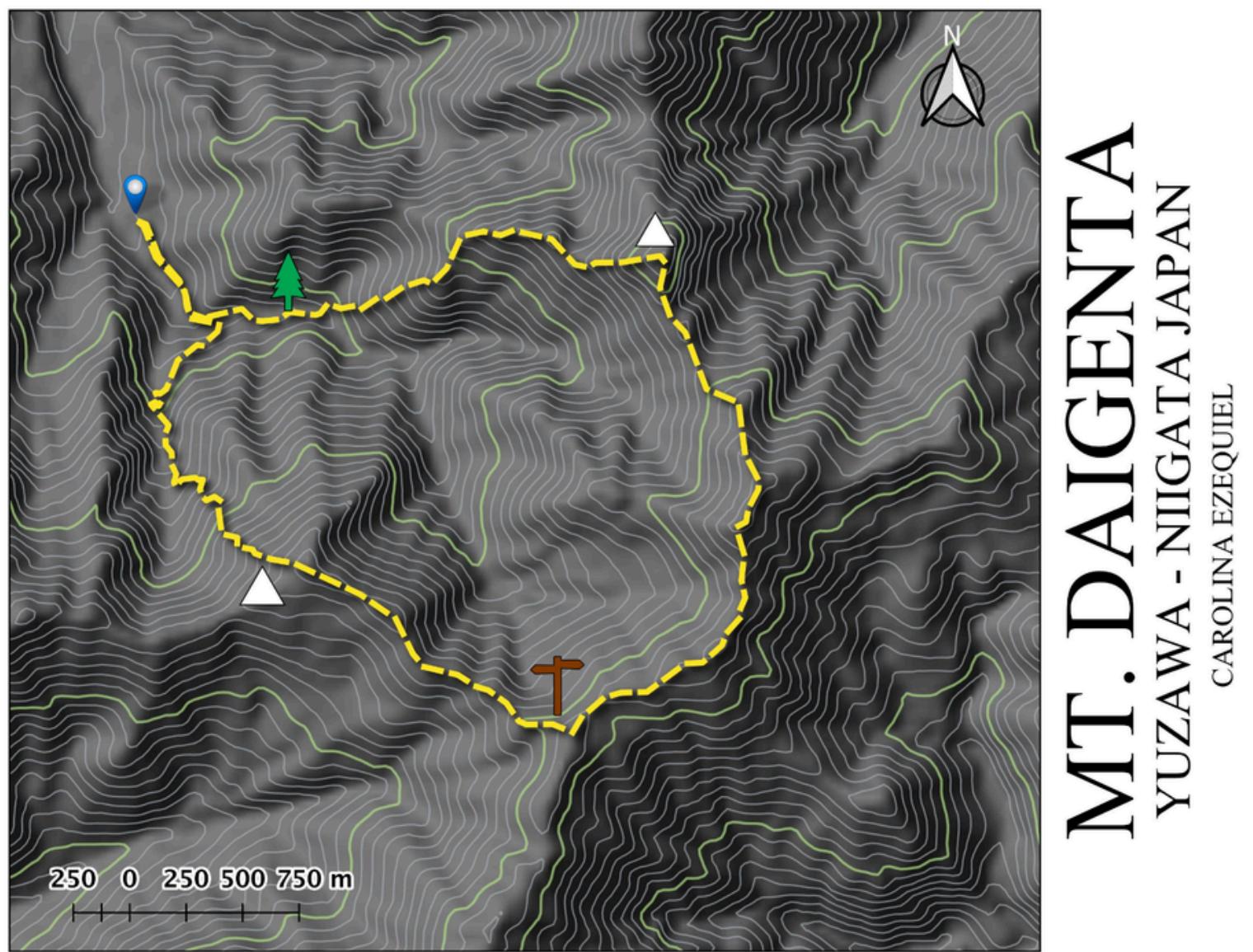
YUZAWA - JAPAN

CAROLINA EZEQUIEL



<https://github.com/carolezeq-Analist>

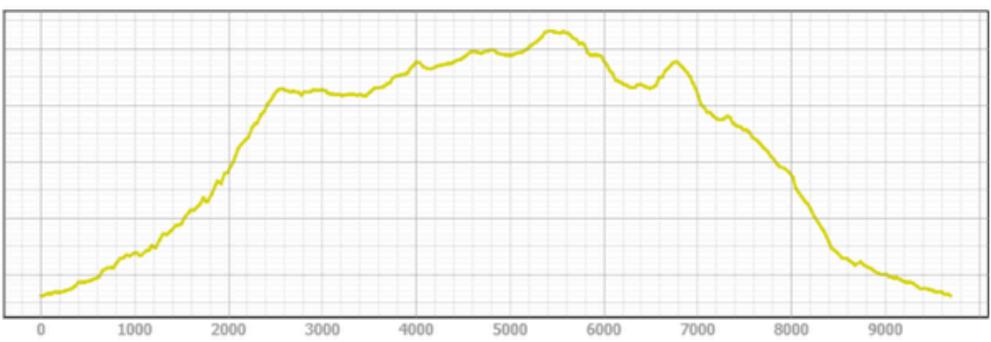
2D MAP OF THE TRAIL



9.82 KM
DISTANCE

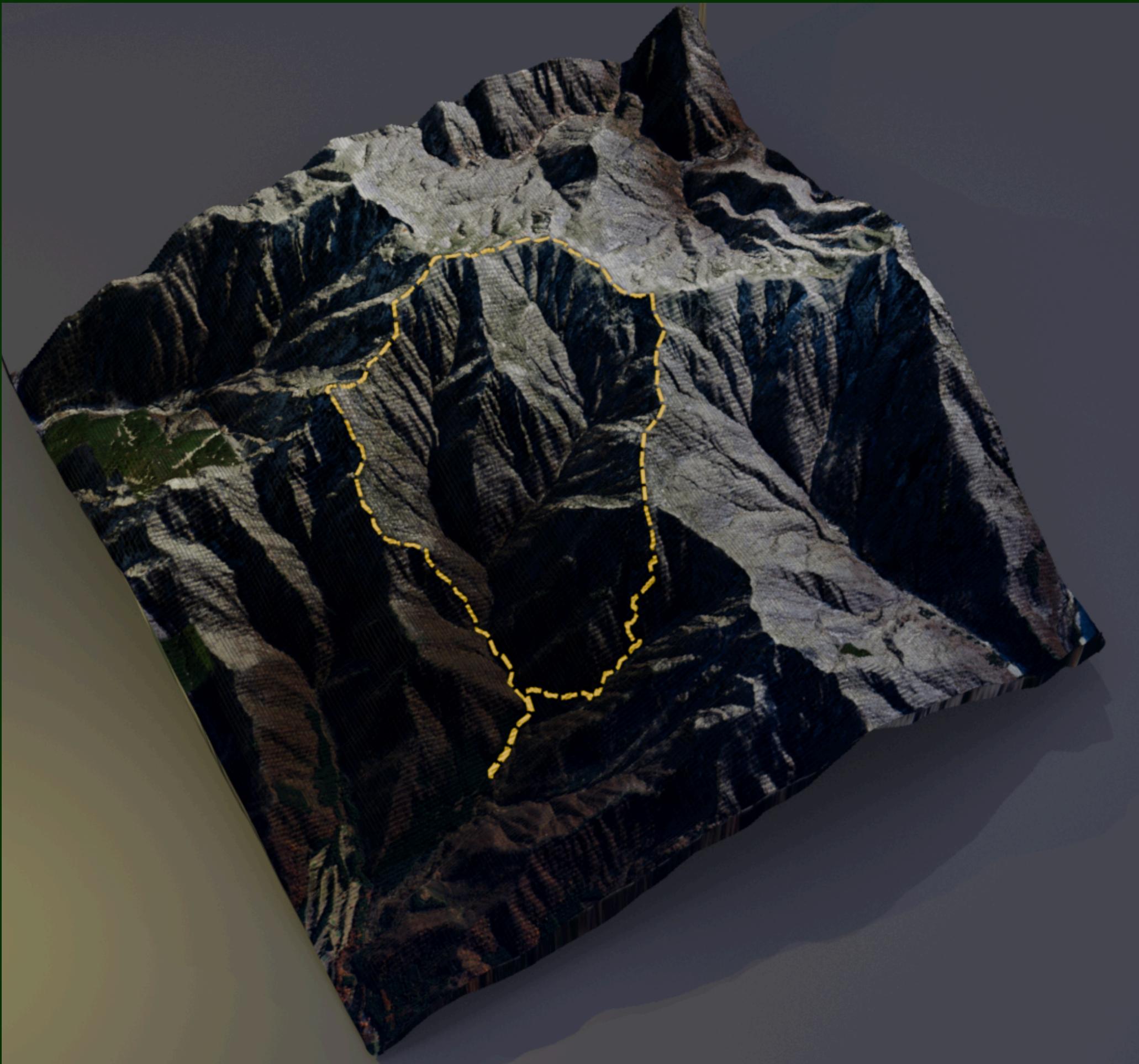
1.649 | 726
ELEVATION
MAX | MIN

7H 52 MIN
TIME



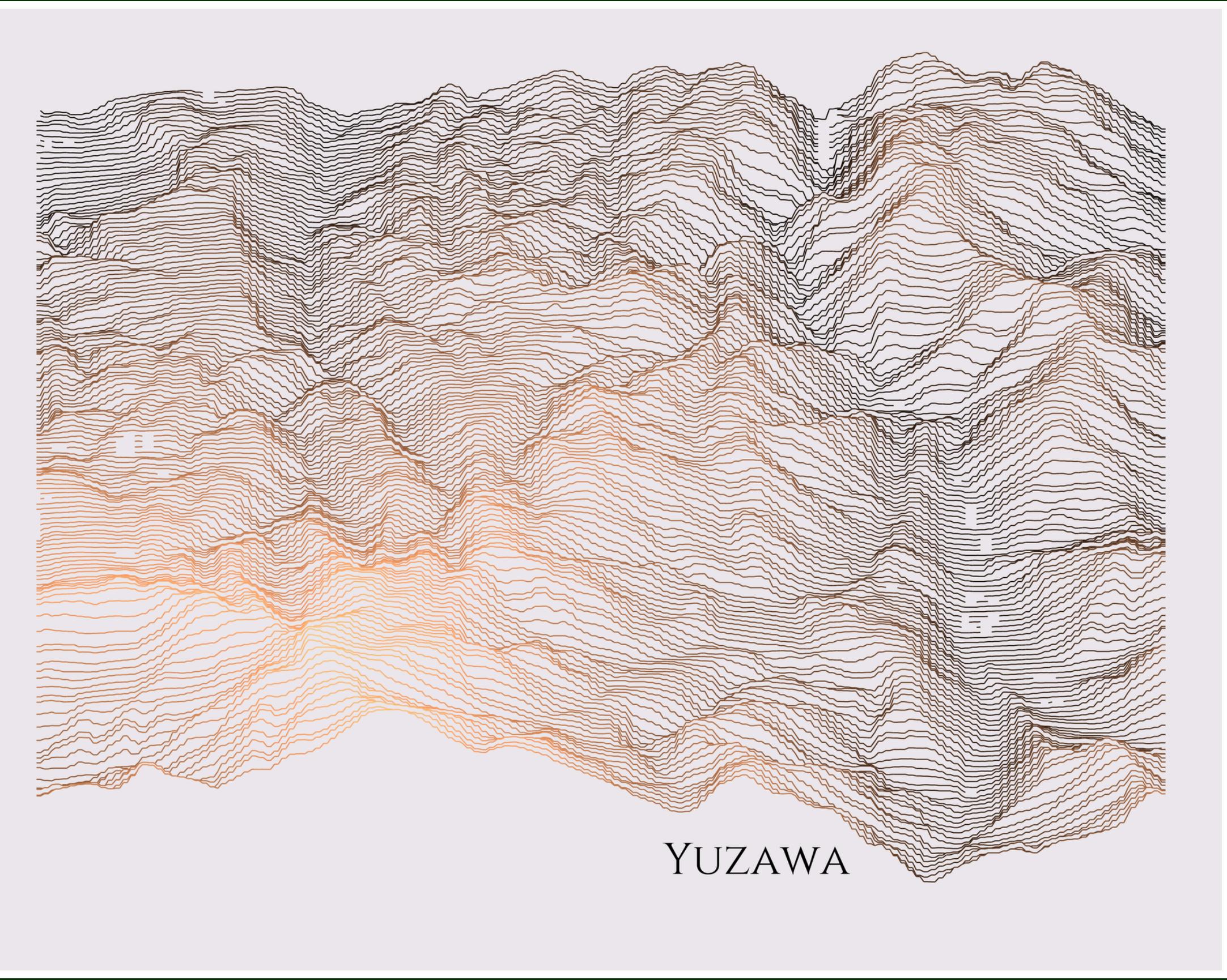
2D map developed in QGIS from GPX trail data and a digital elevation model (DEM). The project integrates contour lines, terrain shading, and appropriate symbology to represent the trail path clearly and legibly, prioritizing topographic readability and spatial orientation. The focus was on transforming raw data into a functional and visually balanced cartographic product.

3D VISUALIZATION



3D terrain visualization generated from a DEM cropped within the trail area and processed in Blender. The model emphasizes the relationship between relief and path, allowing for a better understanding of the altimetry and complexity of the terrain.
The 3D model was used as a visual complement to the 2D map, focusing on communication and spatial presentation, not just aesthetics.

COUNTOUR LINES



YUZAWA

Topographic visualization created in Python from elevation data, using spatial coordinates clipped by bounding box. The script generates relief lines and surfaces with control over parameters such as the number of lines and vertical exaggeration, demonstrating the initial use of PyGIS for automation and visual exploration of geospatial data. The objective was practical learning and reproducibility of the process.