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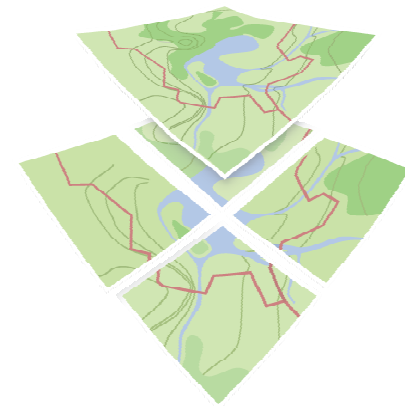


Ordnance
Survey



OGC API Maps and Tiles

OGC API Hackathon 2019
London, United Kingdom
20 June 2019



Building blocks



- "Tiles" is a process that can generate a regular subset of data (coverage, features) or maps (styled on the server; either server rasterized tiles or in SVG-like format)
- Where we can apply:
 - /tiles/{tileMatrixSetId}/{tileMatrix}/{tileRow}/{tileCol}
- Do it make sense to do:
 - maps/{styleId}
 - /tiles/{tileMatrixSetId}/{tileMatrix}/{tileRow}/{tileCol}

Combining tiles with...



- /collections/{collectionId}/coverages/{coverageId}/tiles/{tileMatrixSetId}/{tileMatrix}/{tileRow}/{tileCol}
 - tiled coverage (data)
- /collections/{collectionId}/items/tiles/{tileMatrixSetId}/{tileMatrix}/{tileRow}/{tileCol}
 - vector tile (with no style) (data)
- /collections/{collectionId}/items/{styleId}/tiles/{tileMatrixSetId}/{tileMatrix}/{tileRow}/{tileCol}
 - vector tile with data filtered by the style but unstyled
- /collections/{collectionId}/items/maps/{styleId}/tiles/{tileMatrixSetId}/{tileMatrix}/{tileRow}/{tileCol}
 - tile (vector or rasterized) with data filtered by the style and styled. This allows us to use feature filtering features before creating a map.
- /collections/{collectionId}/map/{styleId}/tiles/{tileMatrixSetId}/{tileMatrix}/{tileRow}/{tileCol}
 - This creates a map from a collection without knowing if this is a feature or a coverage...
- /collections/{collectionId}/coverages/{coverageId}/map/{styleId}?bbox=...
- /collections/{collectionId}/coverages/map/{styleId}?bbox=...&coverages=temperature,wind



Points of Contact:

Joan Maso

Joan.Maso@uab.cat

Núria Julià

N.Julia@creaf.uab.cat