**A landform** is a [geomorphological](http://en.wikipedia.org/wiki/Geomorphology) unit, and is largely defined by its surface form and location in the landscape. As part of the [terrain](http://en.wikipedia.org/wiki/Terrain), a landform is an element of [topography](http://en.wikipedia.org/wiki/Topography).

*Here you can explore and sort 92 landforms according to their scale*

*To sort see touch screen on the table*

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*Here you can sort 92 landforms according to 6 parameters determinating their (prevailing) public status.*

* *Degree of openess*
* *Conceivable target*
* *Degree of accessibility*
* *Property status*
* *Degree of restriction*
* *Degree of surveyance*

*To sort see touch screen on the table*

**Parallel coordinates** is a common way of visualizing [high-dimensional](http://en.wikipedia.org/wiki/High-dimensional) [geometry](http://en.wikipedia.org/wiki/Geometry) and analyzing [multivariate data](http://en.wikipedia.org/wiki/Multivariate_data).

The projection on the screen shows a set of [points](http://en.wikipedia.org/wiki/Point_%28geometry%29) in an [7-dimensional space](http://en.wikipedia.org/wiki/N-dimensional_space), a backdrop is drawn consisting of 7 [parallel](http://en.wikipedia.org/wiki/Parallel_%28geometry%29) lines, vertical and equally spaced. They show for the landform the :

* Scale
* *Degree of openess*
* *Conceivable target*
* *Degree of accessibility*
* *Property status*
* *Degree of restriction*
* *Degree of surveyance*

A point in 7-dimensional space is represented as a [polyline](http://en.wikipedia.org/wiki/Polyline) with [vertices](http://en.wikipedia.org/wiki/Vertex_%28geometry%29) on the parallel axes; the position of the vertex on the *i*th axis corresponds to the *i*th [coordinate](http://en.wikipedia.org/wiki/Coordinate) of the point.

**Multidimensional scaling (MDS)** is a means of visualizing the level of similarity of individual cases of a dataset. It refers to a set of related [ordination](http://en.wikipedia.org/wiki/Ordination_%28statistics%29) techniques used in [information visualization](http://en.wikipedia.org/wiki/Information_visualization), in particular to display the information contained in a [distance matrix](http://en.wikipedia.org/wiki/Distance_matrix). This MDS [algorithm](http://en.wikipedia.org/wiki/Algorithm) aims to place each landform in 2-[dimensional](http://en.wikipedia.org/wiki/Dimension) space such that the between-landform distances are preserved as well as possible. Each landform is then assigned [coordinates](http://en.wikipedia.org/wiki/Coordinate) in each of the 2 dimensions.

*The touch screen below shows the landform-MDS. To start touch any landform and see the parallel coordinates of the landform on*

the projection screen.