

Assignment 4

(Due: June 2, 2021)

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1 Writing Custom WebGL2 Shaders

See code

2 Visualization Pipeline

data acquisition:

- getting the satellite map and/or road map data from google earth as image data (?)
- getting the traffic data, like number of cars from satellites or road sensors (?)

filtering/processing:

- taking current selection of longitude and latitude of the maps
- taking only traffic data for main streets, not small alleys
- choosing day and time for selection of traffic data
- classifying traffic state by means of deviation from mean or multi-day norm

mapping:

- draw lines (as graphical primitives) in specific color (traffic state) for the selection (day/time data) on a main road (map)

rendering:

- rendering of the lines in specific color
- rendering of satellite map or just inserting image (?)
- image synthesis of traffic state (colored) and satellite map (given as image)