

MAPZEN

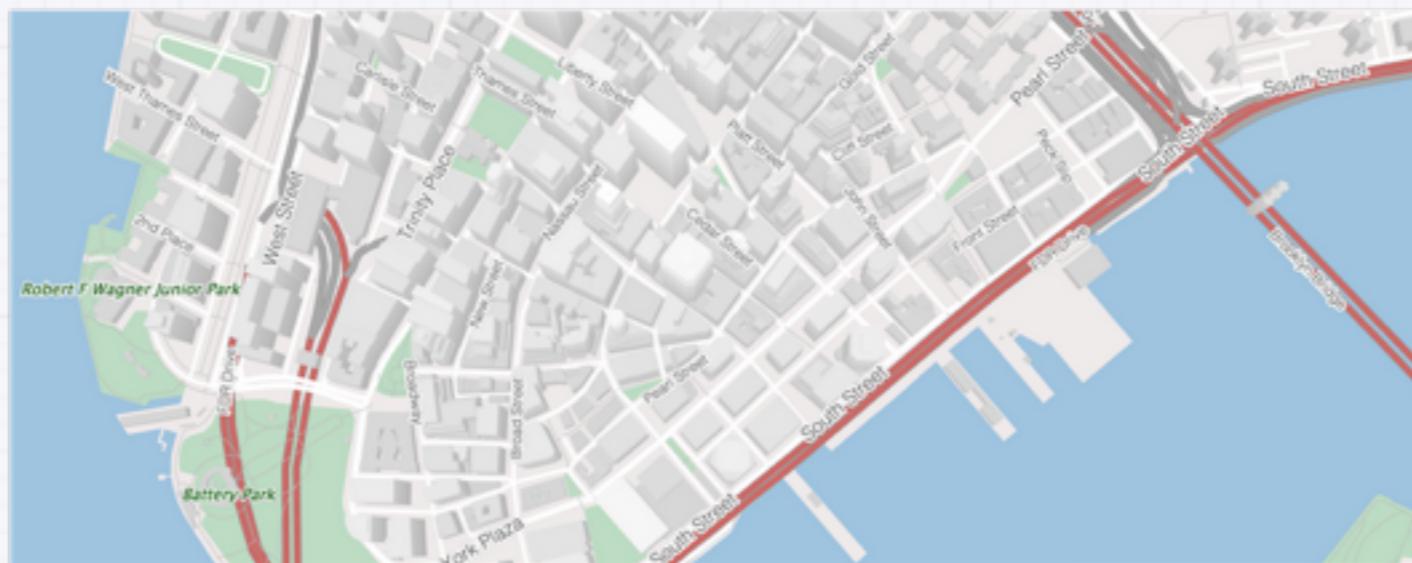


Patricio Gonzalez Vivo

@patriciogv

Tangram: WebGL Maps for Vector Data

PASSED

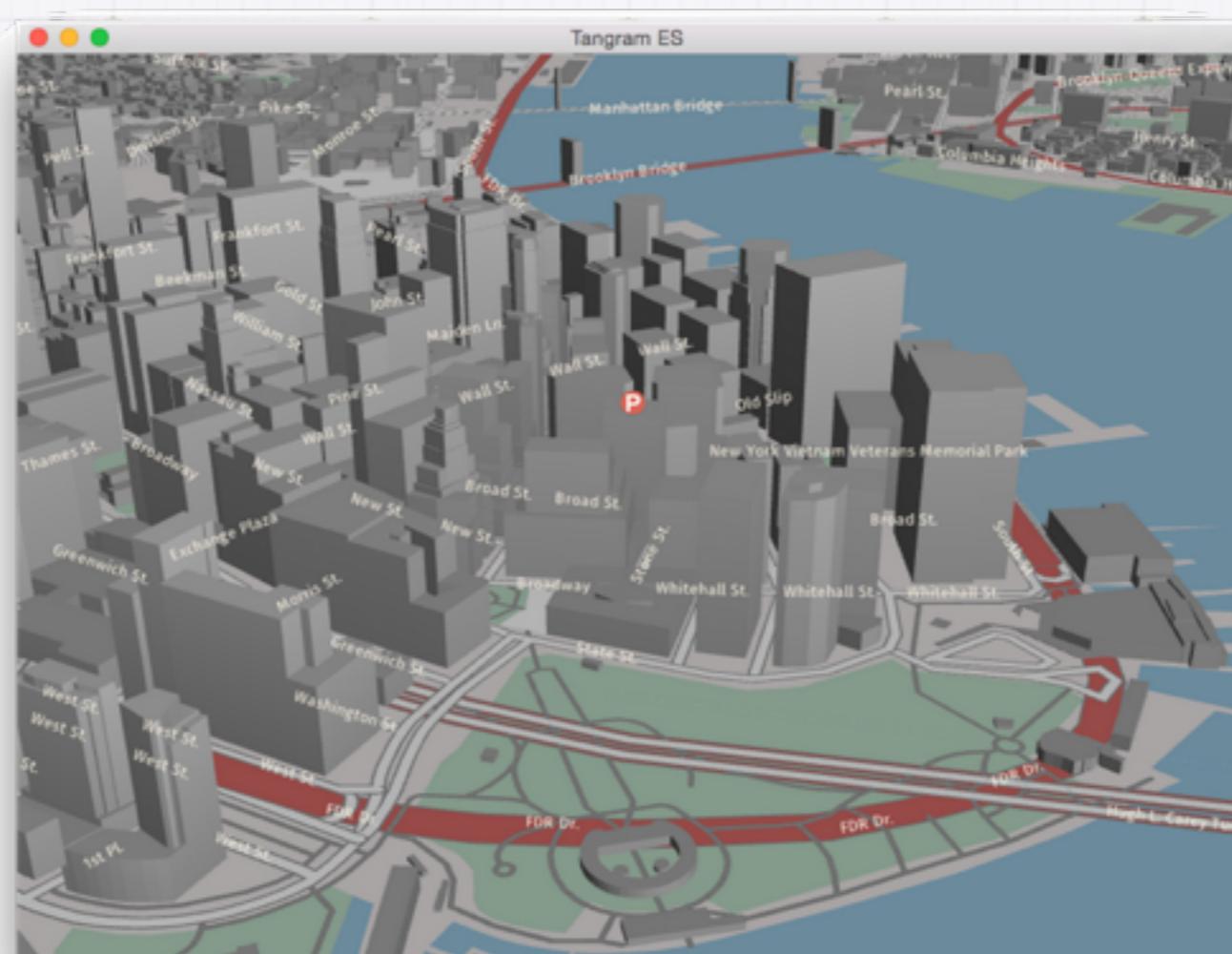


Tangram is a JavaScript library for rendering 2D & 3D maps live in a web browser with WebGL. It is tuned for OpenStreetMap but supports any source of GeoJSON/TopoJSON or binary vector data, including tilesets and single files.

Here's a simple demo ([repo here](#)) with a basic example of a Tangram map.

tangram-es

build passing

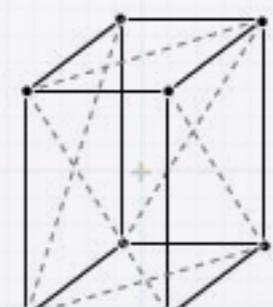
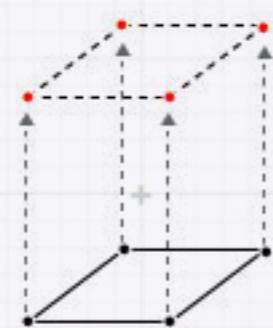
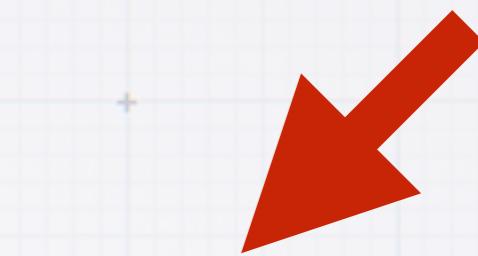


tangram-es is a C++ library for rendering 2D and 3D maps from vector data using OpenGL ES, it is a counterpart to [tangram](#) focused on mobile and embedded devices.

This repository contains both the core rendering library and sample applications that use the library on Android, iOS, Mac OS X, Ubuntu, and Raspberry Pi.

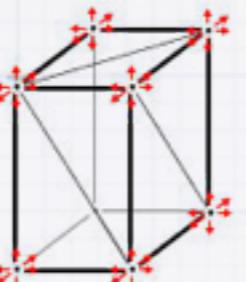


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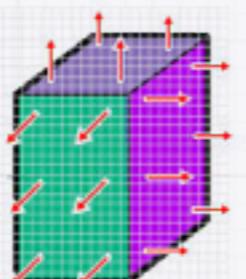
Vertex:

position

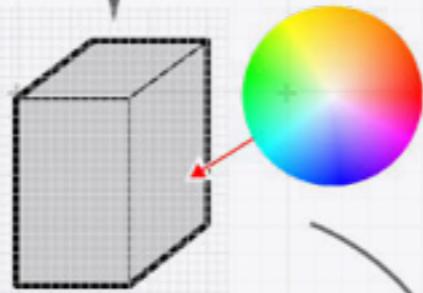


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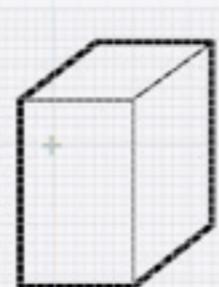
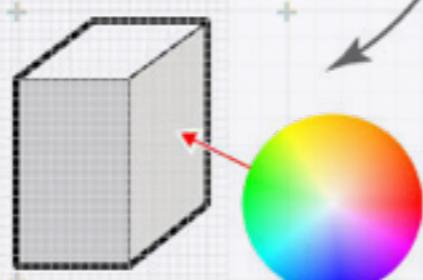
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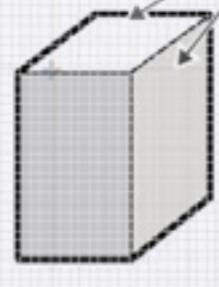
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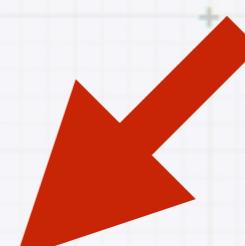
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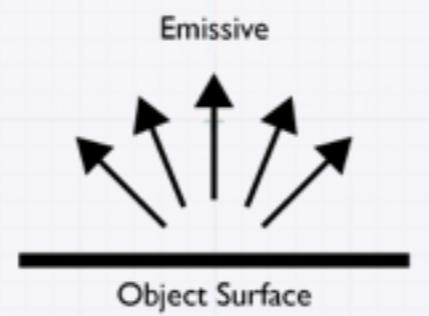
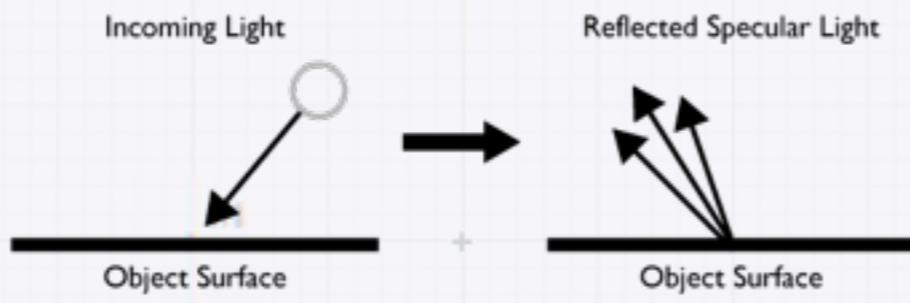
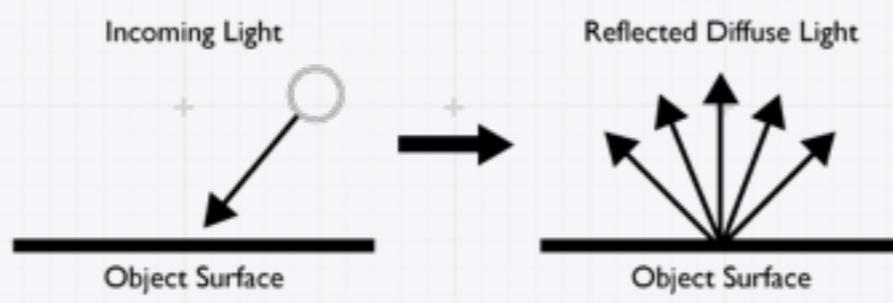
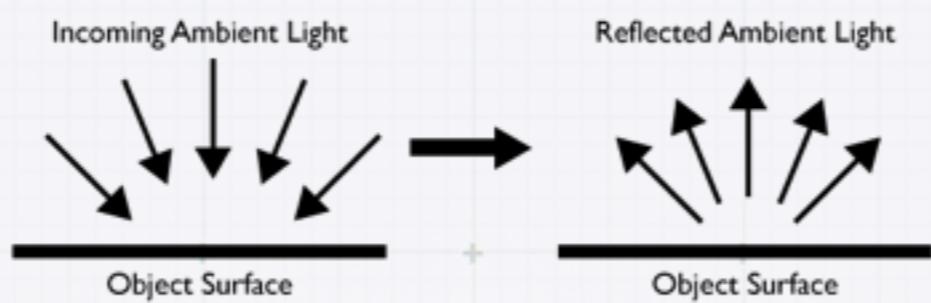


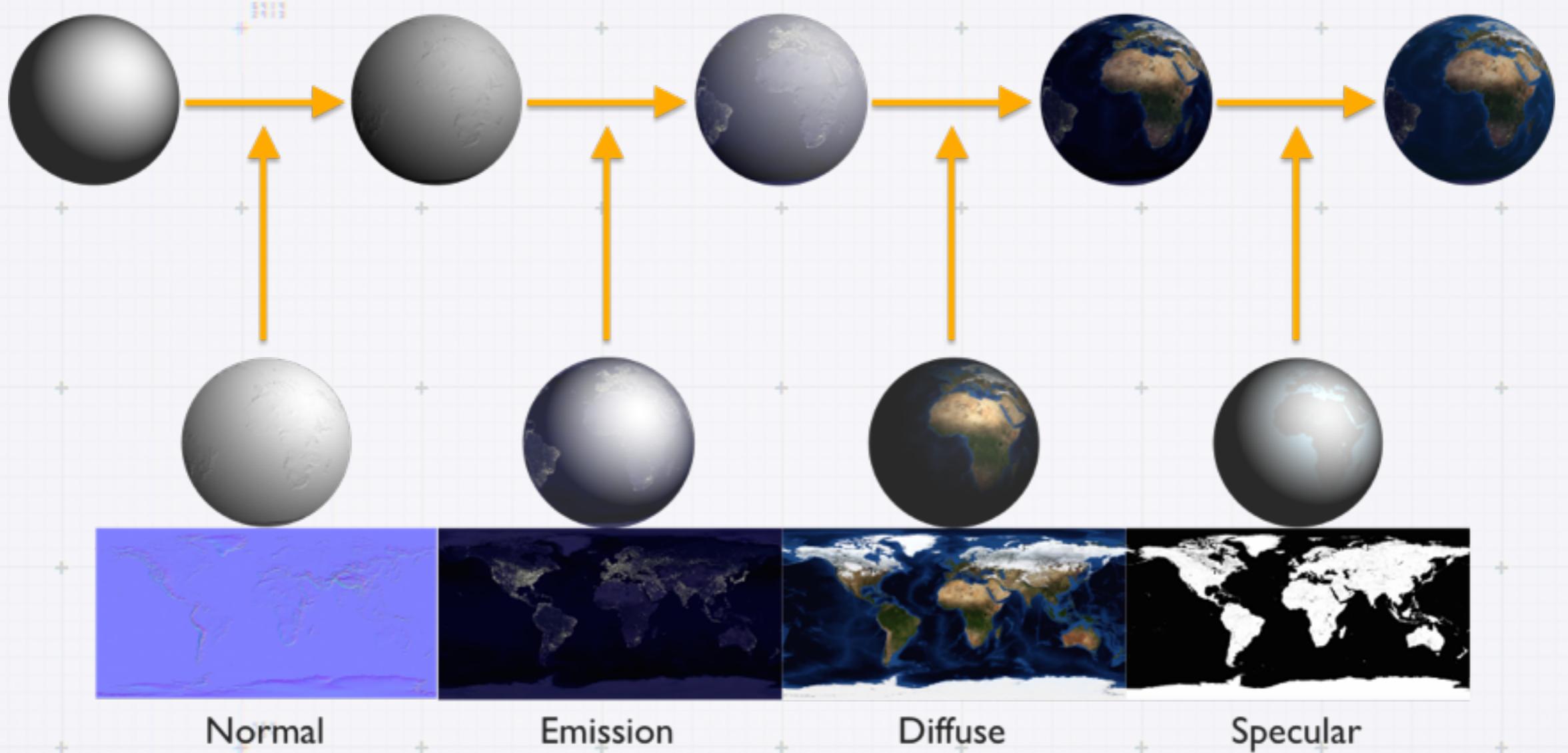
Rasterization



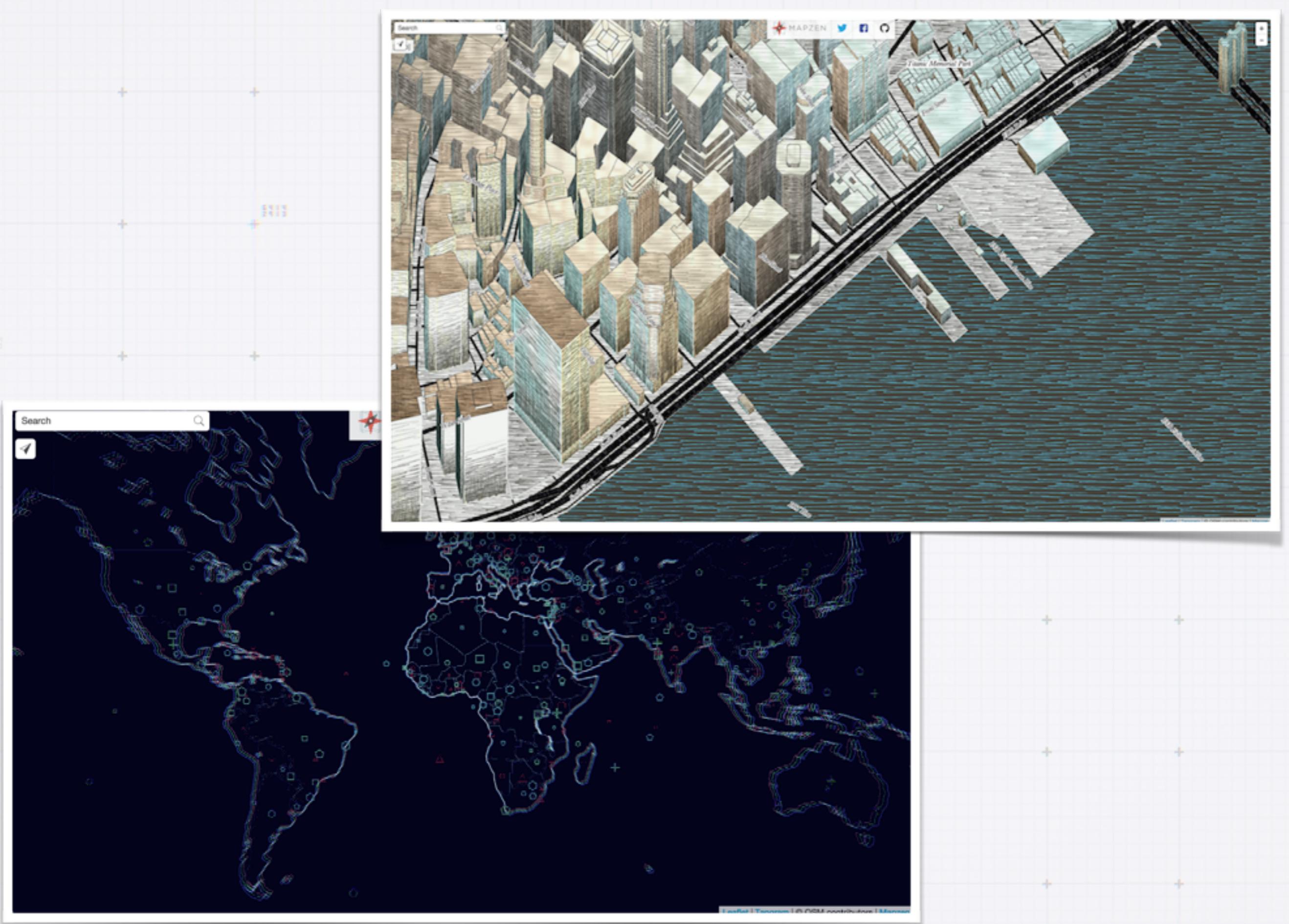
Lighting



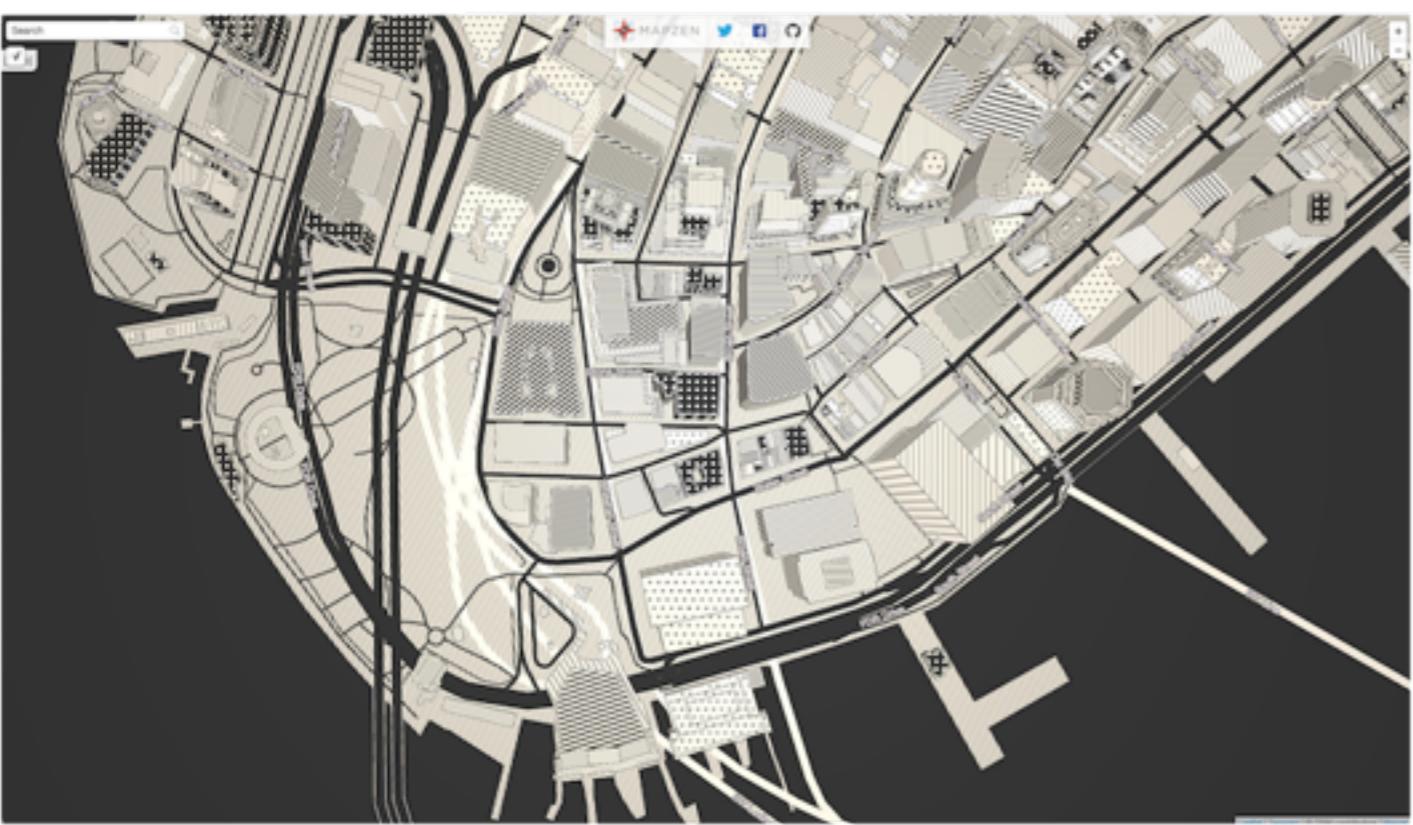
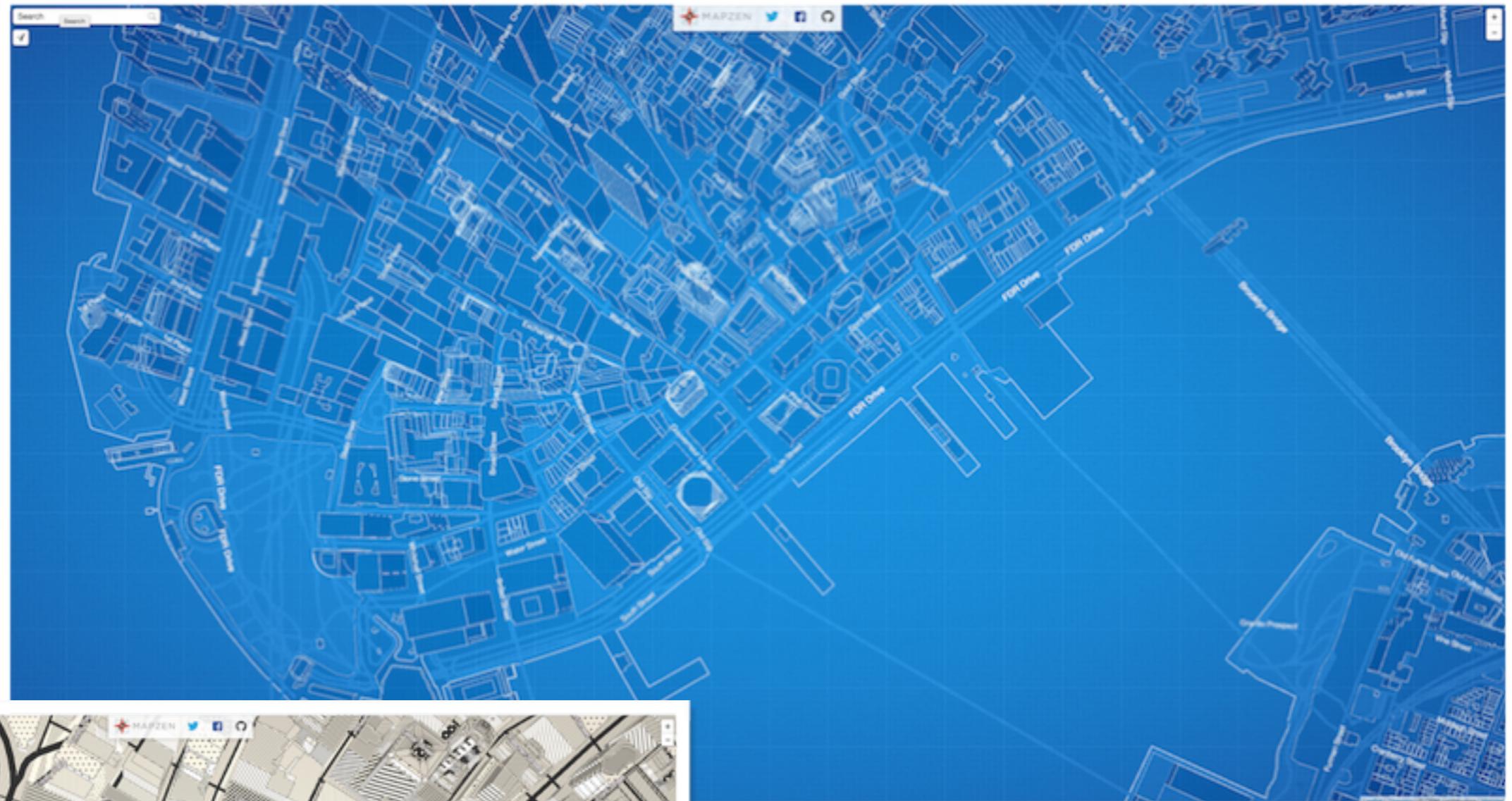




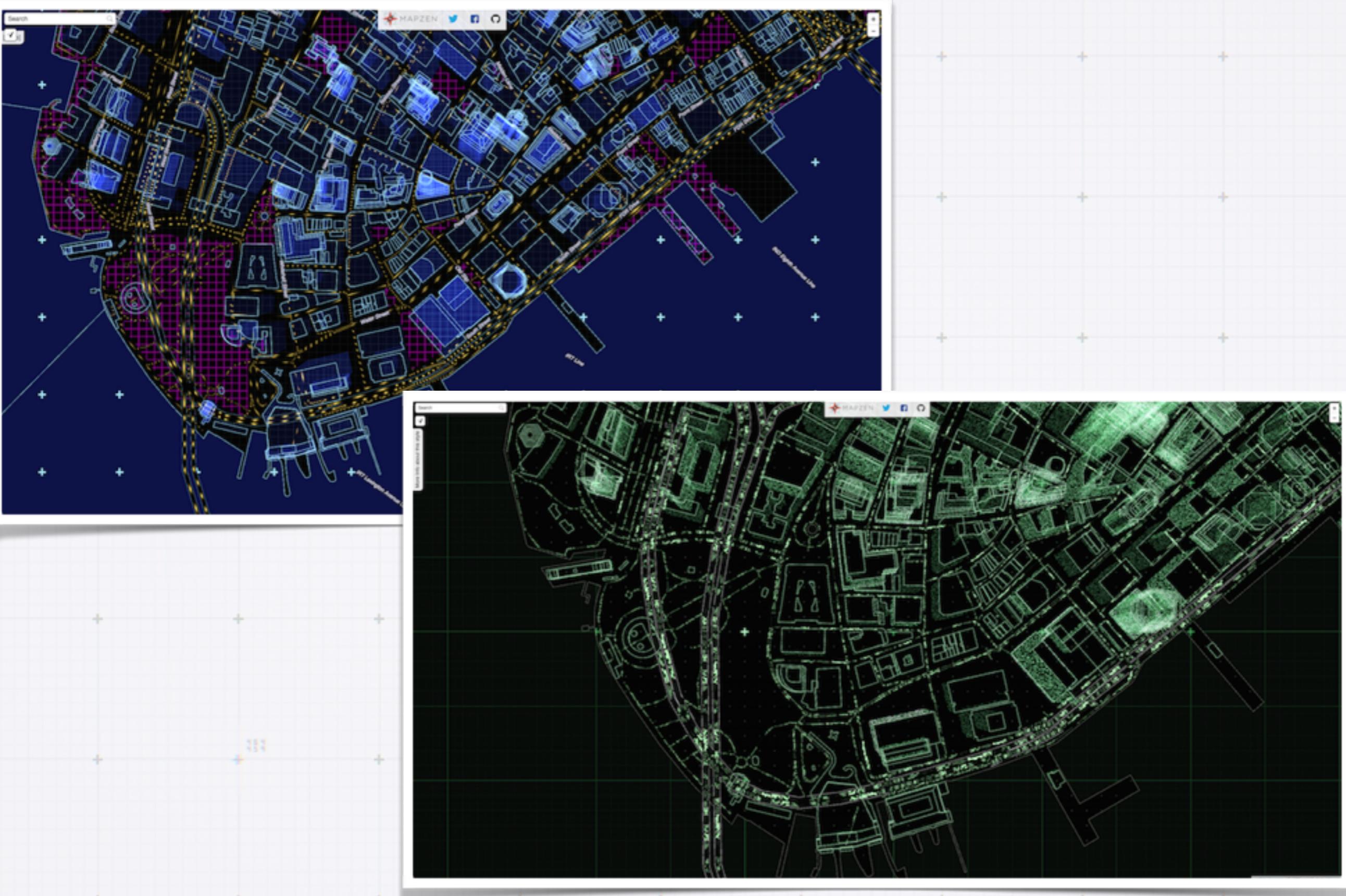




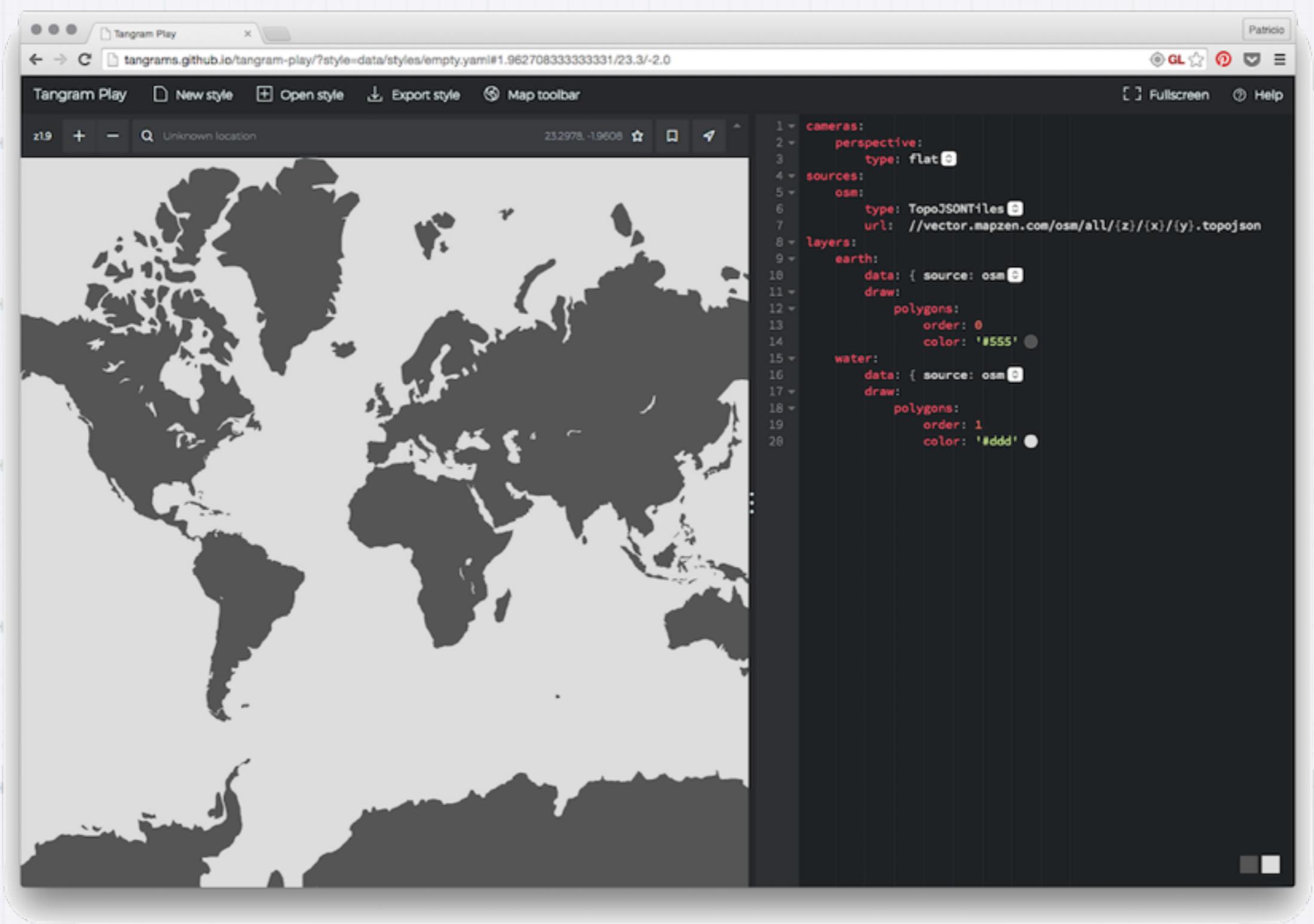
tangrams.github.io/tangram-sandbox



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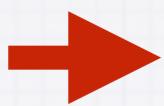


tangrams.github.io/tangram-sandbox



Vertex:

position



Fragment:

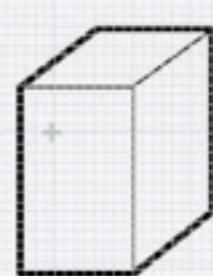
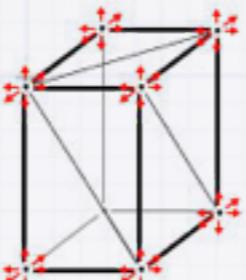
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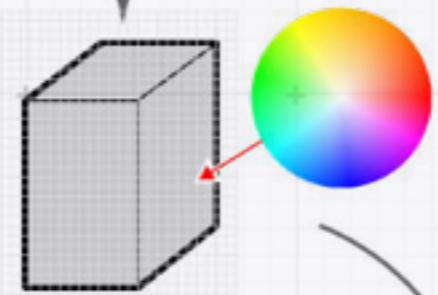
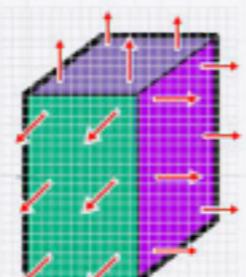
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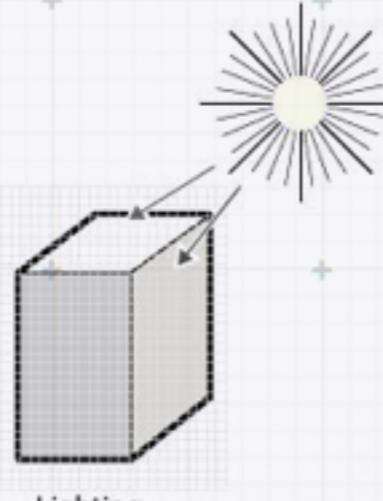
Filter



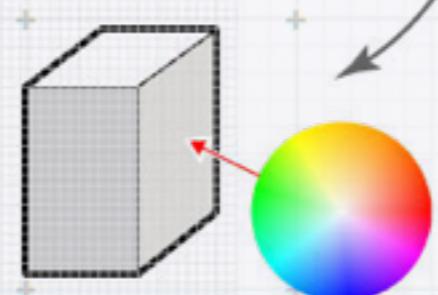
Rasterization



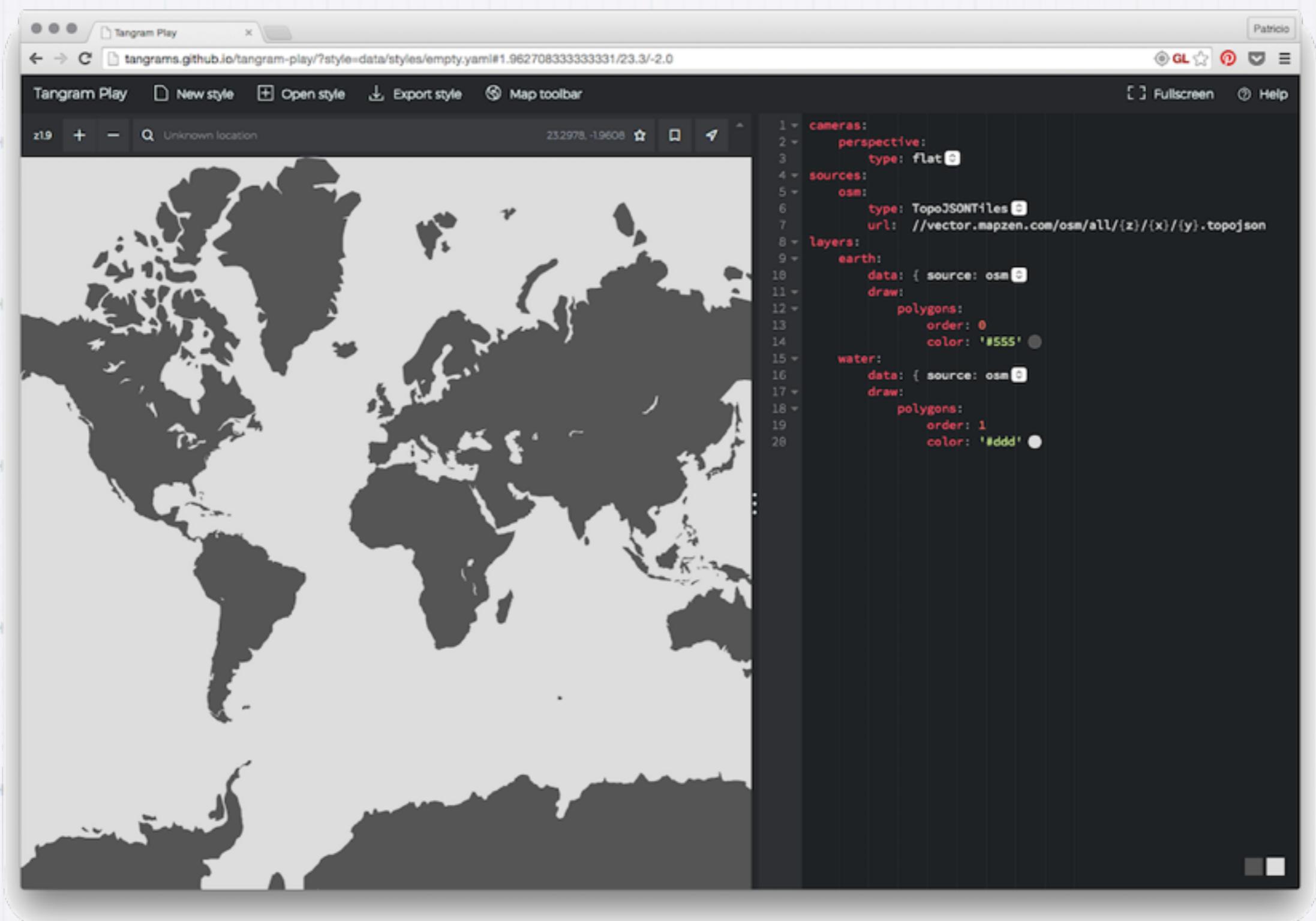
Color

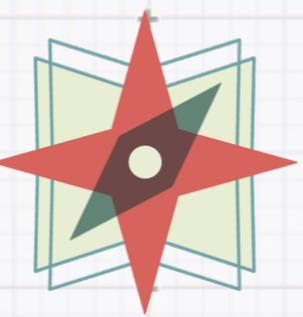


Lighting



Filter





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THANK YOU

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