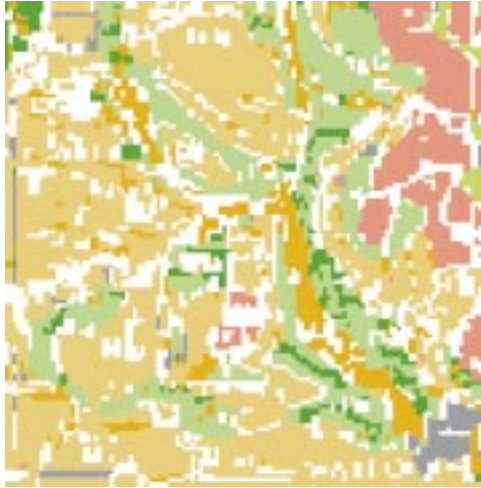**Plate 1** An initial view from the VRUI with the VRML plug-in browser (CosmoPlayer) embedded within a web browser (Netscape Navigator). The user has selected "Image Overlay" from the JAVA menu applet above the 3D scene and a sub-menu now shows the available data-sets.

Plate 1 from Iain M Brown, 'Developing a Virtual Reality User Interface (VRUI) for Geographic Information Retrieval on the Internet,' pages 207–220
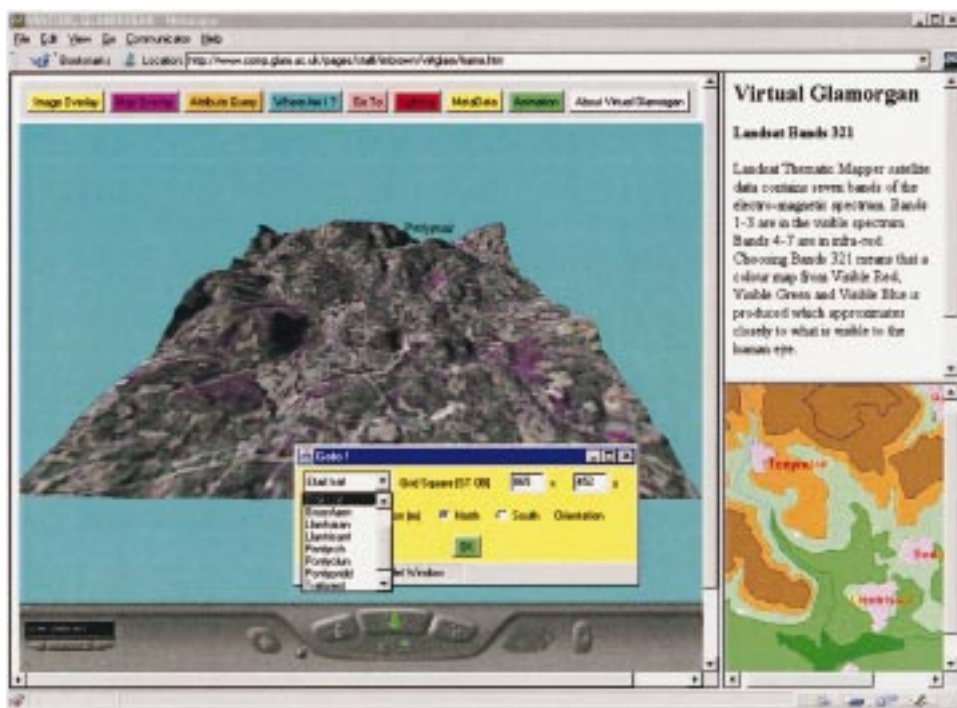
**Plate 2**   An image overlay applied to the virtual world with further information displayed in another frame. The user has now selected the "Goto" button which will move to a set location in the 3D scene allowing it to be visualised in more detail.
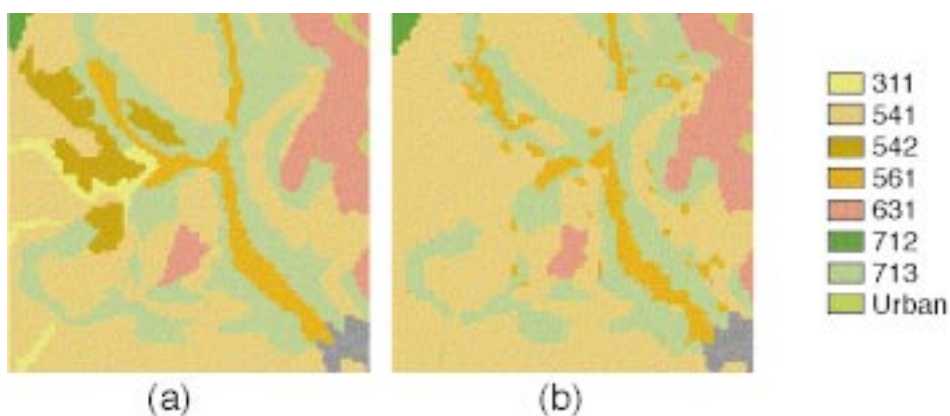
Plate 2 from Iain M Brown, 'Developing a Virtual Reality User Interface (VRUI) for Geographic Information Retrieval on the Internet,' pages 207–220

**Plate 3** Full colour scan of test area at 300dpi (Original map (c) SSLRC).



**Plate 4** Spot colour scan of area on Plate 3.

Plates 3 and 4 from Stephen Wise, 'Extracting raster GIS dat from scanned thenatic maps,' pages 221–237

**Plate 5**   Initial reclassification of scanned image.



**Plate 6**   Image after application of CLEAN algorithm

Plates 5 and 6 from Stephen Wise, 'Extracting raster GIS data from scanned thematic maps.' pages 221–237

**Plate 7**  (a) Data derived from digitised map, and (b) data derived from the scanned map.



**Plate 8**  Effect of altering scanning resolution spot colour scans at 75 dpi (left) and 300 dpi (right).

Plates 7 and 8 from Stephen Wise, 'Extracting raster GIS data from scanned thematic maps.' pages 221–237
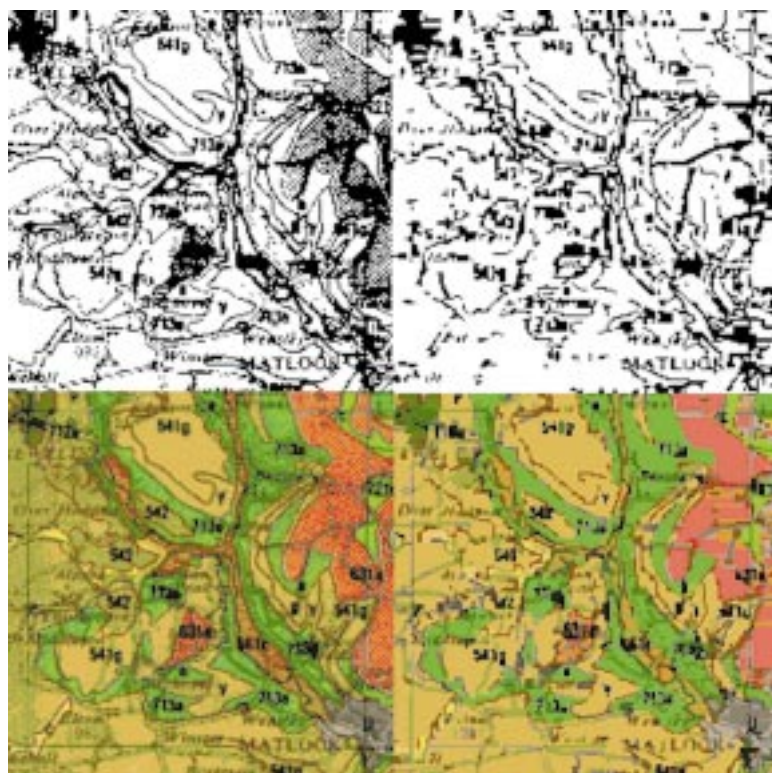
**Plate 9**  Effect of altering image type in scanning. Clockwise from top left: monochrome detailed drawing, monochrome spot drawing, spot colour, colour detailed drawing.

Plate 9 from Stephen Wise, 'Extracting raster GIS data from scanned thematic maps.' pages 221–237