

Open
Geospatial
Consortium

Tiling Interfaces Code Sprint

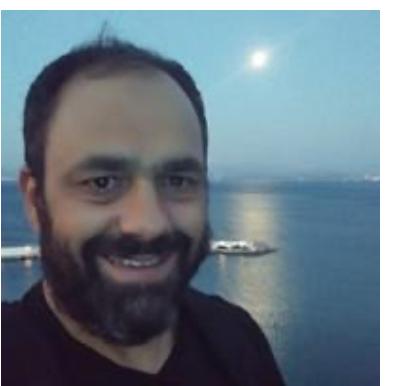
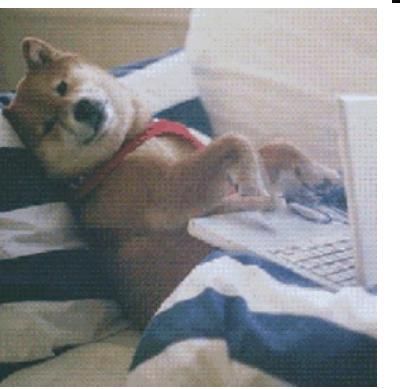
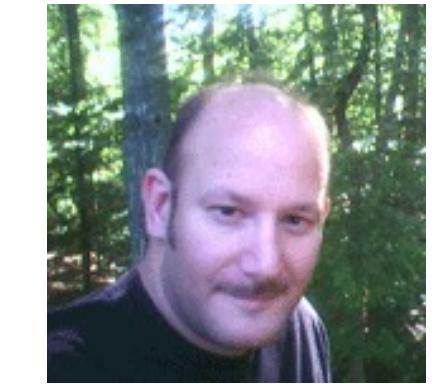


#Day1 - Kick-off

12th June, 2023

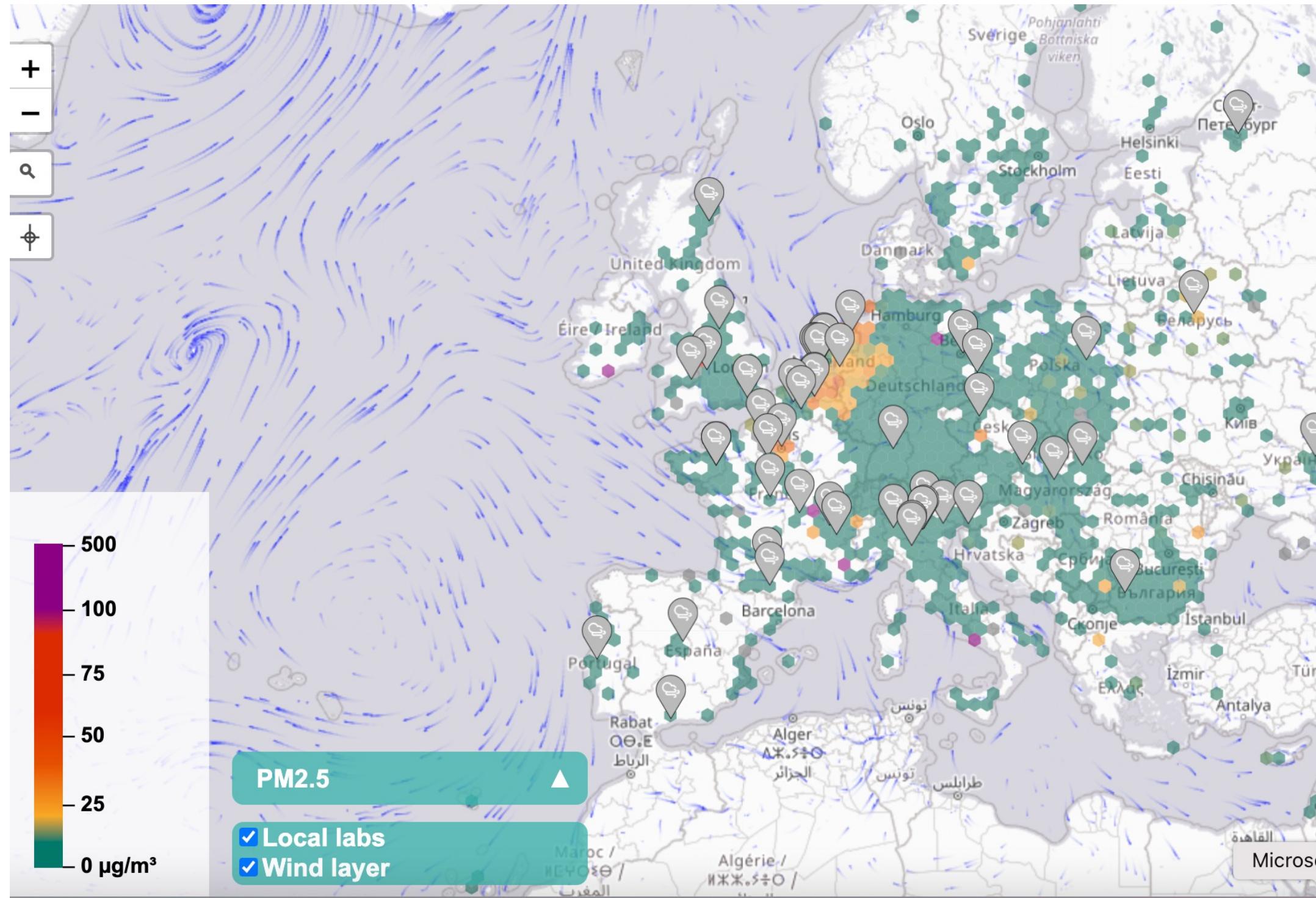


Welcome



Data from: 04/06/2023

Motivation



Current values of sensors measuring air quality.
Source: <https://maps.sensor.community/#2/0.0/0.0>



Travel times across London. Source:
<https://movement.uber.com/>

The lack of interoperability can lead to less optimal solutions...





What is OGC?

A hub for thought leadership, innovation, and standards for all things related to location

Our Vision

Building the future of location with community
and technology for the good of society

Our Mission

Make location information Findable, Accessible,
Interoperable, and Reusable (FAIR)

Our Approach

A proven collaborative and agile process combining consensus-based
standards, innovation project, and partnership building

Some advantages of adopting OGC Standards

- Server side: enable a wide range of clients to consume services (e.g.: no need to create custom clients).
- Client side: being able to consume services from a wide range of servers (e.g.: add support to more sources with minimal coding).
- More data access, less coding.

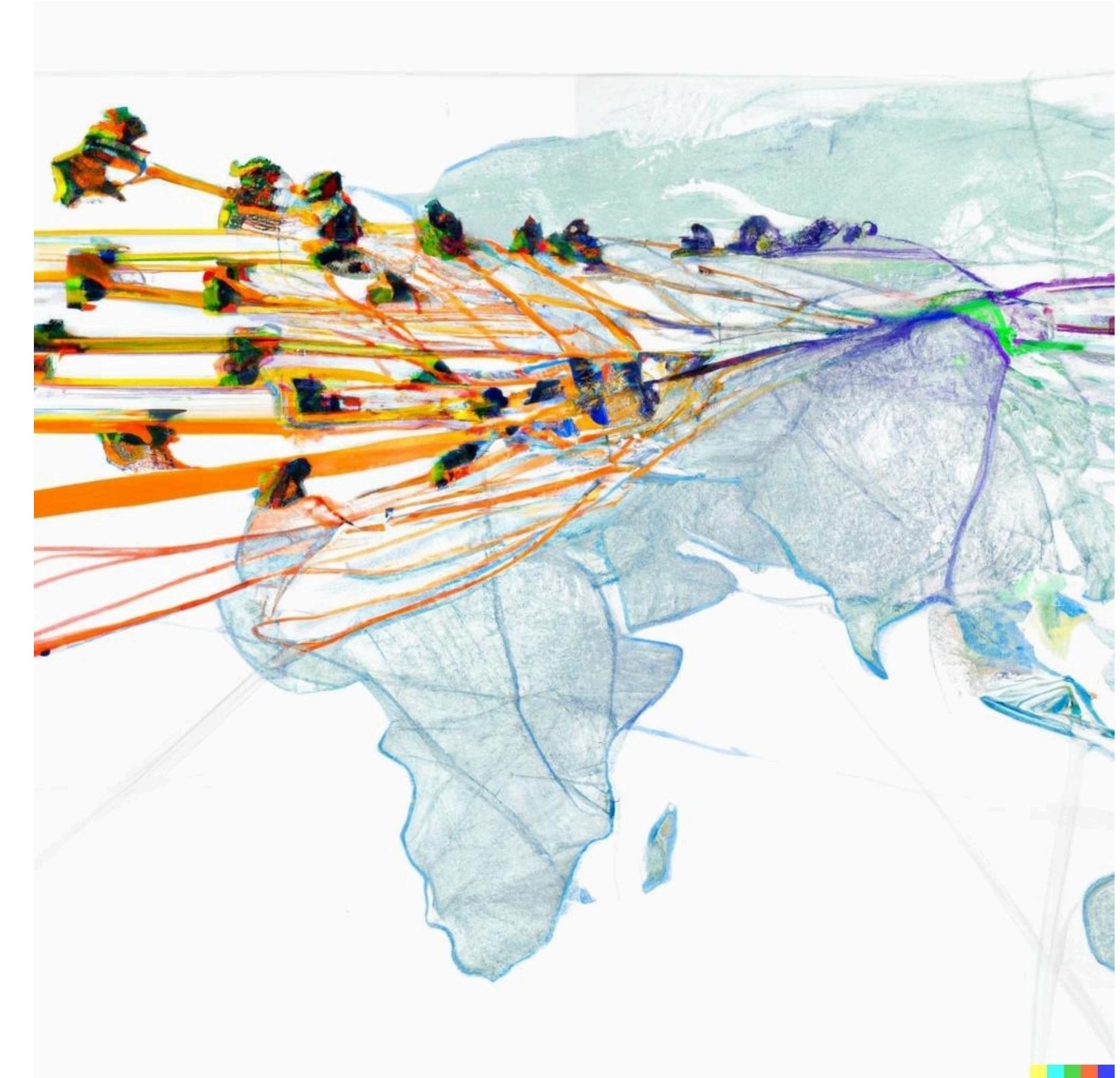
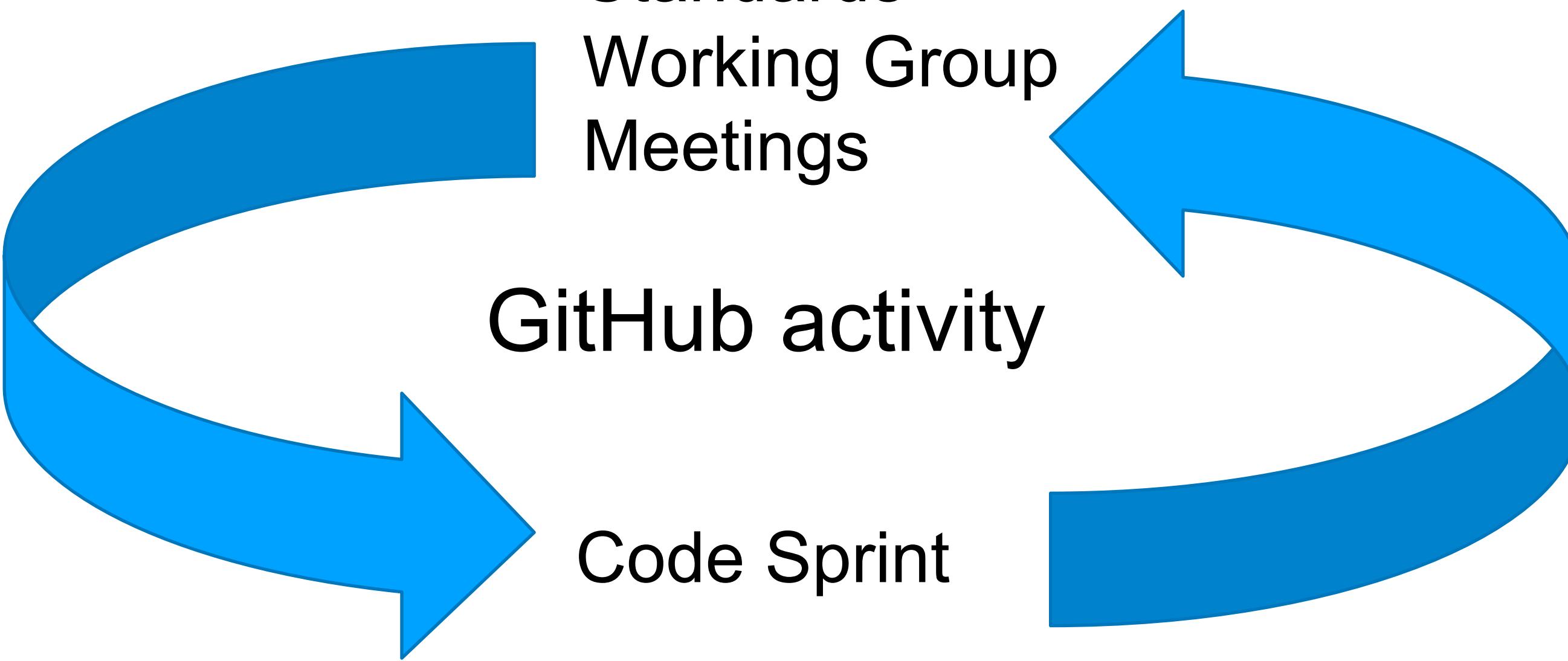


Image generated with DALL.E 2 :<https://openai.com/dall-e-2/>

OGC Code Sprints



- Support the development of the standards.
- Support the development of implementations of the standards.
- Create awareness about the standards.

Tiling Interfaces Code Sprint

Focused on map tiling standards:

- OGC API Tiles
- OGC API Maps
- Vector Tiles Extension to GeoPackage
- Variable Width Tile Matrix
- Changesets API
- WMTS (DGIWG and NSG profiles)

Tiles

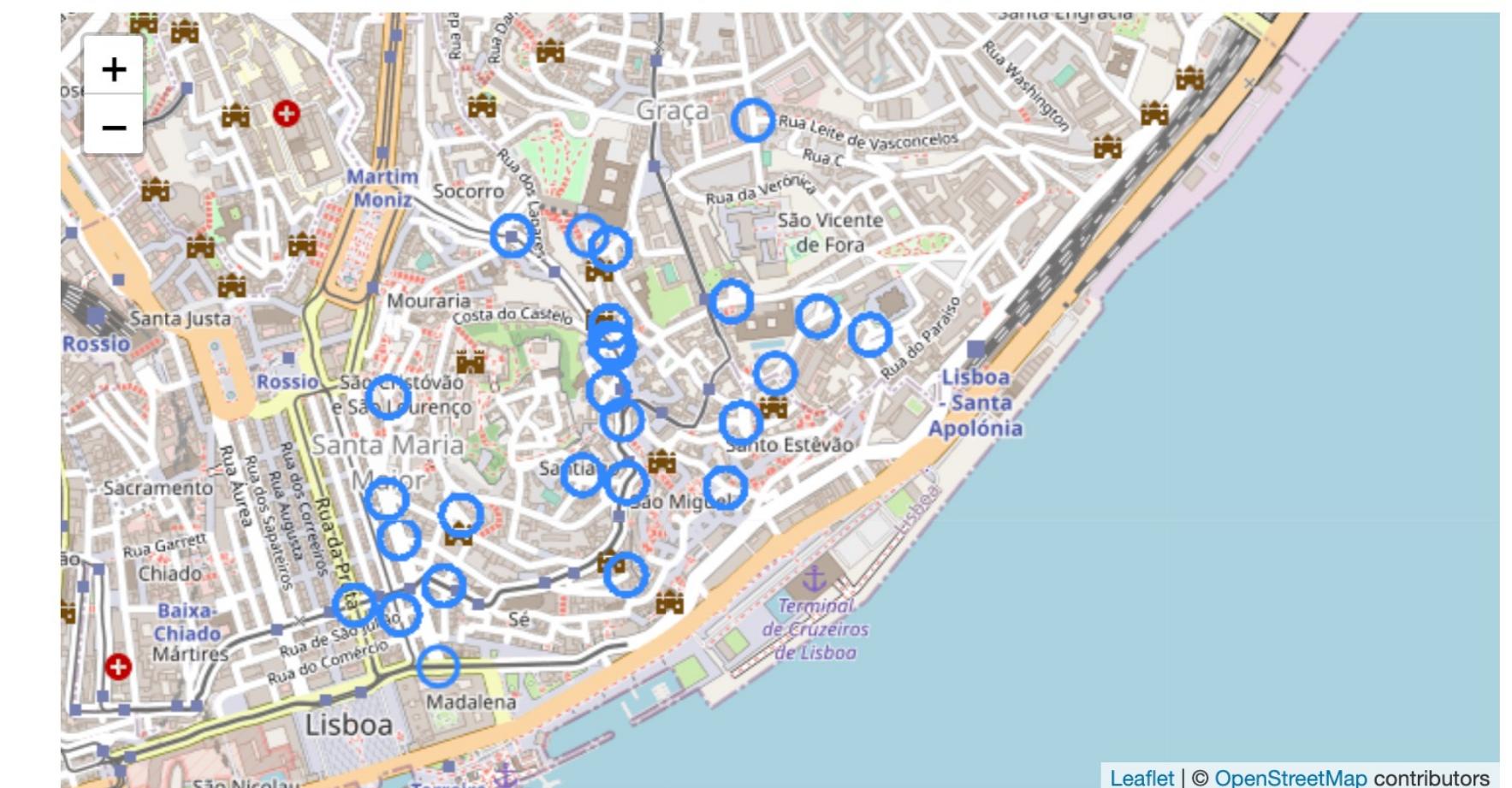
Tile Matrix Set

WorldCRS84Quad ▾

Metadata

[Tiles metadata in tilejson format](#)

Map



OGC API Tiles example: emotional cities endpoint, running on pygeoapi

Brought to you by:



Open
Geospatial
Consortium

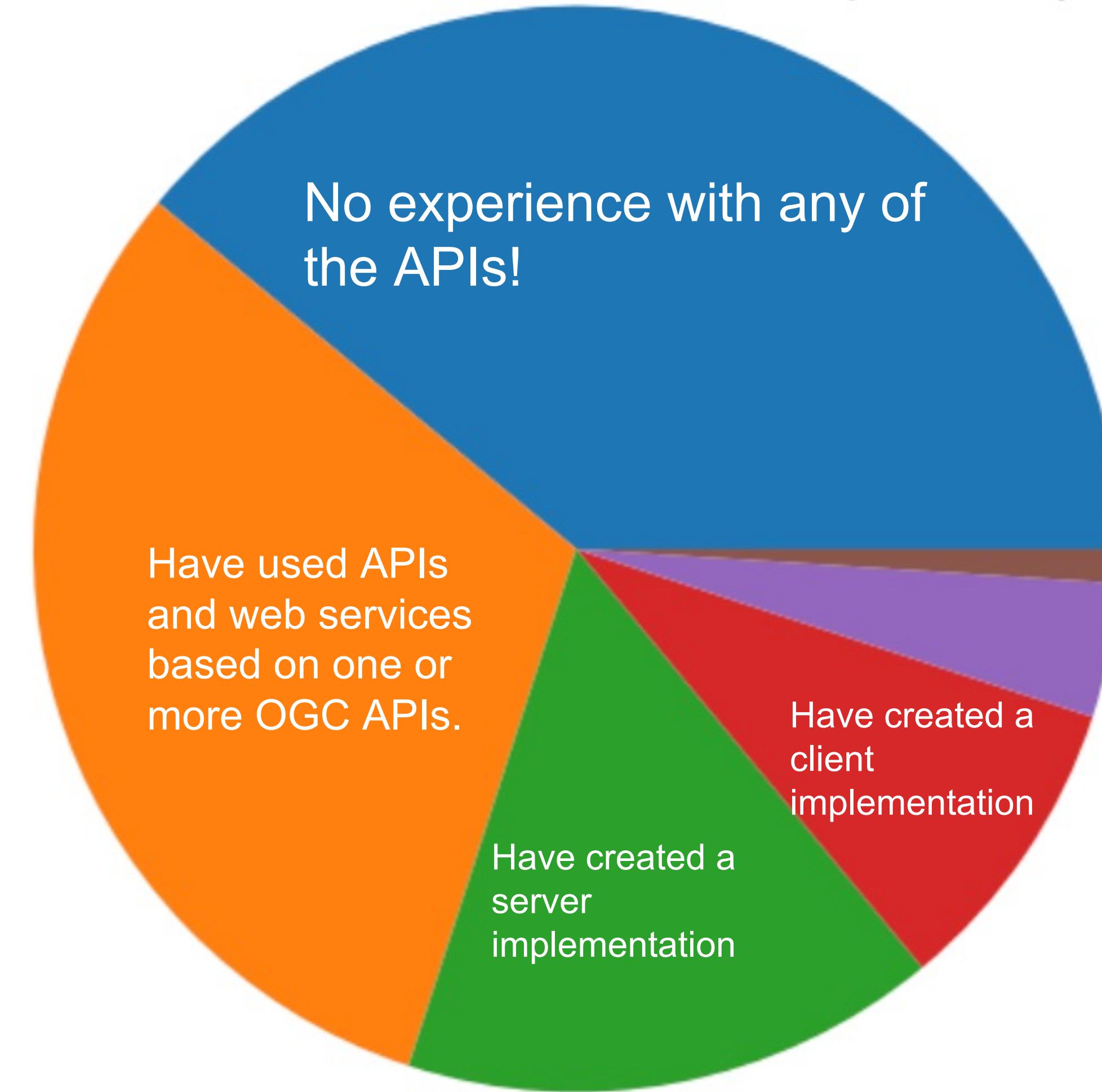
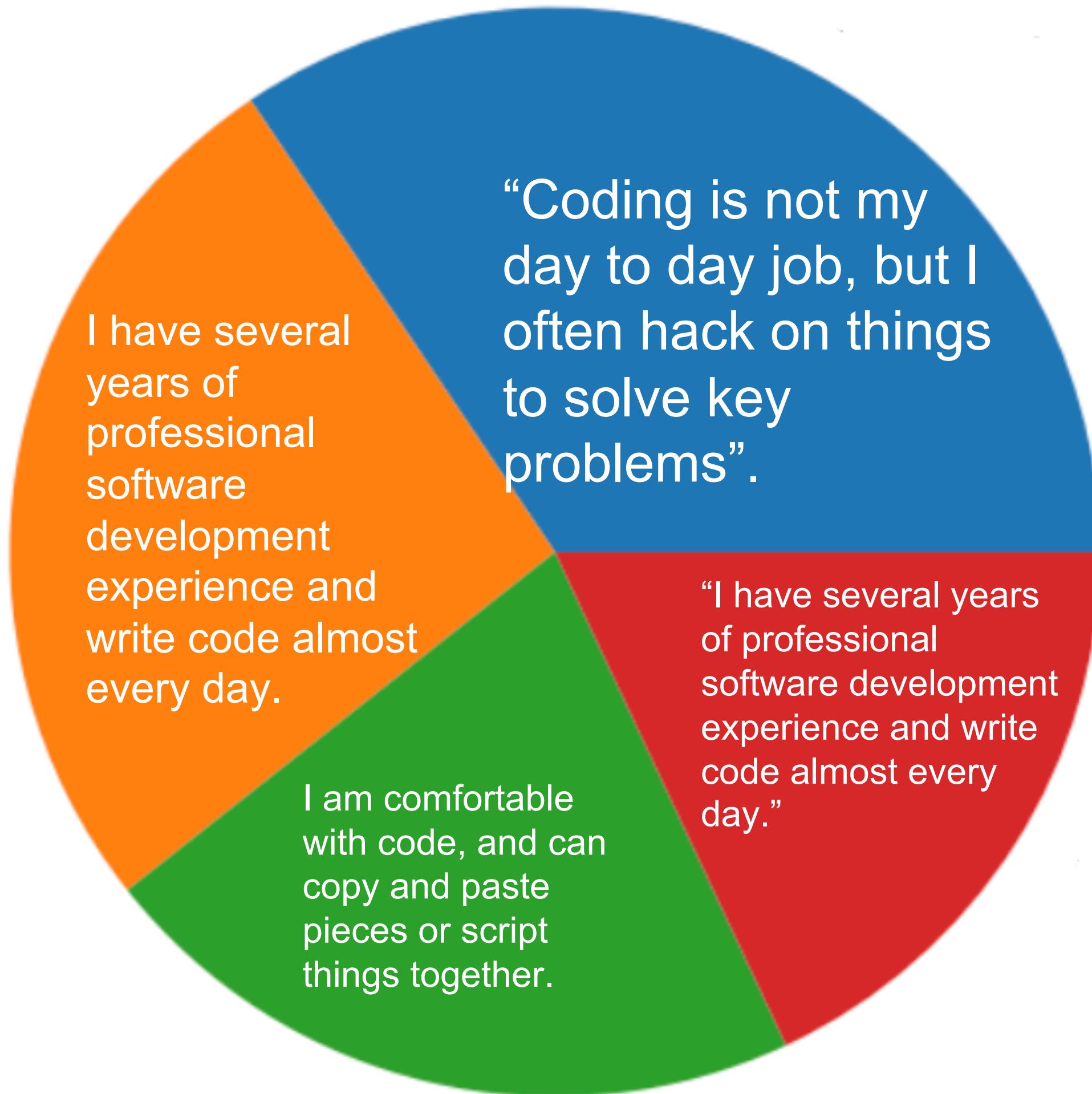


Host Remarks



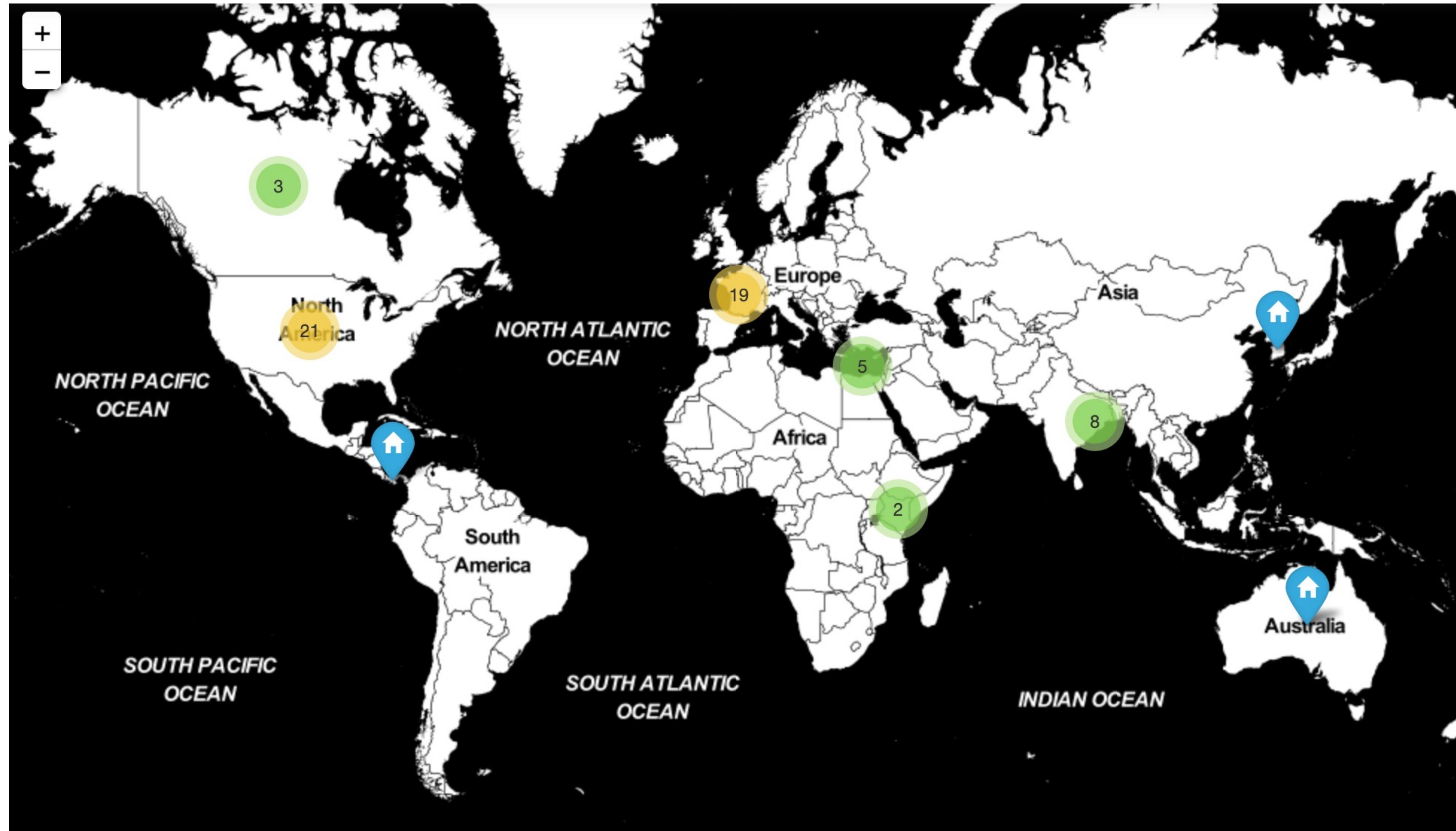
<https://www.nga.mil/>

Who are the participants of this sprint?



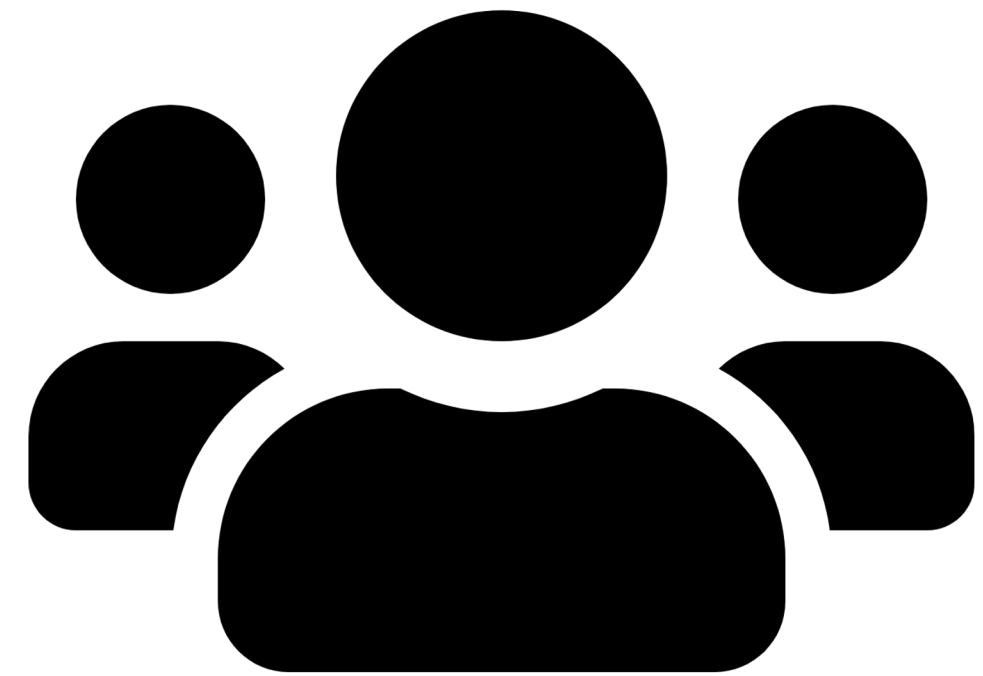
Data from: 04/06/2023

Where do they come from?

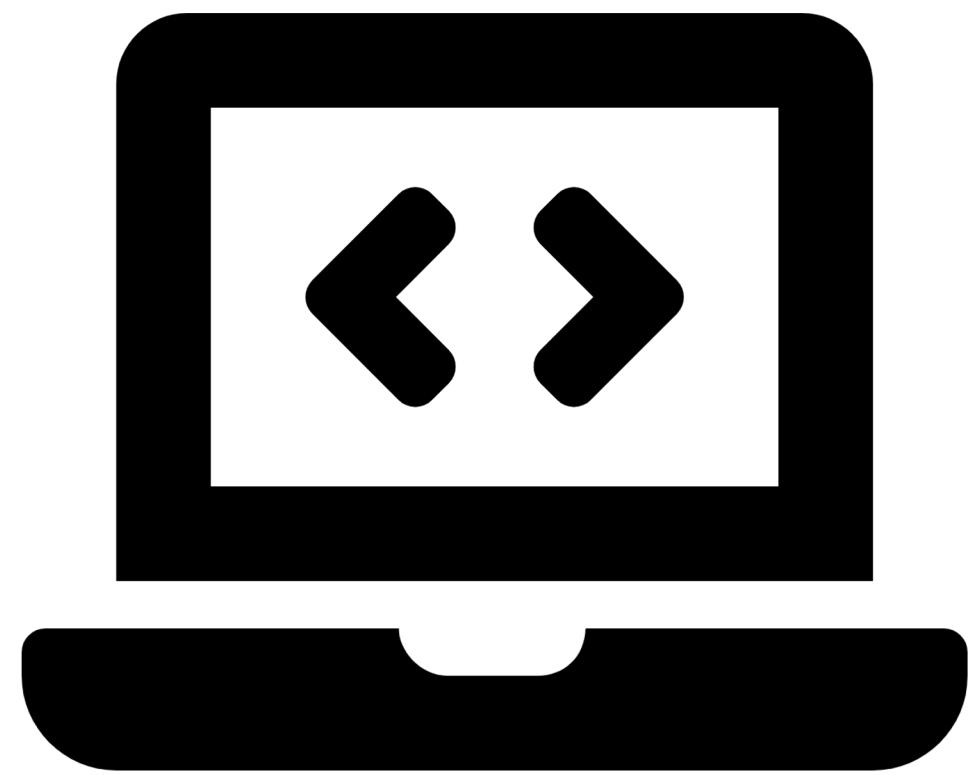


Data from: 04/06/2023

What happens during the code sprint?



Discussions

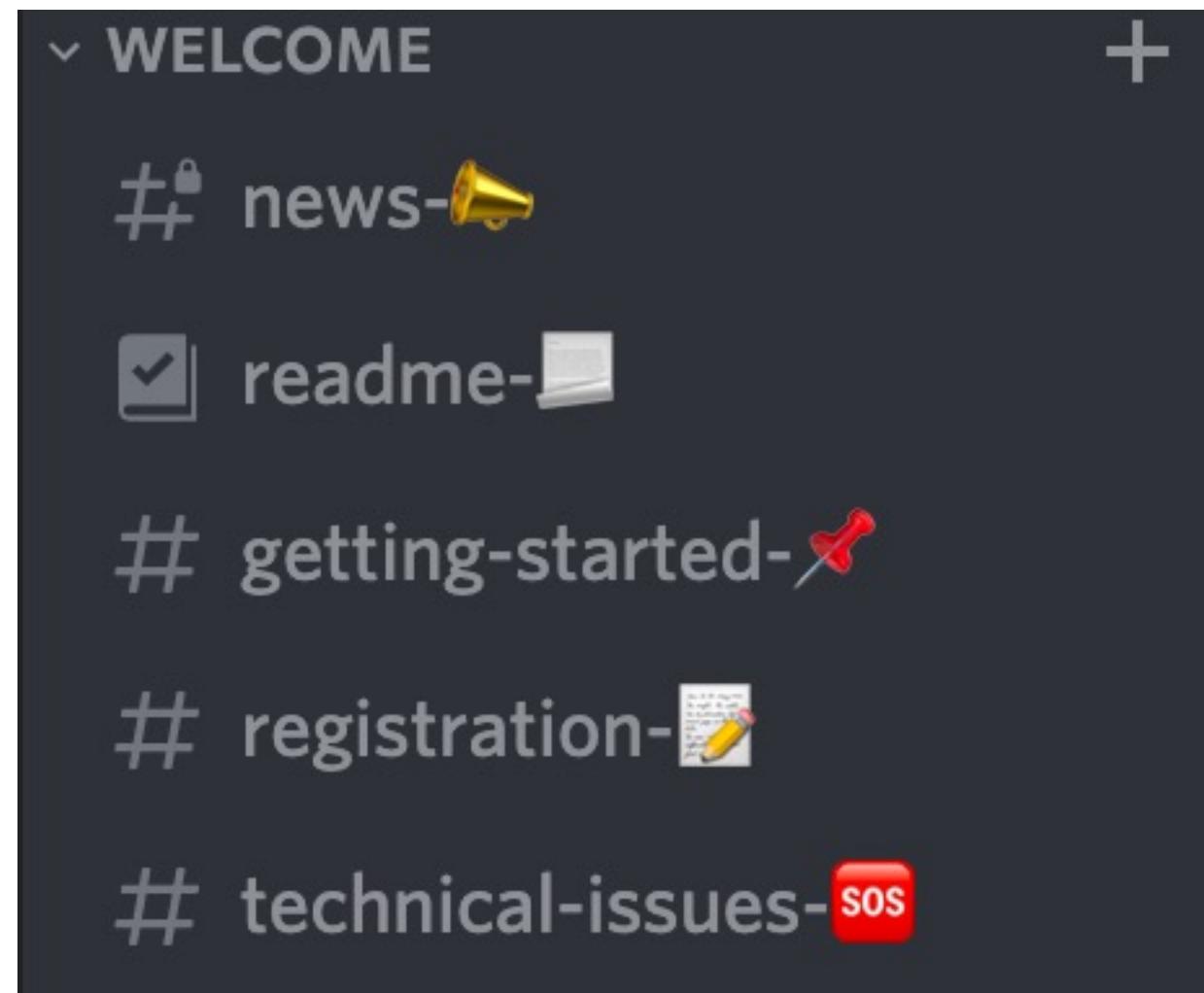


Independent Work

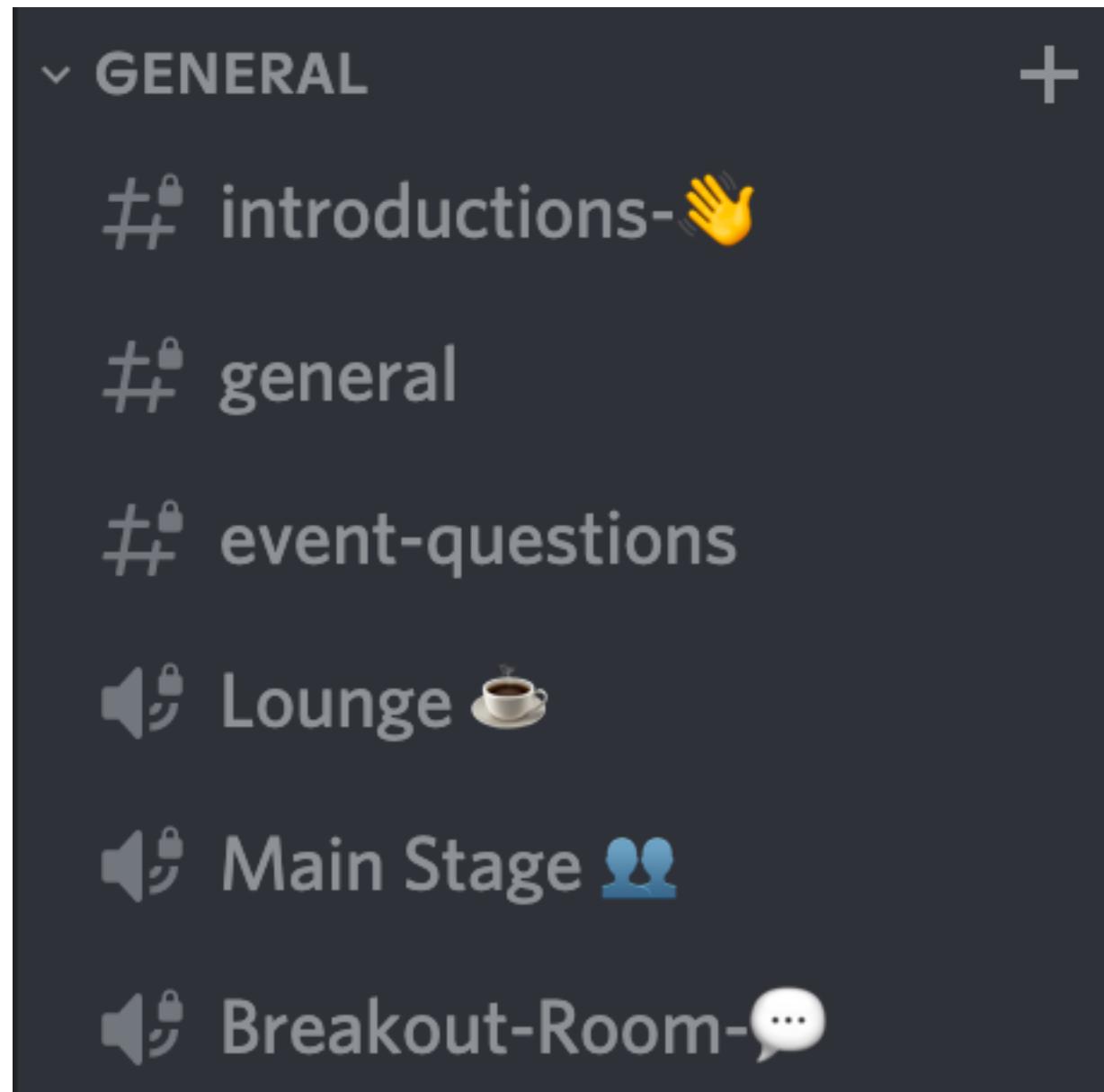


Mentor Stream

OGC Events Discord Server



Meta channels:
check-in and
general info



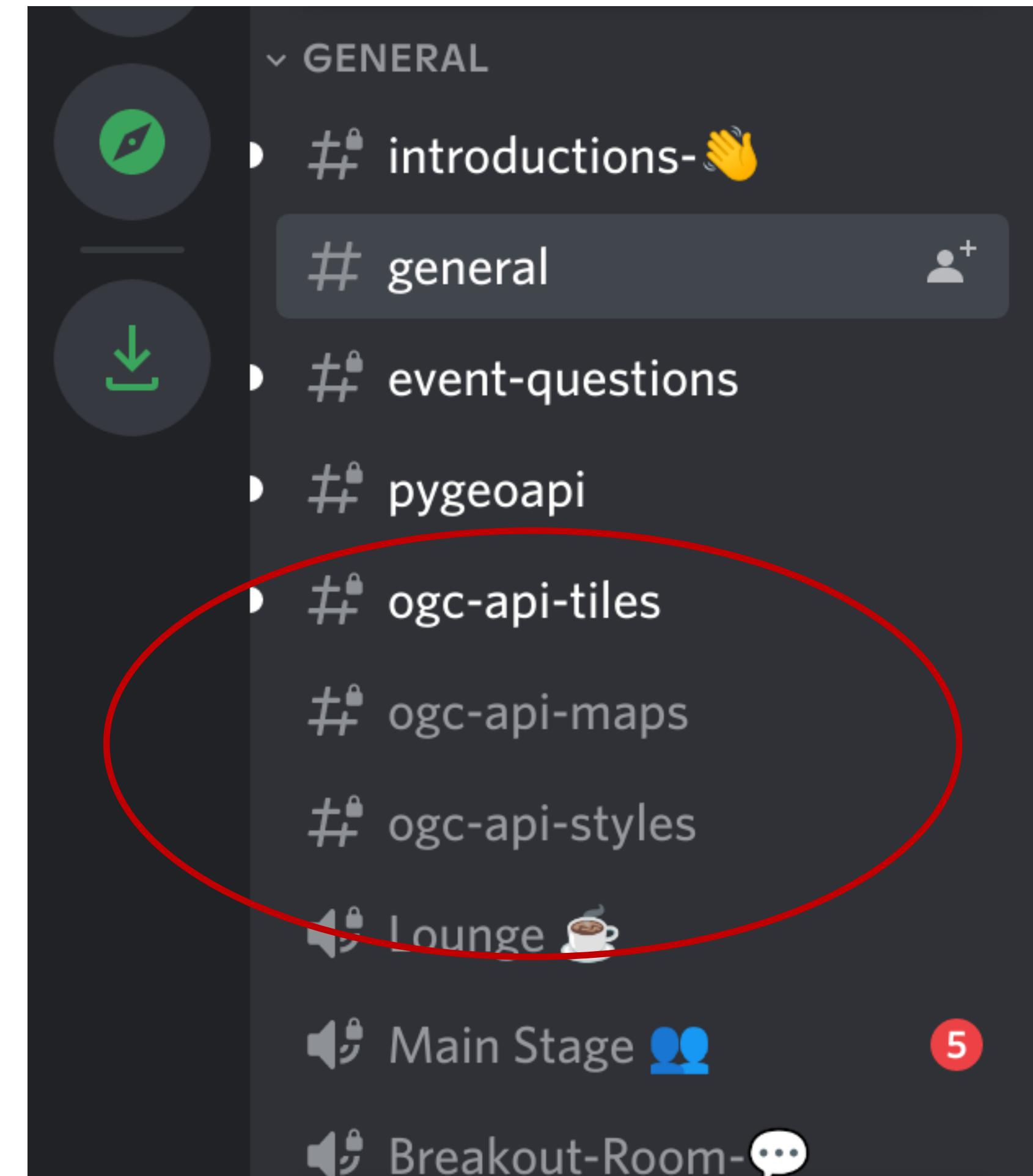
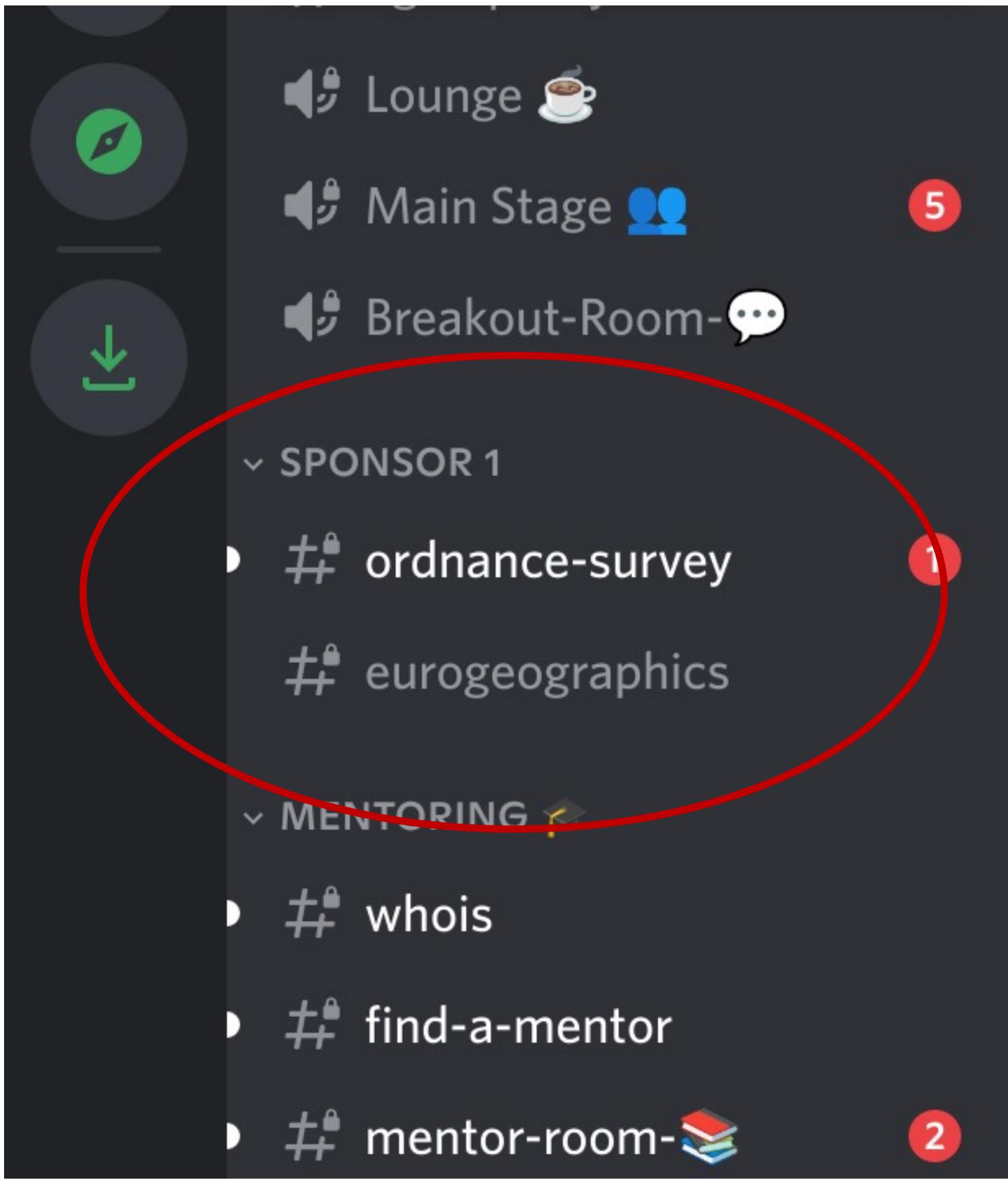
Main track:
Kick-off,
standups and
demos



Mentor stream:
tutorials, 1:1
mentoring

Matrix bridge: <https://matrix.to/#/%23ogc:matrix.org>

Added channels



Tutorials 🎓 – Onboarding Day

Monday, 12th June,
11:45 - 12:30 EDT 

Serve Vector Tiles with OGC API - Tiles



Joana
Simoes –
Developer
Relations
@OGC

Monday, 12th June,
13:45 - 14:30 EDT 

Testing implementations of OGC API - Tiles for Compliance to the Standard



Gobe Hobona –
Director of
product
management,
standards
@OGC

Monday, 12th June,
14:45 - 15:30 EDT 

A closer look at the MiraMon Map Browser



Núria Julià
– Senior
GIS
Developer
@CREAF

Day #1 - Monday, the 12th of June, 2023

Date	Time	Day/ Activity	Discord channel
2023-06-12		Day #1: Kick-Off	
	09:00 - 09:15	Welcome remarks from the Initiative Manager and Event Host	V:  #Main Stage
	09:15 - 09:30	Overview and Sprint Goals for OGC API - Tiles - Jerome St Louis and Joan Masó	V:  #Main Stage
	09:30 - 09:45	Overview and Sprint Goals for OGC API - Maps - Joan Masó and Jerome St Louis	V:  #Main Stage
	09:45 - 10:00	Overview and Sprint Goals for Changesets API - Joan Masó and Jerome St Louis	V:  #Main Stage
	10:00 - 10:15	Overview and Sprint Goals for Vector Tiles Extension to GeoPackage - Jerome St Louis	V:  #Main Stage
	10:15 - 10:30	Overview and Sprint Goals for Variable Width Tile Matrix - Jerome St Louis	V:  #Main Stage
	10:30 - 10:45	Overview and Sprint Goals for OGC WMTS - Joan Masó	V:  #Main Stage
	10:45 - 11:00	Overview and Sprint Goals for the DGIWG and NSG profiles - Amy Youmans	V:  #Main Stage
	11:00 - 11:10	Q&A	V:  #Main Stage
	11:30 - 12:30	Practical Work	V:  #Breakout Room
	12:30 - 13:30	Lunch	
	13:30 - 15:45	Practical Work	V:  #Breakout Room
	15:45 - 16:30	Releasable Basemap Tile prototype presentation - AGC	V:  #Main Stage
	16:30 - 17:00	Daily Brief Back	V:  #Main Stage

Day #2 - Tuesday the 13th of June, 2023

2023-06-13		Day #2	
	09:00 - 10:00	Practical work	V:👥 #Breakout Room
	10:00 - 11:00	Stand-up & demos	V:🏛️ #Main Stage
	11:00 - 12:30	Practical work	V:👥 #Breakout Room
	12:30 - 13:30	Lunch	🍜
	13:30 - 16:00	Practical Work	V:👥 #Breakout Room
	16:00 - 17:00	Daily Brief Back	V:🏛️ #Main Stage

Day #3 - Wednesday, the 14th of June, 2023

2023-06-14	Day #3: Final Day		
	09:00 - 10:00	Practical work	V:  #Breakout Room
	10:00 - 11:00	Stand-up & demos	V:  #Main Stage
	11:00 - 13:00	Practical work	V:  #Breakout Room
	13:00 - 14:00	Lunch	
	14:00 - 15:00	Practical work	V:  #Breakout Room
	15:00 - 17:00	Demos & Wrap-up	V::  GotoMeet

Feel Free to add more items to the schedule

2022-07-14	Day #3: Final Day		
	05:00 - 07:00 EDT/ 11:00 - 13:00 CEST	Practical work	V:👤 #Breakout Room
	07:00 - 08:00 EDT/ 13:00 - 14:00 CEST	Stand-up & demos	V:🏛️ #Main Stage
	08:00 - 10:30 EDT/ 14:00 - 16:30 CEST	Practical work	V:👤 #Breakout Room
	10:30 - 11:00 EDT/ 16:30 - 17:00 CEST	Issues & concerns	V:🏛️ #Main Stage
	11:00 - 13:30 EDT/ 17:00 - 19:30 CEST	Practical work	V:👤 #Breakout Room
	12:00 - 13:00 EDT/ 18:00 - 19:00 CEST	Working group meeting	V:👤 #Breakout Room
	13:30 - 14:30 EDT/ 19:30 - 20:30 CEST	Demos	V:钲 GotoMeet
	14:30 - 15:30 EDT/ 20:30 - 21:30 CEST	Wrap-up	V:钲 GotoMeet

👉 Example from a previous schedule

👉 <https://github.com/opengeospatial/developer-events/wiki/Tiling-Interfaces-Code-Sprint#schedule-calendar>

Missed a session?

- Slides will be uploaded to GitHub.
- There will be a video recording of the demo session.
- There will be audio recordings for all the other sessions at the #Main Stage.

More Information

GitHub repo:

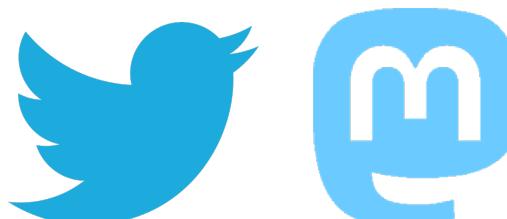
<https://github.com/opengeospatial/developer-events/>

Folder ➡️ 2023/Tiling-Interfaces-Code-Sprint

Wiki page:

<https://github.com/opengeospatial/developer-events/wiki/Tiling-Interfaces-Code-Sprint>

Hashtags: #CODESPRINT21 #OGCAPI



#Introductions

The screenshot shows a Slack interface for the '#introductions' channel. The channel has a lock icon and is set to private. It contains a welcome message from 'doublebyte' and a message from Joana Simoes. The sidebar shows various OGC-related channels and users.

OGC Events (dropdown)

#introductions (private channel)

Introduce yourself and share any links you'd like to. Please, keep the conversations in #general instead.

NEW UNREADS

- #judging
- #mod-log
- Staff War Room

GENERAL

- #introductions
- #general
- #event-questions
- Lounge
- Main Stage
- adesugbaa
- Breakout Room

SPONSOR 1

- #sponsor-1

ACTIVITIES

MENTORING

- #whois
- #find-a-mentor
- #mentor-room
- Mentor Room

doublebyte #8420

EVENT STAFF — 2

- doublebyte
- Scott Simmons OGC

ONLINE — 6

- adesugbaa
- bgrotan Playing Zwift
- Flavia R Ferreira
- francbartoli
- greenscar
- SAT

OFFLINE — 28

- ajay.gondane
- AntoC
- Cameron Wilson
- Carlos Mota
- carlospalma
- cportele
- Daniel Lugo

October 20, 2021

Mats Åhlin - CM ISO/TC 211 10/20/2021
I seem to be able to write here.

November 9, 2021

doublebyte Today at 6:01 PM
Indeed you can
Feel free to introduce yourself in this channel
My name is Joana Simoes, Data Engineer/Data Scientist and Developer Relations @ OGC

Message #introductions

Overview and Sprint Goals for OGC API - Tiles

An aerial photograph taken from an airplane window, showing a vast landscape covered in snow and ice. In the foreground, there are dark, snow-covered fields and roads. In the middle ground, a range of snow-capped mountains is visible, partially obscured by white clouds. The sky above is a clear, pale blue. The overall scene is cold and expansive.

Overview and Sprint Goals for OGC API - Maps



Overview and Sprint Goals for Changesets API



Overview and Sprint Goals for Vector Tiles Extension to GeoPackage



Overview and Sprint Goals for Variable Width Tile Matrix



Overview and Sprint Goals for OGC WMTS



Overview and Sprint Goals for the DGIWG and NSG profiles





Thank You

Community

500+ International Members
110+ Member Meetings
60+ Alliance and Liaison partners
50+ Standards Working Groups
45+ Domain Working Groups
25+ Years of Not for Profit Work
10+ Regional and Country Forums

Innovation

120+ Innovation Initiatives
380+ Technical reports
Quarterly Tech Trends monitoring

Standards

65+ Adopted Standards
300+ products with 1000+ certified implementations
1,700,000+ Operational Data Sets
Using OGC Standards

