



fíčr -> store -> layer -> map



# OpenLayers 3.0

Vojtěch Dubrovský

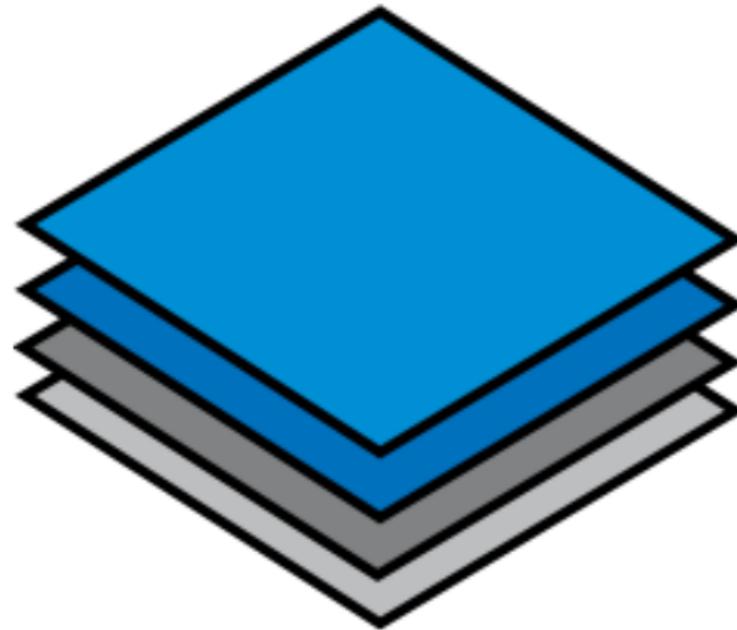
@vojdub





**JS**







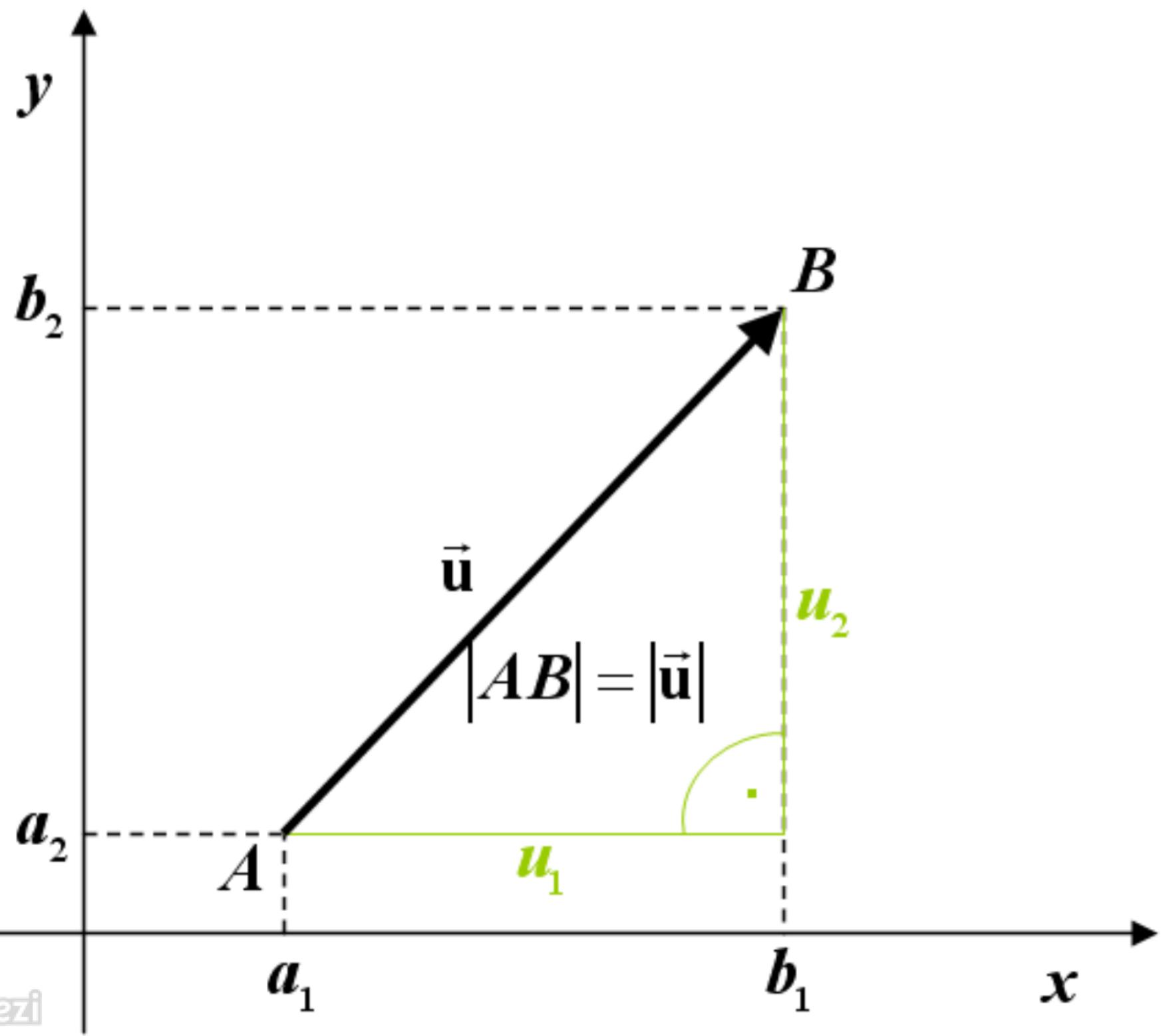




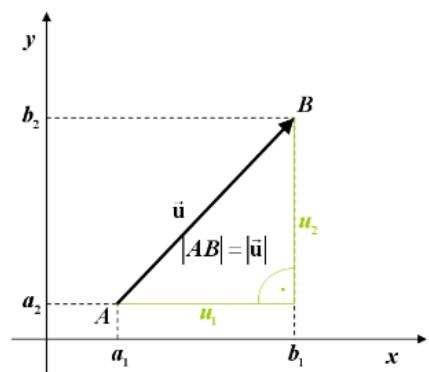
# BIG DATA ANALYTICS

The word cloud is composed of various terms related to big data and analytics, such as:

- Big Data Terms:** BIG, DATA, ANALYTICS, TECHNOLOGIES, STORAGE.
- Technologies and Infrastructure:** SAN, TOLERABLE, PARALLEL, SIZE, NEEDED, PETABYTES, INTERNET, PROCESSING LOGS.
- Storage and Capacity:** TENS, CAPACITY, PRACTITIONERS, MANAGEMENT, LARGE, EVERY, LARGER.
- Analytics and Processing:** USE, ONE, BUSINESS, SOFTWARE, HIGH-PRIORITY, DATA, WIRELESS, SAN, TOLERABLE, PARALLEL, SIZE, NEEDED, PETABYTES, INTERNET, PROCESSING LOGS.
- Information and Systems:** INFORMATION, RECORDS, COST, CONTINUES, CITATION, COMPLEX, RESEARCH, DATABASES, EXAMPLES, SETS, ABILITY, TARGET, DIFFICULTY, SENSOR, ARCHIVES.
- Process and Tools:** COMPUTING, TOOLS, SET, WITHIN, PROCESS, DEFINITION, SEARCH, INFORMATION, RECORDS, COST, CONTINUES, CITATION, COMPLEX, RESEARCH, DATABASES, EXAMPLES, SETS, ABILITY, TARGET, DIFFICULTY, SENSOR, ARCHIVES.







# **OPENLAYERS 3**

Return of the Jedi

# OpenLayers 3.0

Community funding to help take OpenLayers to version 3.0



Null Island, Nauru



Technology

Story

Updates 0

Comments 41

Funders 91

Gallery 1



**\$12,087** USD

RAISED OF \$20,000 GOAL



60%

0 time left

This campaign started on Oct 29 and closed on November 30, 2012 (11:59pm PT).



Flexible Funding

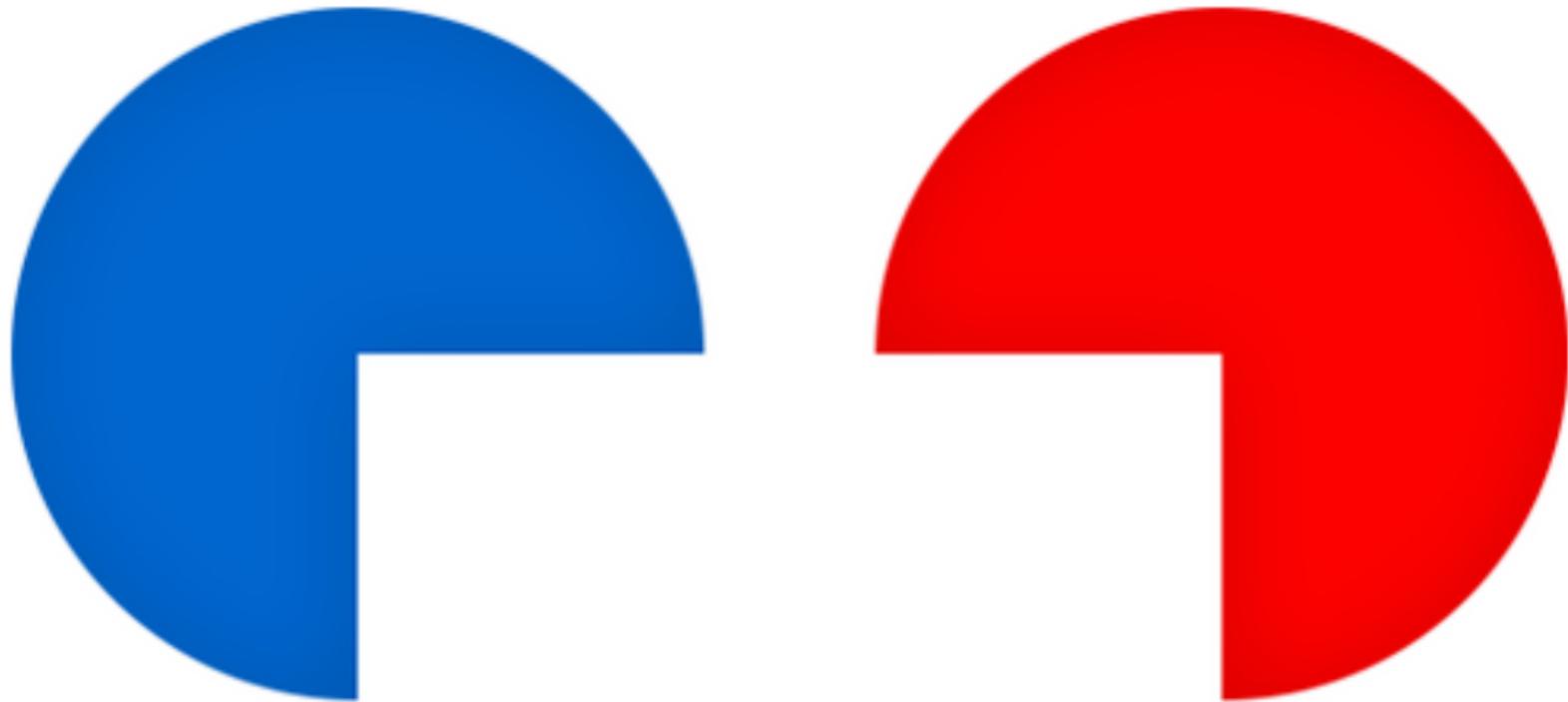


**CAMPAIGN CLOSED**

This campaign ended on November 30, 2012

SELECT A REWARD





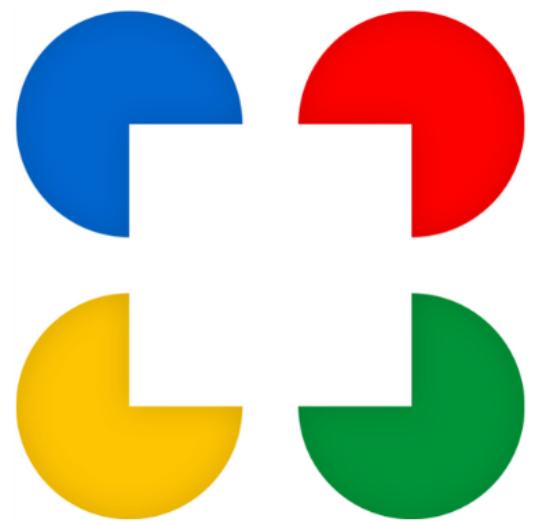
## GOOGLE CLOSURE TOOLS

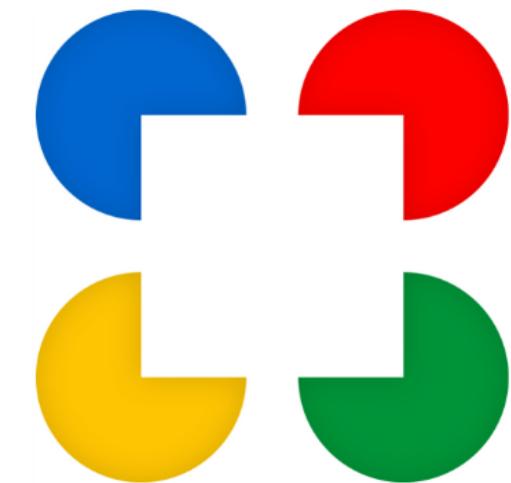






VS.





=

closure library

closure compiler

closure templates

closure lintern



Don't tell me you climbed **all the way**  
**up here** before trying **Google??**



© BLAUGH.COM • FITZ & PIRILLO • SAVE 10% AT GODADDY BY USING THE COUPON CODE "BLAUGH"



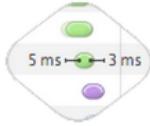
## Tiled Layers

Pull tiles from OSM, Bing, MapBox, Stamen, MapQuest, and any other XYZ source you can find. OGC mapping services and untiled layers also supported.



## Fast & Mobile Ready

Mobile support out of the box. Build lightweight custom profiles with just the components you need.



## Vector Layers

Render vector data from GeoJSON, TopoJSON, KML, GML, and a growing number of other formats.



## Cutting Edge & Easy to Customize

Map rendering leverages WebGL, Canvas 2D, and all the latest greatness from HTML5. Style your map controls with straightforward CSS.



fíčr -> store -> layer -> map

# ol.Feature

fíčr -> store -> layer -> map

ol.source.GPX  
ol.source.Image  
ol.source.OSMXML  
ol.source.GeoJSON

.

.

15x

.

.

vlastní

fíčr -> store -> layer -> map

ol.layer.Vector  
ol.layer.Tile  
ol.layer.Heatmap

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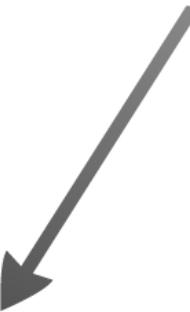
vlastní

fíčr -> store -> layer -> map

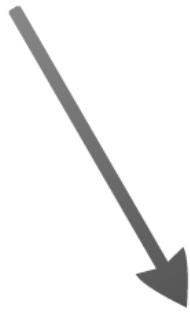
map



view



2D



future 3D

[http://dev.campycamp.com/files/ol3/webgl/  
examples/webgl-points.html](http://dev.campycamp.com/files/ol3/webgl/examples/webgl-points.html)

