## **Contents**

1 Multimedia Cartography	1
1.1 Introduction	1
1.2 Visualizing geography	
1.3 Access to geographical information	2 3
1.4 A Different map	4
1.5 Multimedia as an information interface	5
1.6 Visualizing Multimedia Cartography	6
1.7 About this book	9
2 Development of Multimedia	1
2.1 Introduction	1
2.2 In the beginning	12
2.3 Pre-electronic multimedia	12
2.3.1 Microfiche	13
2.3.2 Motion film and interactive cinema	13
2.3.3 Video	13
2.3.4 Videodisc	15
2.4 Hypertext	16
2.5 Hypermedia and Multimedia	17
2.5.1 Hypermedia	17
2.5.2 Multimedia	18
2.5.3 Discrete Multimedia – CD-ROM et al.	19
2.5.4 DVD	20
2.5.5 Games machines	21
2.6 Hypermaps	22
2.7 Multimedia and maps	23
2.7.1 Initial projects	23
2.7.2 Videodiscs and Cartography	24
2.7.3 Cartographic products on CD-ROM	25
2.7.4 Games, maps and gameplay	26
2.8 From packaged media to distributed media	27
2.9 Conclusion	29
3 The Internet and Multimedia Cartography	35
3.1 Introduction	35
3.2 Internet development	35
3.3 Maps and the Internet	37
3.4 Internet use and Internet map use	37
3.5 Research in Internet Cartography	42
3.6 Theory to support Internet Cartography	42
3.6.1 Dimensions of internet map use	42
3.6.2 Internet map delivery	43

viii

3.6.3 Internet multimedia mapping	45
3.6.4 Internet mobile mapping	47
3.6.5 Theoretical development	47
3.7 Summary and suggestions	48
4 Development of Multimedia - Mobile and Ubiquitous	51
4.1 Introduction	51
4.2 Elements of Cartographic LBS	51
4.2.1 Positioning	52
4.2.2 Modelling and Presentation of Information	53
4.2.3 Users and Adaptation	55
4.3 Infrastructure Developments: Towards ubiquitous	56
environments	56
4.3.1 National telecommunication infrastructure	50 57
4.3.2 Electronic Paper	58
4.4 Navigation Systems as possible applications of LBS	61
4.5 Conclusion	01
5 Elements of Multimedia Cartography	63
5.1 Introduction	63
5.2 The Meaning of Multimedia Cartography	64
5.2.1 Maps, Lies and Abstraction	64
5.2.2 Maps and Amusement	65
5.3 The Paradigm of Multimedia Cartography	65
5.4 Elements of the Multimedia Cartography Paradigm	67
5.5.1 Inadequacy of the Paper Medium	68
5.5.2 Problems Associated with Distributing	68
Maps on Paper	69
5.5.3 Problems in Map Use 5.5.4 The Intrinsic Value of Multimedia	69
5.5.5 The Moral Obligation of Cartographic	71
Communication	/ 1
5.5 Conclusion	71
6 Designing Suitable Cartographic Multimedia Presentations	75
6.1 Introduction	75
6.2 Media functions and media as artefact	75 75
6.3 Functions of media in information perception	76
6.4 Functions of media in knowledge generation	77
6.4.1 Cognitive approach	77
6.4.2 Approach of Erkenntnis theory	77 79
6.4.3 Didactic approach	80
6.5 Functions of media according to the purpose of	81
0.5 I directoris of media according to the purpose of	01

Contents
----------

ix

communication	
6.6 Media as artefacts	83
6.7 Conclusion	85
7 Design of Multimedia Mapping Products	89
7.1 Introduction	89
7.1.1 Concepts of Map-Based Access	90
7.1.2 Presentation and Structure Characteristics	90 90
of the Multimedia Environment	90
7.1.2.1 The Hypermedia Paradigm	91
7.2 Components and Design of Multimedia	92
Map-Based Products	92
7.2.1 The Multimedia Map-Based Product GUI	92
7.2.1.1 The Map as a Display and	93
Product Control Construct	75
7.2.1.2 Symbol Objects	95
7.2.1.3 Marginalia – A Concept Extended	
7.2.2 The Multimedia Content-Set	100
7.2.3 Object Links and Organisational	100
Structures	100
7.3 Conclusion	101
8 Map Concepts in Multimedia Products	105
8.1 Introduction	105
8.2 General Map- and Atlas-related Concepts	106
8.3 Conclusion	114
9 Territorial Evolution of Canada - An Interactive	117
Multimedia Cartographic Presentation	11,
9.1 Introduction	117
9.2 Background of Product Development	118
9.3 Example of an Interactive Multimedia Presentation	119
9.3.1 Thematic Content	120
9.3.2 Cartographic Design Issues	121
9.3.3 Authoring Tools	122
9.3.4 Graphical User Interface	123
9.3.5 Operation	124
9.3.6 Design Considerations	124
9.4 The Internet Implementation	125
9.5 Conclusions	126
10 Wyda Na I myyallasti. A Digital Maltino dia Asta	100
10 Wula Na Lnuwe'kati: A Digital Multimedia Atlas 10.1 Introduction	129
10.1 miroduction	129

10.2 Target Audience	129
10.3 Selection of Chapters	130
10.4 Software	131
10.5 Production of Base Maps	131
10.5.1 Scanning	131
10.5.2 Tracing	131
10.5.3 Textures	131
10.5.4 Compilation	132
10.6 Media Choices	132
10.6.1 Maps	132
10.6.2 Typography	134
10.6.3 Imagery	134
10.6.4 Audio	134
10.6.5 Video	135
10.6.6 Atlas Interactivity	135
10.7 Conclusions	136
10,7 Conclusions	150
11 The Atlas of Canada – User Centred Development	139
11.1 An Evolution in Mapping	139
11.2 User Centred Development and Design	141
11.3 The Value of the User Centred Design Process	147
11.4 Case Studies	148
11.4.1 Case Study 1 – Mapping User Interface	148
Design	
11.4.2 Case Study 2 – Mapping User Interface	151
Tools	
11.4.3 Case Study 3 – Integration of	154
Topographic Maps in the Atlas of Canada	
11.5 Conclusion	158
12 Atlas of Switzerland 2 A highly interactive thematic	161
national atlas	
12.1 Introduction	161
12.2 Brief history of the Atlas of Switzerland	162
12.3 Basic concepts and other thoughts	164
12.3.1 GIS in Multimedia	164
12.3.2 Adaptive Map	165
12.3.3 Graphical User Interface	166
12.3.4 3D Thinking	167
12.4 Organisation and implementation	168
12.4.1 Project organisation	169
12.4.2 Project setup and management	169
12.4.3 Editorial workflow and prototyping	170

	Contents	хi
12.4.4 Technical implementation	171	
12.5 The 2D world: maps are beautiful	172	
12.5.1 The adaptive map	173	
12.5.2 The atlas 'tool kit'	173	
12.5.3 Topics	175	
12.6 Switzerland in 3D	176	
12.6.1 Visualization and analysis	176	
12.6.2 Navigation	178	
12.7 Conclusions and outlook	180	
13 AIS-Austria – An Atlas Information System of Austria	183	
13.1 General Overview	183	
13.2 AIS-Austria Concept	185	
13.3 AIS-Austria Requirements	186	
13.4 AIS-Austria Functionality	188	
13.5 AIS-Austria System Structure	191	
13.5.1 Visualisation environment	191	
13.5.2 Geodatabase	192	
13.5.3 Spatial analysis	193	
13.5.4 System interpreter	193	
13.6 Conclusion and Outlook	193	
14 Toward a New Generation of Community Atlases –	195	
The Cybercartographic Atlas of Antarctica		
14.1 Introduction	195	
14.2 The Cybercartographic Atlas of Antarctica Project	197	
14.3 Atlas design: modularity and interoperability	198	
14.4 The atlas development framework	202	
14.5 The Atlas from the end user's perspective	205	
14.6 Discussion/conclusion: opening the atlas	212	
14.7 Acknowledgements	213	
15 The Employment of 3D in Cartography - An Overview	217	
15.1 Introduction	217	
15.2 Perceptive/Cognitive Aspects	218	
15.3 Technical Aspects	221	
15.3.1 User Interfaces	222	
15.3.2 Software-Based Aspects	224	
15.3.3 Communication Model Creation	226	
15.4 Conclusion	226	
16 Non-Photorealistic 3D Geovisualization	229	
16.1 Background and Motivation	229	

٠		<b>~</b>
1	1	Contents
١ı	1	Comcini

16.2 Photorealism and Its Limitations for Geovisualization	229
16.3 Non-Photorealistic Computer Graphics	231
16.3.1 Edge Enhancement	232
16.3.2 Non-Photorealistic Illumination	233
16.3.3 Non-Photorealistic Shading	234
16.4 Non-Photorealistic Terrain Illustration	235
16.5 Non-Photorealistic City Model Illustration	236
16.6 Conclusions	238
17 Real-Time Virtual Landscapes	241
17.1 Potentials, Limitations, and Challenges	241
17.2 3D Landscape Models	242
17.3 Functionality of Real-Time Virtual Landscape Systems	243
17.3.1 General System Architecture	244
17.4 Building Blocks of Virtual Landscapes	245
17.5 3D Building Modeling	246
17.6 3D Vegetation Modeling	247
17.6.1 3D Plant Modeling	247
17.6.2 3D Vegetation Modeling	247
17.7 Real-Time Landscape Rendering Techniques	249
17.8 Navigating Through Virtual Landscapes	249
17.9 Case Study: The Lost Italian Gardens	251
17.10 Conclusions	251
18 Digital Globes	255
8.1 Introduction	255
18.2 Categories of Digital Globes	255
18.3 What makes Digital Globes superior?	257
18.4 How suitable is a theme for a digital globe?	259
18.5 Examples of Digital Globes	260
18.5.1 Digital globe illustrations	260
18.5.2 Virtual hyperglobes	260
18.5.3 Tactile hyperglobes	262
18.6 Hologlobes	264
18.7 Conclusion	265
19 Augmented Reality as a Medium for Cartography	267
19.1 Introduction	267
19.2 Augmented Reality technology	269
19.3 Augmented reality visualization	273
19.4 Case study: Augmented map system	274
19.5 Mobile Augmented Reality	276
19.6 Case Study: Signpost	277

xiii

	<b>~</b>
XIV	Contents

23.2 Visualisation of Spatial Time-Series in Computer Cartography and Statistical Graphics	329
23.3 Visualisation of Local Behaviours	330
23.4 Combining Tools for Behaviour Exploration	334
23.4 Combining Tools for Benaviour Exploration 23.4.1 Getting the General Picture of the	334
	334
Behaviour on the Entire Territory	227
23.4.2 Finding Spatial Patterns of Similar	337
Local Behaviours	
23.4.3 Detecting Spatio-Temporal Patterns of	341
Similar Changes	
23.5 Discussion and Conclusions	343
24 Games and Geography	347
24.1 Introduction	347
24.2 What is a game?	347
24.2.1 Defining Games and Game-Style Interaction	n 347
24.3. Cultural Geography Place and Games	350
24.4. Games Involving Geography	351
24.4.1 Strategy-based Games	351
24.4.2 Fact-based Memory Games	351
24.4.3 Explorative Games	352
24.4.4 Affordance and Constraint-based Games	352
24.4.5 Place-Fed games	352
24.4.6 World Building games	353
24.5. Game Issues	353
24.5.1 Games and Learning	353
24.5.2 Navigation Issues in Games and	354
Digital Environments	33 1
24.5.3 Evaluation Issues	354
24.6 Conclusion	355
	333
25 Virtual Queenscliff: A Computer Game Approach for	359
Depicting Geography	
25.1 Introduction	359
25.2 Background to the Emergence of a Game Approach	360
25.3 The Prototype – Virtual Queenscliff	361
25.3.1 Site Location	362
25.3.2 Choice of game engine	363
25.3.3 CryEngine Sandbox	364
25.3.4 Workflow	364
25.3.5 The Visualization Environment	366
25.4. Conclusion	367

26 Maps and LBS - Supporting wayfinding by cartographic means	369
26.1 Introduction	369
26.2 Analysis of route descriptions and sketches	370
26.3 Wayfinding test: How much detail is necessary	371
to support wayfinding	
26.4 General design goals of route descriptions	373
26.5 Presentation forms	374
26.5.1 Maps	374
26.5.2 Verbal Information	375
26.5.3 Images	376
26.5.4 Videos	376
26.5.5 3D Presentation Forms	376
26.5.6 Landmarks	377
26.6 Conclusion	379
27 Adaptation in mobile and ubiquitous cartography	383
27.1 Introduction	383
27.2 Challenges of mobile and ubiquitous cartography	383
27.2.1 A comparison of stationary, mobile, and	383
ubiquitous map usage	
27.2.2 Application scenarios of mobile map usage	384
27.2.3 General requirements for mobile maps	385
27.3 Mobile Internet and mobile map services	386
27.3.1 Web services	386
27.3.2 OGC Web services: Web Map Server and	386
Web Feature Server	
27.3.3 Functionality of mobile map services	386
27.4 Mobile geographic information usage context	388
27.4.1 Dimensions of mobile map usage context	388
27.4.2 Relationships between context dimensions	389
27.4.3 Influence of context factors on	390
mobile map services	
27.5 Adaptation of geographic information	391
27.5.1 Adaptation principle and adaptation process	391
27.5.2 Adaptable objects in mobile map services	392
27.5.3 Adaptation methodology and	393
implementation concepts	
27.6 Adaptation of geographic information in	394
mobile map services	
27.6.1 Adaptation methods in mobile map services	394
27.6.2 Configuration of map components	395
27.6.3 Emphasising highly relevant POI symbols	395
27.7 Conclusion and outlook	396

28 A Real-World implementation of Multimedia Cartography	399
in LBS: The Whereis® Mobile Application Suite	200
28.1 Introduction	399
28.2 Location	399
28.3 Webraska Mobile Technologies	400
28.4 SmartZone Application Concept	401
28.5 SmartZone Applications in Australia	403
28.6 Sensis Wireless Platform (SWP)	404
28.7 SWP for 3G 28.8 Conclusion	407 414
26.6 Conclusion	414
29 Standards, Norms and Open Source for Cartographic	415
Multimedia Applications	
29.1 Introduction	415
29.2 Intention and benefits of standards in multimedia map creation	416
29.2.1 Data, information and multimedia	416
29.2.2 Standardisation in authoring environment	418
29.2.3 The definition of an objective and its	420
influence on using standards	720
29.3 Organisations and standardisation	422
29.4 Selection of standardised formats	423
29.5 Conclusion and vision	425
30 Scalable Vector Graphics and Web Map Publishing	427
30.1 Introduction	427
30.2 Open Standards	428
30.3 Using Scalable Vector Graphics to publish Web Maps	429
30.4 Case Study: Developing school SVG-Based	433
school atlases	733
30.5 Interface Design – Template 4	434
30.6 Template four – code and interaction	435
30.7 Final Product	438
30.8 Conclusion	440
31 Cartographic Approaches to Web Mapping Services	441
31.1 Introduction	441
31.2 Web Map Services	445
31.3 Web Map Design	447
31.4 Thematic Information	449
31.5 Cartographic Network	451
31.6 Conclusions	452

32 From Mapping Physical and Human Geographies to Mapping 'Personal Geographies': Privacy and Security Issues	455
32.1 Introduction	455
32.2 The Internet and information access	456
32.3 Mapping Personal Geographies	456
32.4 Privacy	457
32.5 Going on-line with the Internet	458
32.6 Going wireless	459
32.7 Wireless and location	460
32.8 Business interest in LBS	461
32.9 Privacy concerns	462
32.10 Security and privacy initiatives	463
32.11 Problems with developing technology	465
32.12 Privacy issues	467
32.13 Conclusion	468
33 Location and Access: Issues Enabling Accessibility	471
of Information	
33.1 Introduction	471
33.2 Accessibility	472
33.3 The basics of accessibility	473
33.4 Alternative content creation	477
33.5 Location specific information	478
33.6 Location identification	478
33.7 Location based accessibility	479
33.8 Location/time based accessibility	480
33.9 Language accessibility	480
33.10 Common language descriptions	481
33.11 User profiles	482
33.12 Content descriptions	483
33.13 Intelligent servers	484
33.14 Conclusion and overall emerging possibilities	484
34 Use and Users of Multimedia Cartography	487
34.1 Introduction	487
34.2 Setting the scene	489
34.2.1 Use and users	489
34.2.2 A shift in focus	489
34.3 The nature of use and user research	490
34.3.1 Understanding and designing for the user	491
34.3.2 Iterative design and evaluation	492
34 3 3 Research techniques	493

## xviii Contents

34.4 Case study: a user-centred design approach for mobile tourism applications	496
34.4.1 Mobile usage environments	497
34.4.2 Investigation techniques	498
34.5 Conclusion	501
35 Future Directions for Multimedia Cartography	505
35.1 Introduction	505
35.2 Multimedia and Cartography: New Opportunities	506
35.3 The Nature and Quality of the Content of	508
Multimedia Data	
35.4 The Centrality of the User	510
35.5 Education, Entertainment and Edutainment	512
35.6 Commercial Aspects of Multimedia Cartography in the	513
Experience Economy	
35.7 Full Involvement of the Senses	515
35.8 Preserving Multimedia Cartography	517
35.9 Conclusion	519
36 Postscript to Multimedia Cartography Edition 2	523
36.1 Introduction	523
36.2 The Book	524
36.3 Acceptance of new technologies	529
36.4 Conclusion	530
Index	531