

Smart Cities

SESSION V: Lecture 1: Modelling The City:
GIS, 3D and Virtual Reality Representations

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<http://www.spatialcomplexity.info/>

<http://www.casa.ucl.ac.uk/>

There are a number of movies within this power point that will not display in the PDF – if you need any of the movies email me at john.batty@asu.edu

This is true of other lectures in this series.
When I have time I will insert the movies into the web site



This is a visualisation of a 'tooth' using ImageCutter and displayed using the Google Maps as a Picture Viewer

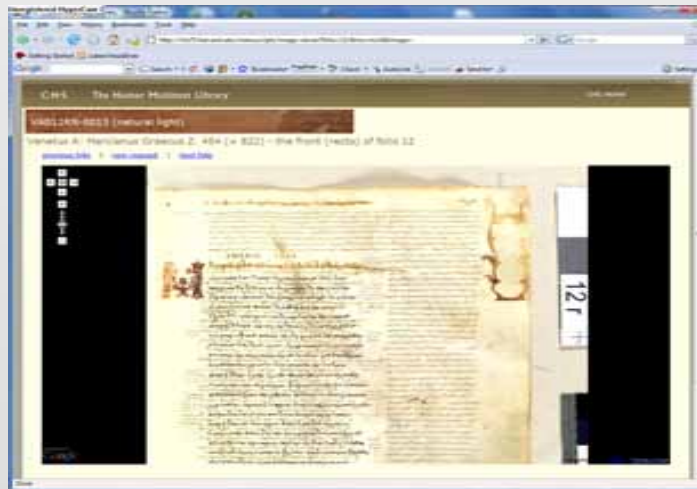


Tooth courtesy of
Johan Lundin
Biomedical Informatics Research Group
Department of Oncology
University of Helsinki
<http://www.webmicroscope.net/>

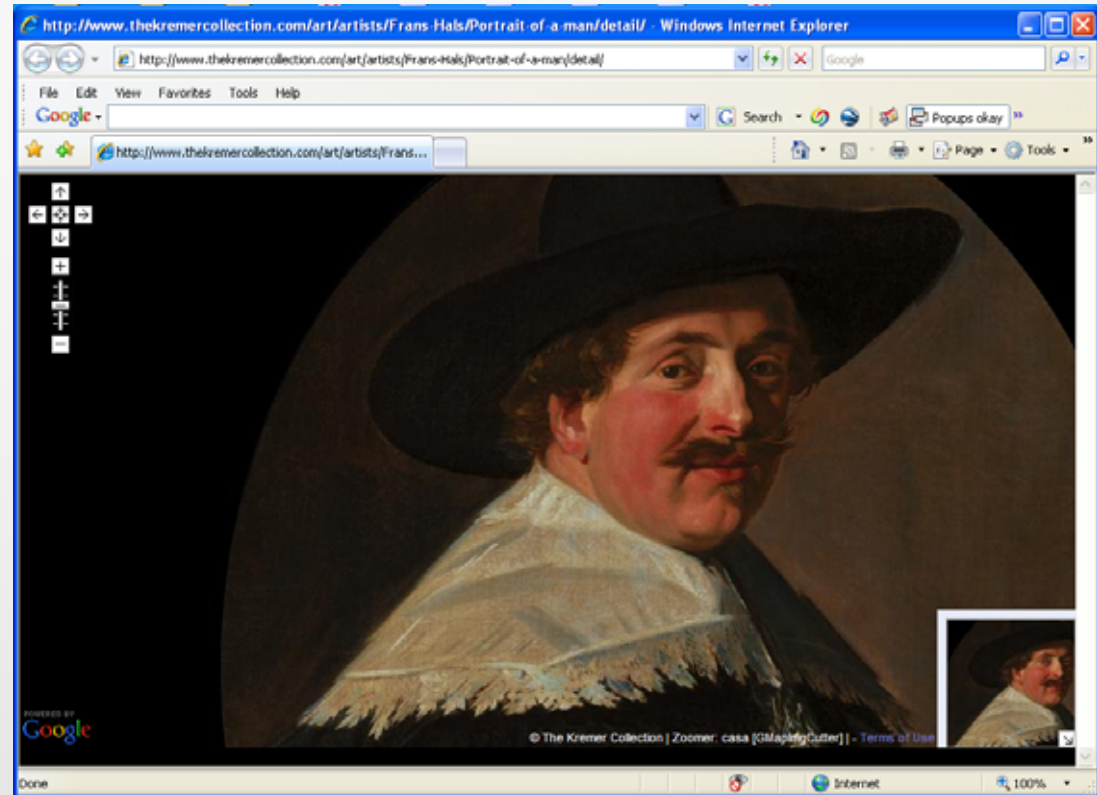


The Kremer Collection

<http://www.thekremercollection.com/>



<http://chs75.harvard.edu/manuscripts/>



One of my key points in this talk is that software being developed for a particular spatial application often easily generalises to a quite different one But let me first outline my talk before elaborating

Outline

Pushing pictures – displaying and communicating data, spatial data – it's all about Web 2.0! Maptube again

GMapCreator and ***ImageCutter***

MapTube: a kind of ***YouTube*** + ***Napster***

Pulling pictures – pulling spatial data – crowdsourcing

2D to 3D: GIS to CAD and back and on the web

From geometry to geography and back – populating really large spatial data bases

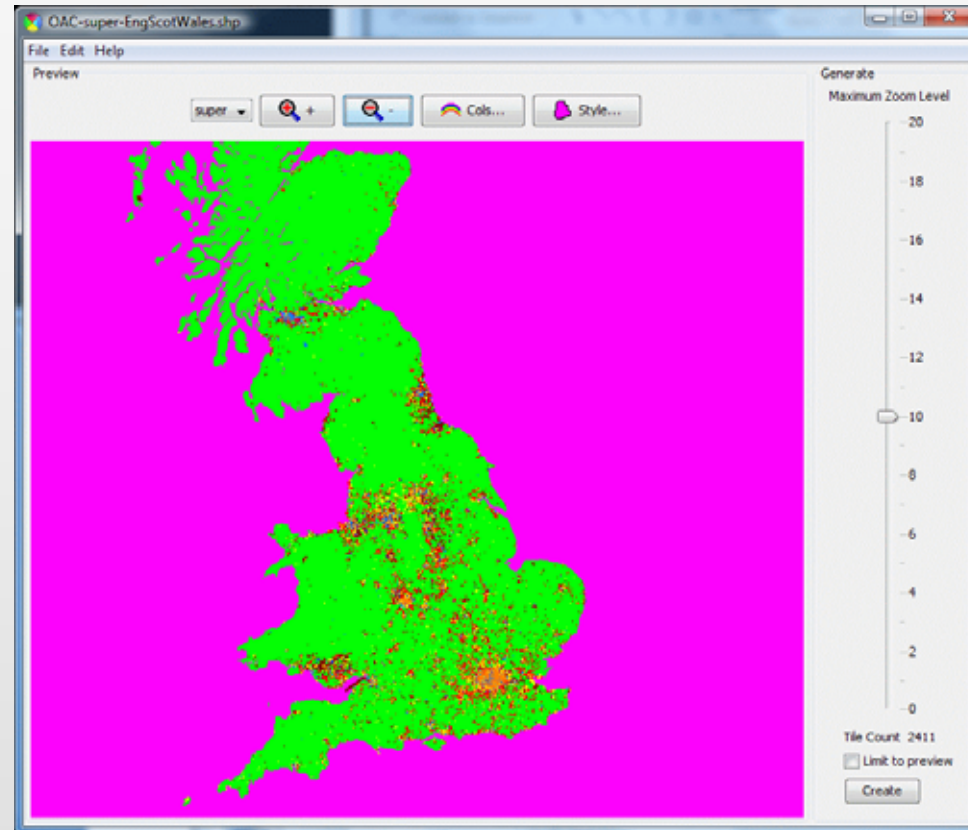
The future – disseminating spatial data in multimedia – games and virtual worlds

GMapCreator and ***ImageCutter***

The ***Google Map Creator*** creates ***Google Maps*** websites from thematic data contained in shapefiles.

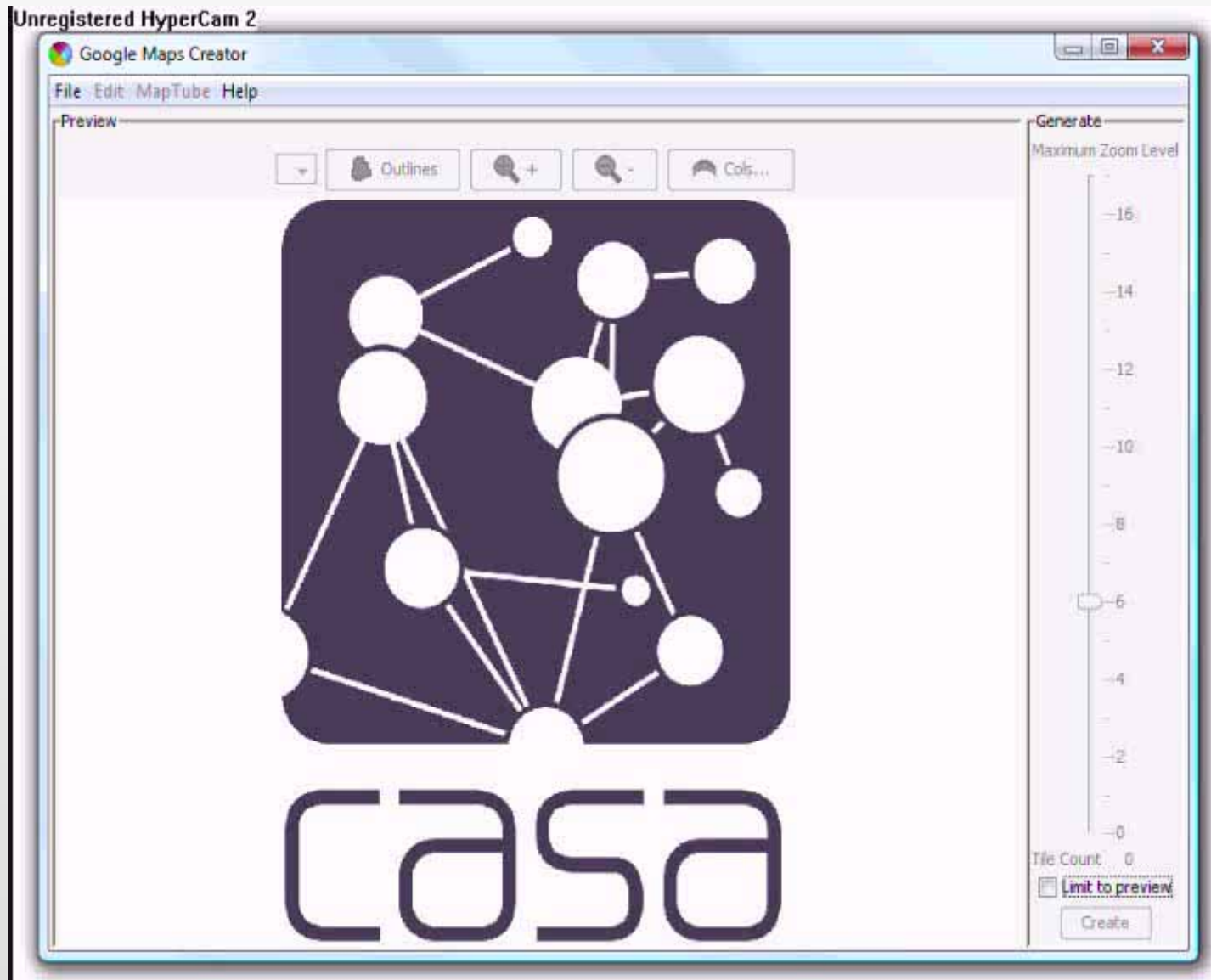
It effectively layers your map on top of a ***Google Map*** or the ***Google Map***

Don't be misled – a map is not a picture – it is a bunch of vector geometries and a set of attributes – and a



shape file is a proprietary but widely used format by ESRI – the makers of **ArcGIS** – that map files can be converted to prior to use in ***GMapCreator***

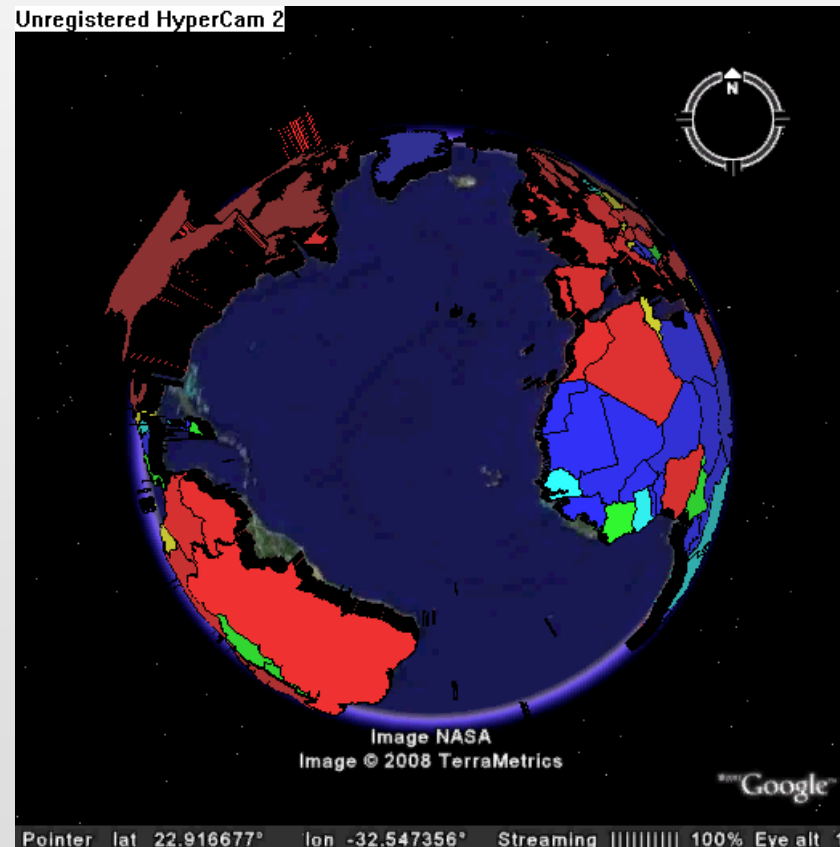
Let us see how it works



We can do the same sort of thing in 3D of course with ***GEarthCreator*** – the key is to convert the shapefiles to KML files – and there are many other maphacks using similar open map bases like ***Open Street Map***



From all of this we have devised an open resource for maps called ***MapTube***



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- Space Syntax
- Von Thunen

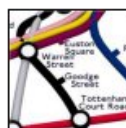
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The GMapCreator

The GMapCreator is a freeware application designed to make thematic mapping using Google Maps. It takes a shapefile containing geographic areas linked with attributes and automatically generates a map. It does this by pre-creating all the necessary files and saving them into a directory. It is a matter of copying files onto a web server, allowing Google Maps to be used with the map.



Download version 1.31 now (released 27 May 2008)

The following is an example produced using the application:



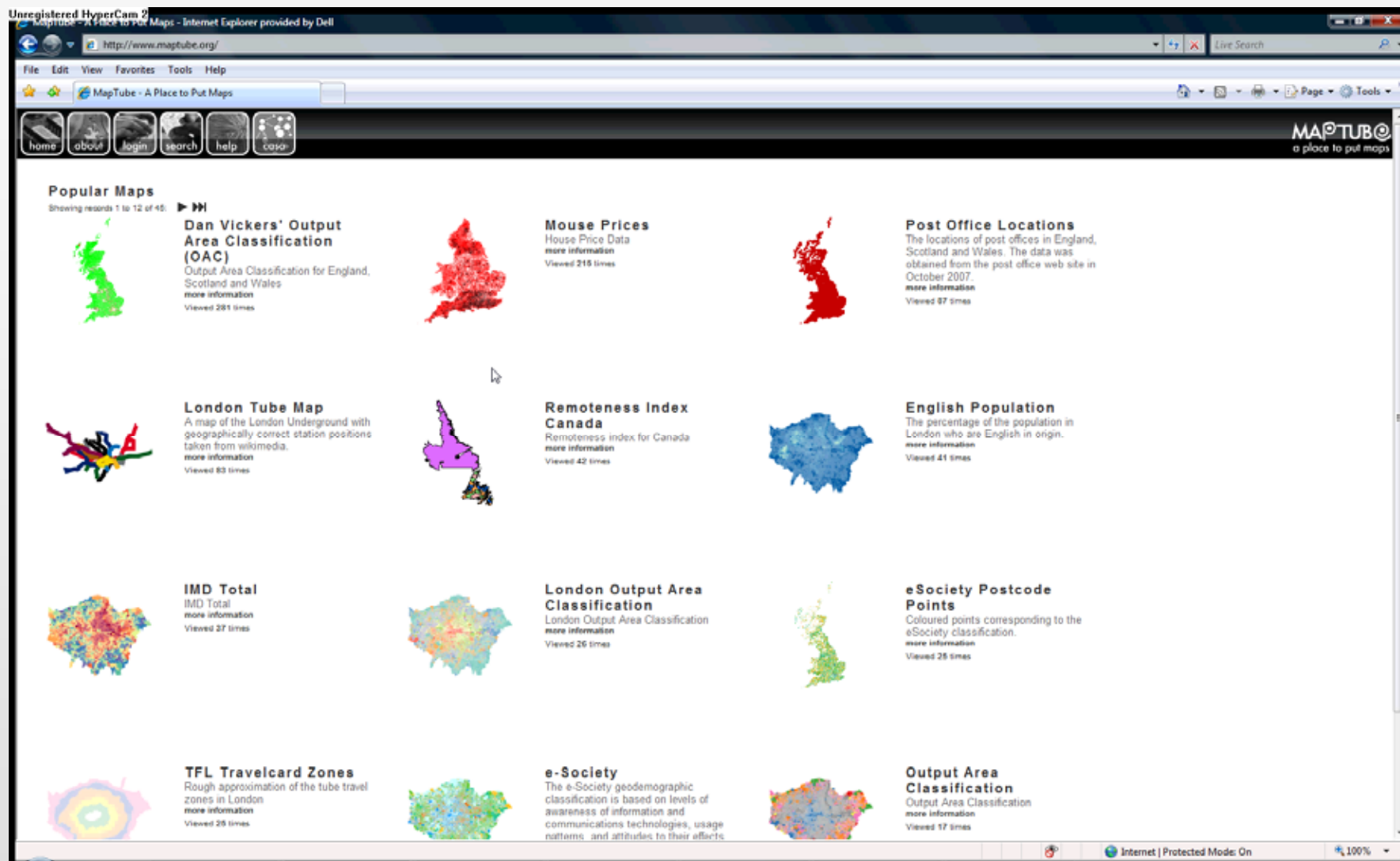
MapTube: a kind of *YouTube* + *Napster*

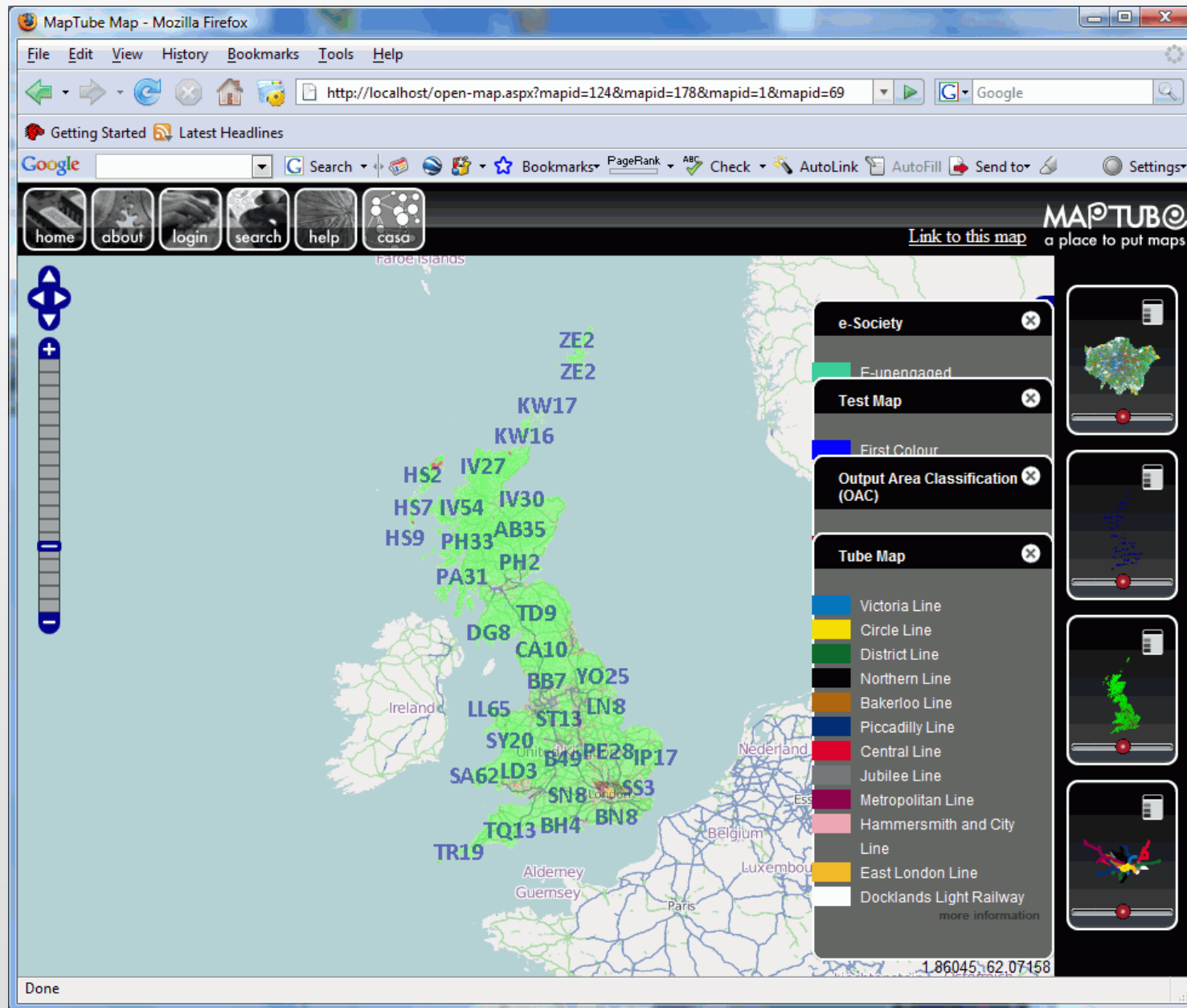
Let me explain: every time someone downloads our software, there is a high probability they make a map.

As it sits on a common base – a **Google Map** – if they create the map of some place and someone else creates another map of the same place, it would be nice if we or they could compare them as layers

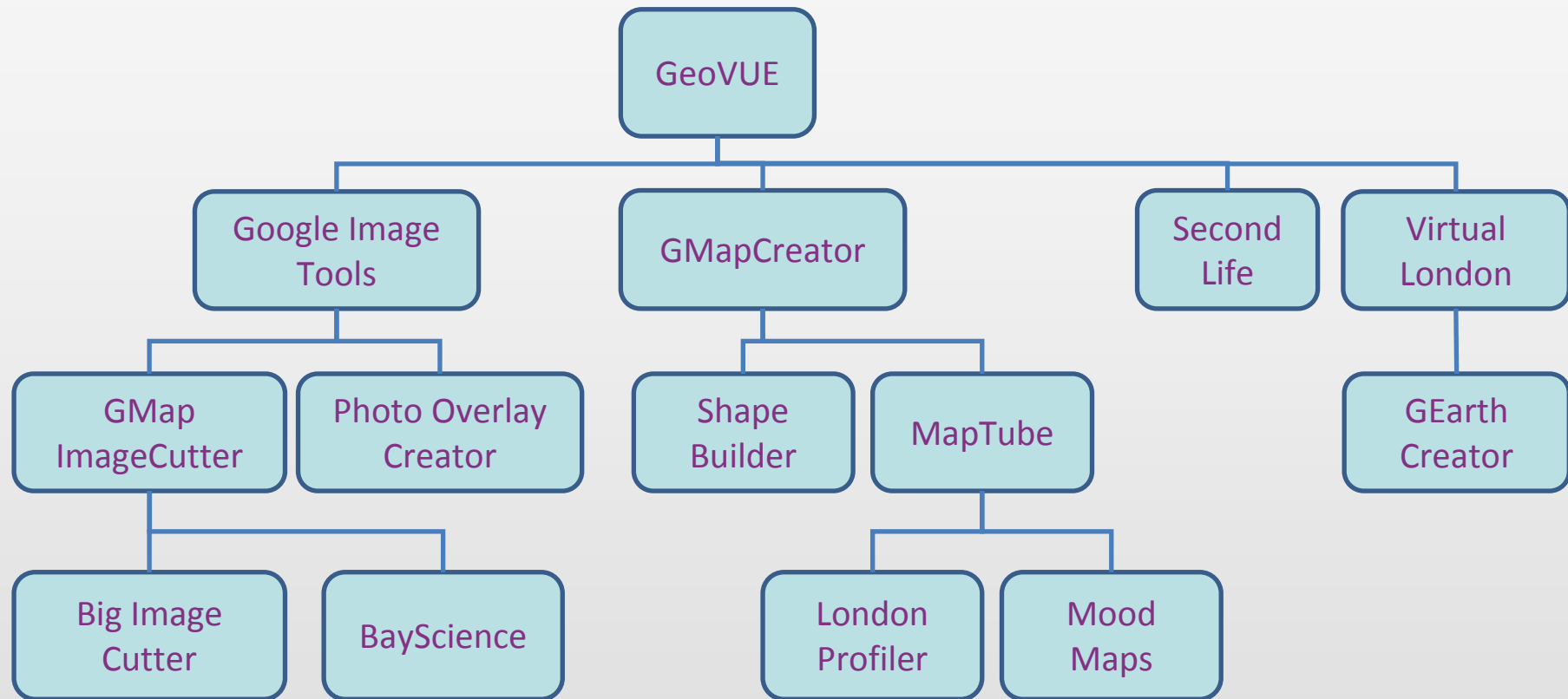
However, in the UK map bases are copyrighted – you can't do for copying OS map data and it is serious –

So we ask the user not to put their map created from our software on our site, but to give us their URL where their map is and thus **MapTube** is a bunch of pointers to URLs - this is what it looks like with demo

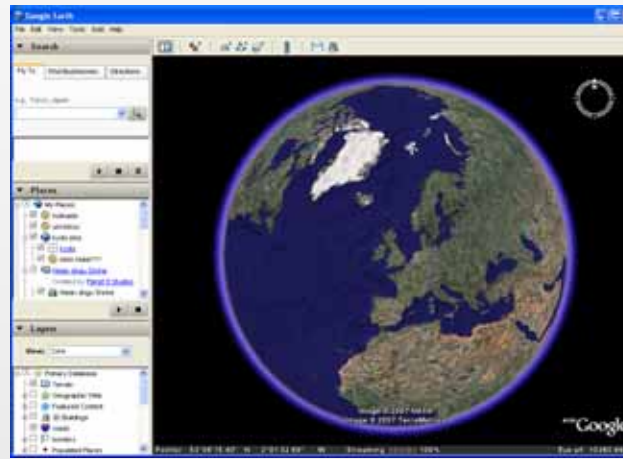




GeoVUE Family Tree

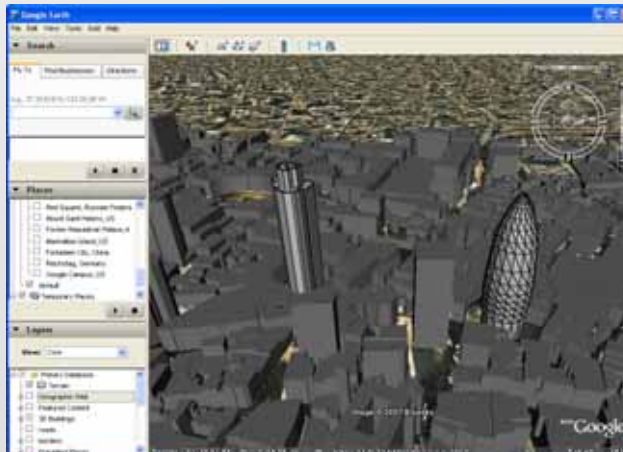
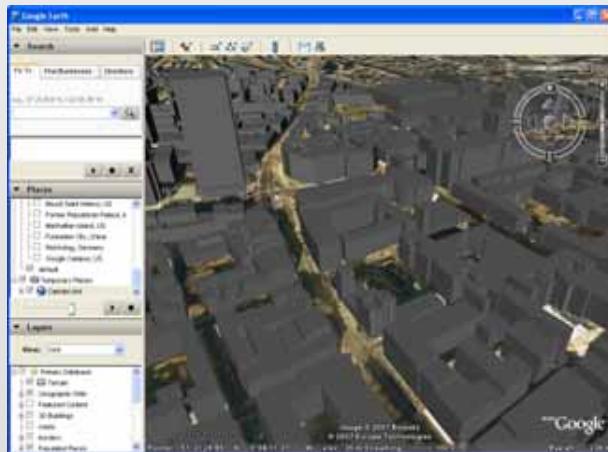


2D to 3D: GIS to CAD and back and on the web



Maps in 3D are rather abstract and thus **GEarthCreator** is rather contrived –

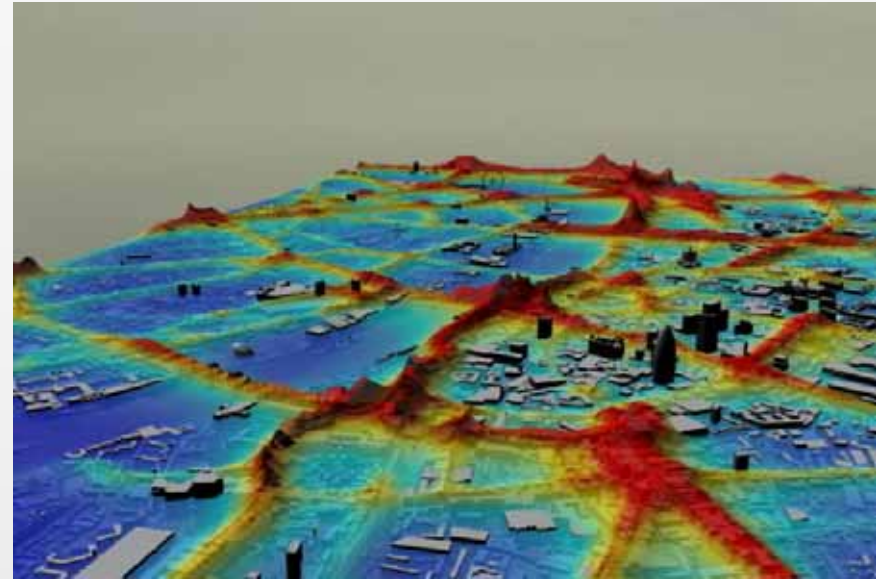
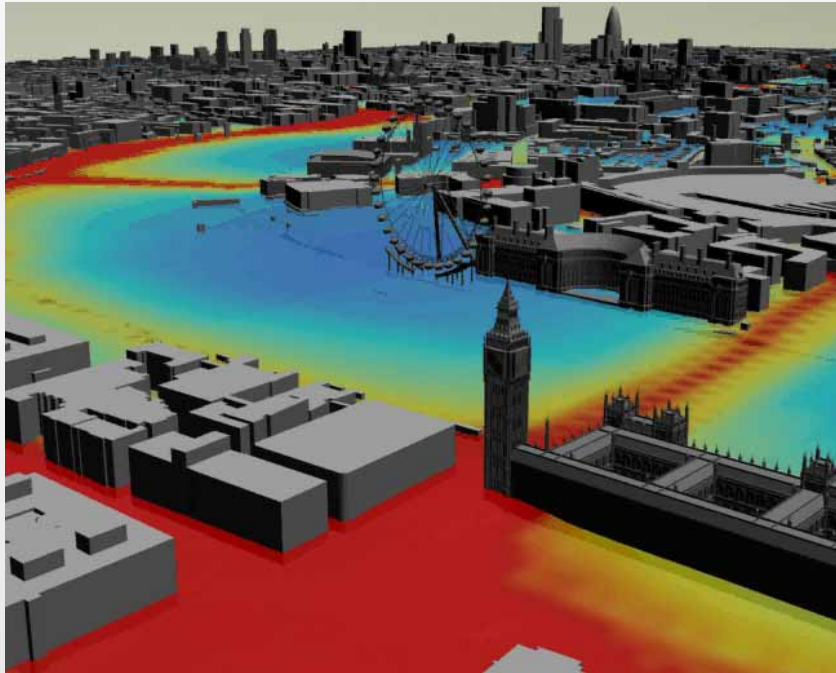
True 3D exists at a finer scale and one of our workhorses to develop such data is our 3D block model of Greater London



This is built in ArcGIS, 3D Max etc. and is run in **Google Earth**



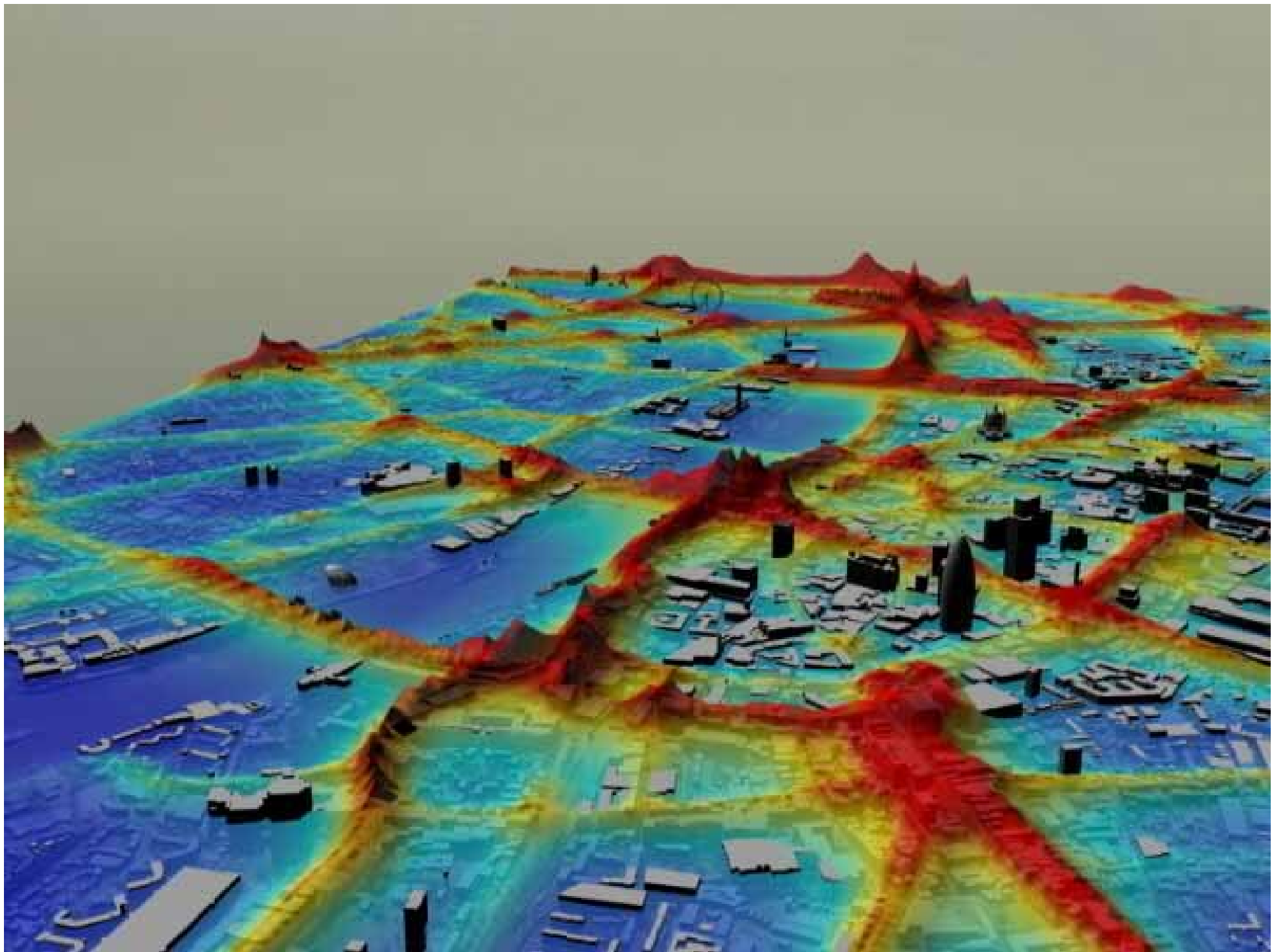




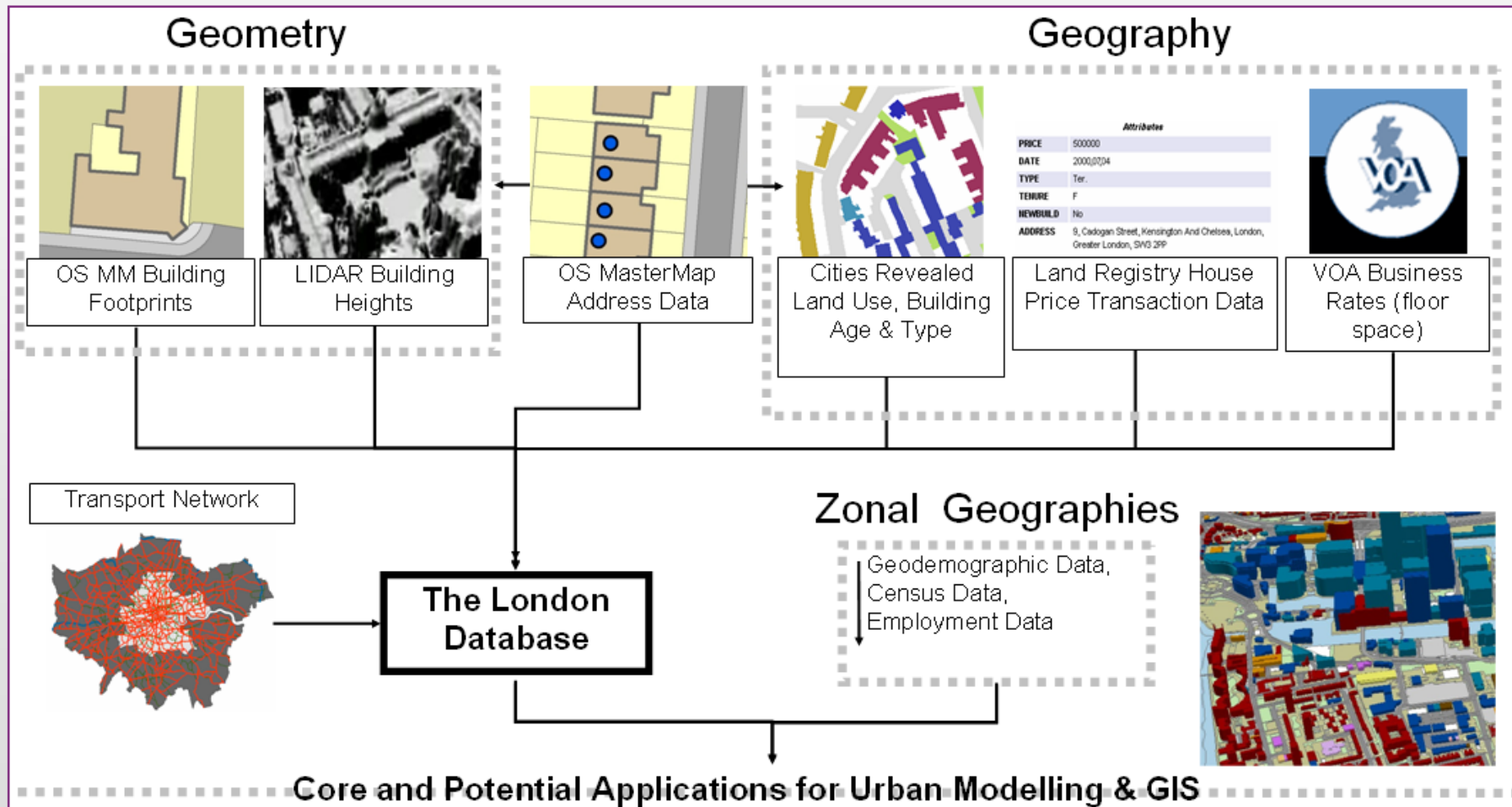
The key issue for us is to populate this data base of 3.6 million building blocks with socio-economic data

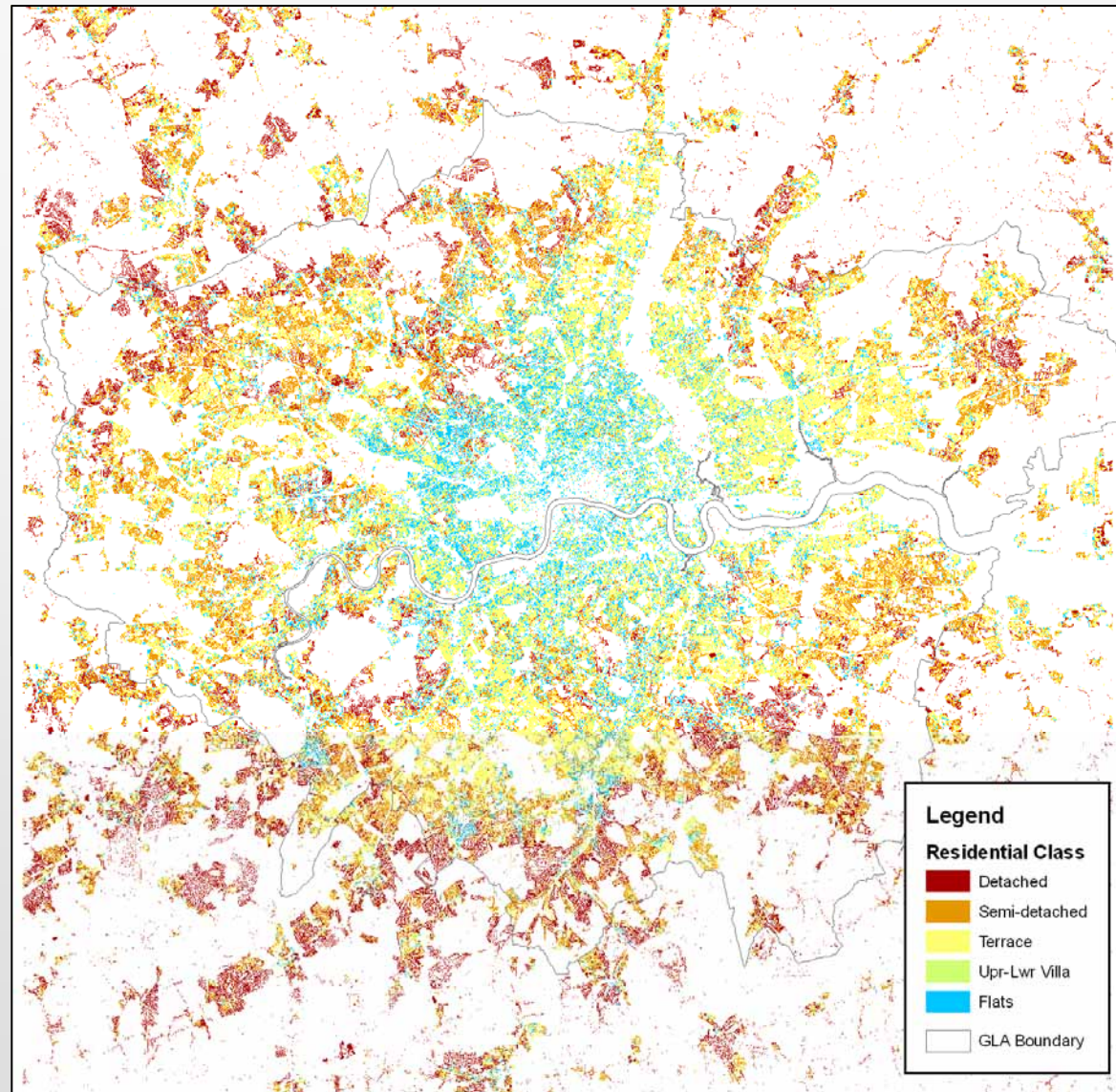
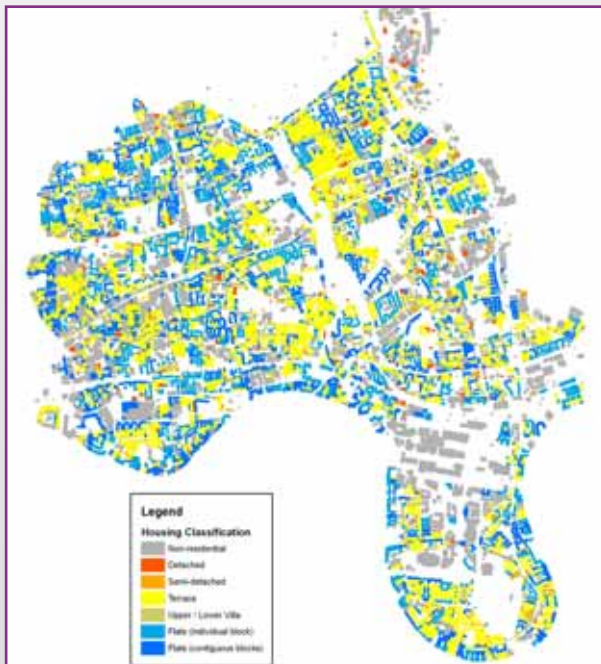
This is linking geometry to geography in a way that will explode the data base to levels much more reminiscent of large scale databases in the physical sciences than the rather modest social data bases based on aggregates of population

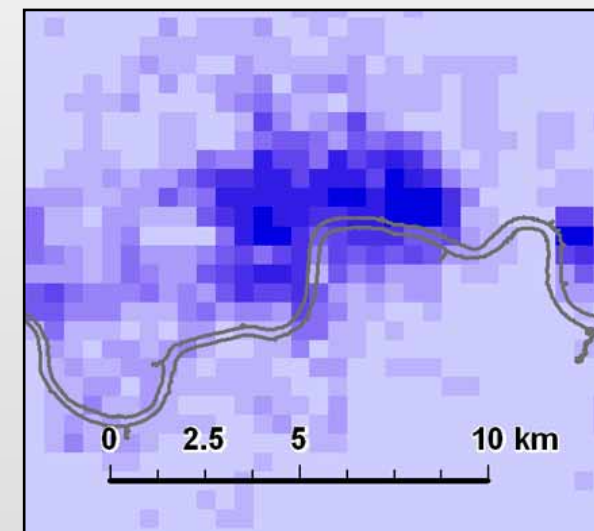
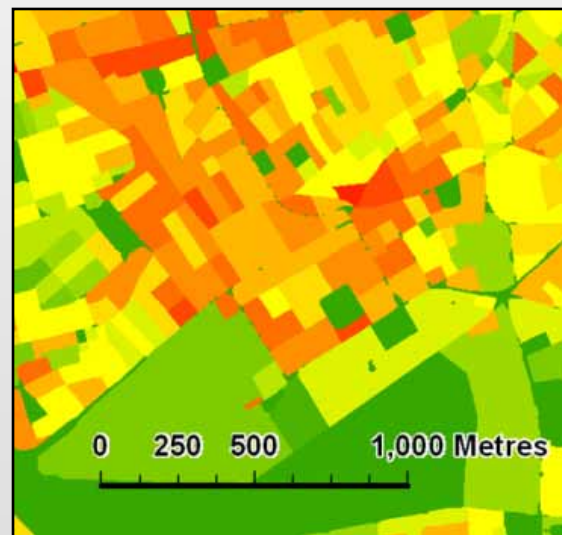
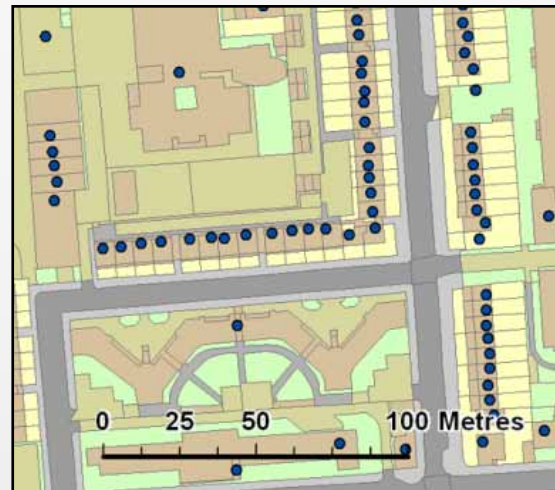
Linking these to individual address point data is another related issue too as well as tagging buildings to populations



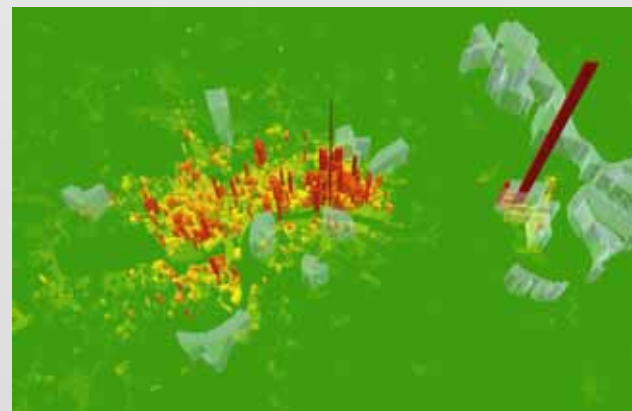
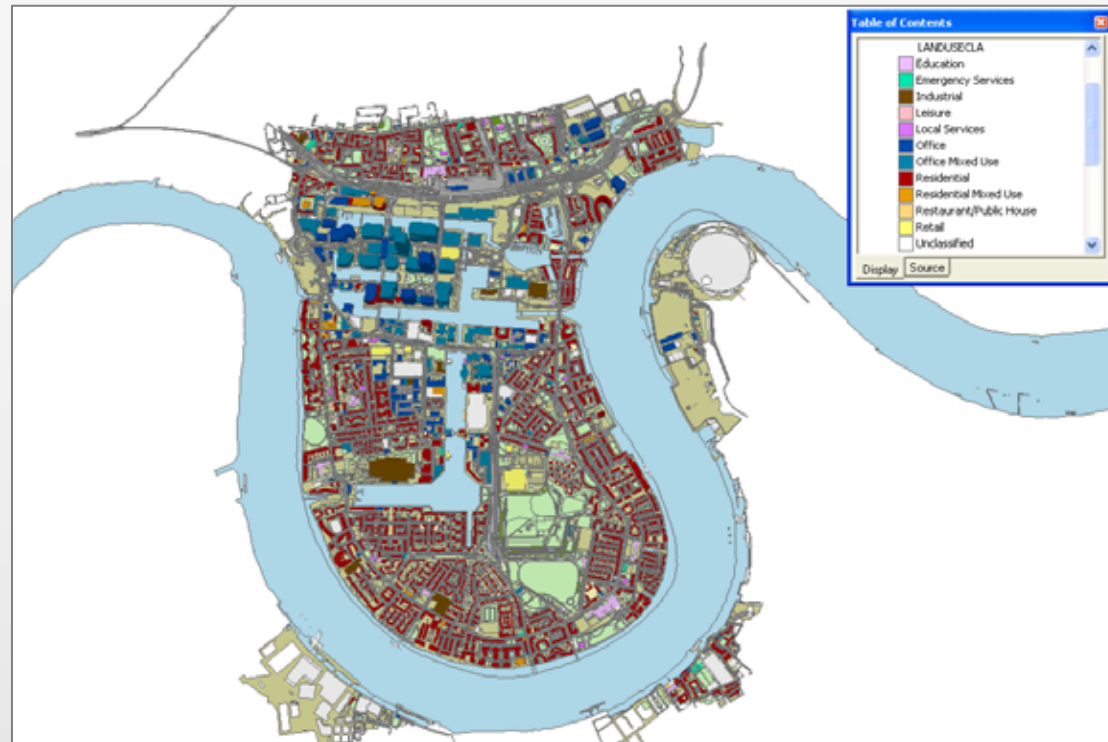
From geometry to geography and back – populating really large spatial data bases

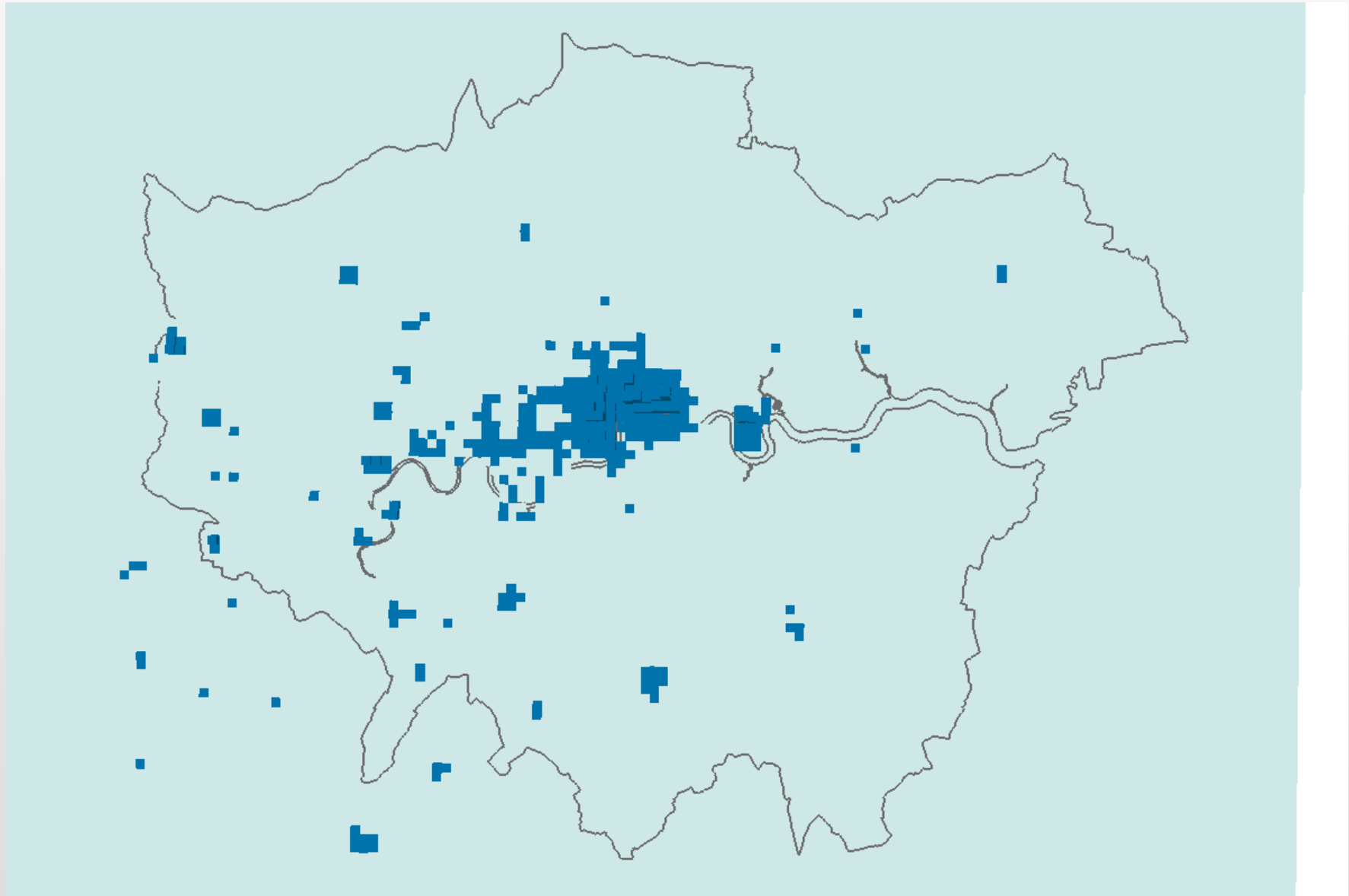






Adding Land Use, Transport and Populations and Aggregating Scales





The future – disseminating spatial data in multimedia – games and virtual worlds



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LONDON



Use your arrow keys or mouse to move in the Virtual World.



To tilt your view, hold down the Ctrl key, and use the arrow keys or mouse.



Welcome to the Virtual London 'multi-user' gallery. If its your first visit the software will automatically install on your machine. Its simple to use and provides and insight into the development of Virtual London at the Greater London Authority.

Virtual London was developed at the Centre for Advanced Spatial Analysis, University College London. Please contact asmith@geog.ucl.ac.uk for help or further information.

We can show a movie of this





Real and Virtual Design Studios

Our recent forays are into ***Second Life*** where maps from our geodemographics project are being ported as 'geographic media' into these virtual worlds

