

Dynamic Interactive Maps for GIS

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ABSTRACT

A map is a 2D representation of 3D surface. For 2D maps, animation allows the viewer to inspect dynamic system as they are seen in real life (Moellering) or to illustrate phenomenon that would otherwise not be perceived because their natural motion is too slow. In dynamic interactive map for GIS with the feature like displays can be stopped, slowed, or even reversed to obtain additional insight. In dynamic interactive map for GIS we can find out the features like area, scale, Latitude, Longitude, geodetic height based on WGS84 and many more parameters on single click. These dynamic maps are very useful for GIS database. The software platform for making these is the virtual reality markup language (VRML) and adobe flash player CS10, ARC GIS, ERDAS. The power of this technique of visualization should not be underestimated because the human eye was design to notice moving objects more readily than static objects and with the help of these dynamic interactive maps for GIS it is easy to get information on a single platform which makes exchange of information in this digital era. This enhances the viewer's ability to examine possible spatial correspondences in preparation for future map overlay operation because the map variables and their input can be carefully controlled. Excellent features of these interactive maps for GIS are that, these maps can be updated with the help of goggle earth.

Keywords: GIS, VRML, 3D Surface, moellering.

1. INTRODUCTION

Dynamic interactive maps for GIS are a new form of cartographic representation and can be defined new development for primarily use on electronic media. These maps generated from VRML, Adobe flash player (CS10). Many other agencies will also find it useful for a variety of applications. In dynamic interactive map for GIS with the feature like displays can be stopped, slowed, or even reversed to obtain additional insight. In dynamic interactive map for GIS we can find out the features like area, scale, Latitude, Longitude, geodetic height based on WGS84 and many more parameters on single click. These dynamic maps are very useful for GIS database. The

software platform for making these maps is the virtual reality markup language (VRML) and adobe flash player CS10, ARC GIS, ERDAS.

Methodology

The methodology to create Dynamic interactive maps for GIS is shown in figure 1. The Dynamic interactive maps for GIS is designed with Adobe flash player version CS10 software, and consists of different tools to provide system to search, with visualization and distribution of information allows us to easily analyze, and finally summarize the results. The interface has been designed by building a custom application using Flash's Action Script AS2, a scripting language of Flash that is similar, conceptually, to JavaScript while emphasizing graphic applications and that allows the addition of complex interactiveness (e.g. effects and zoom), and control of reproduction and viewing of data in a Flash document. To make these maps more useful, a number of tools have been added.

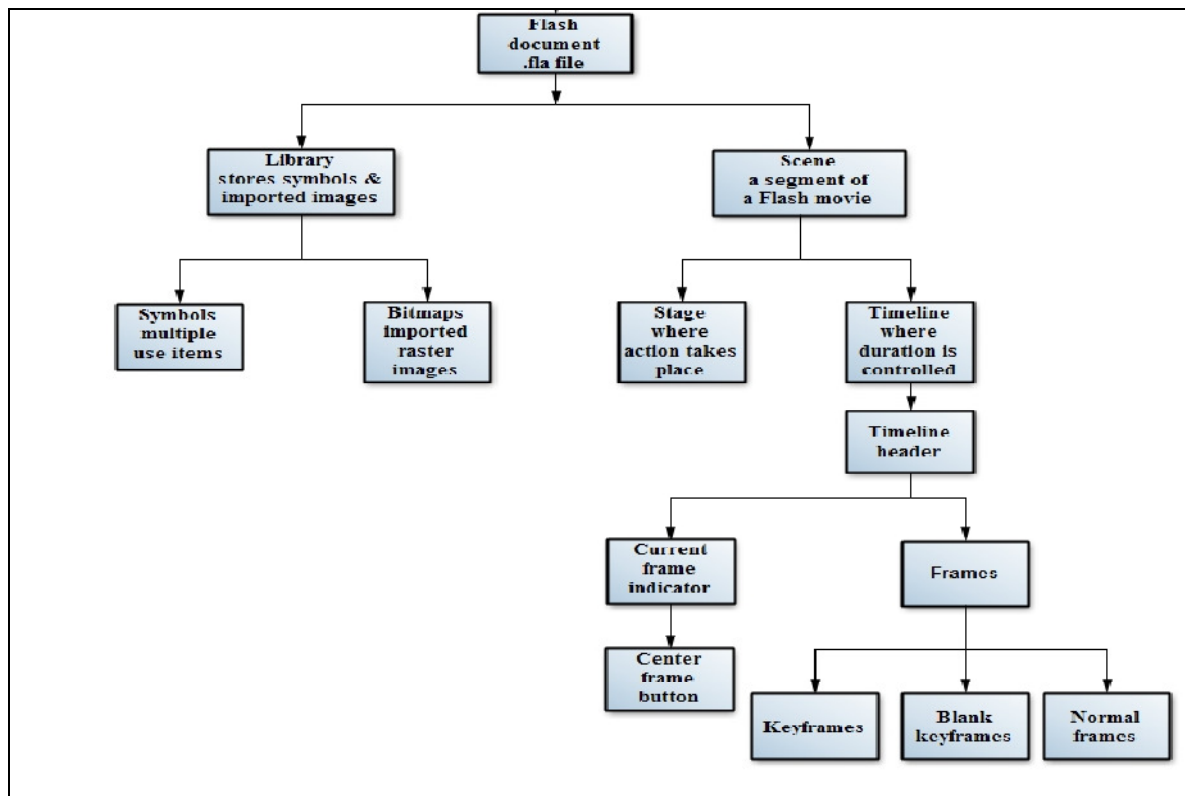


Fig.1 Methodology of the work

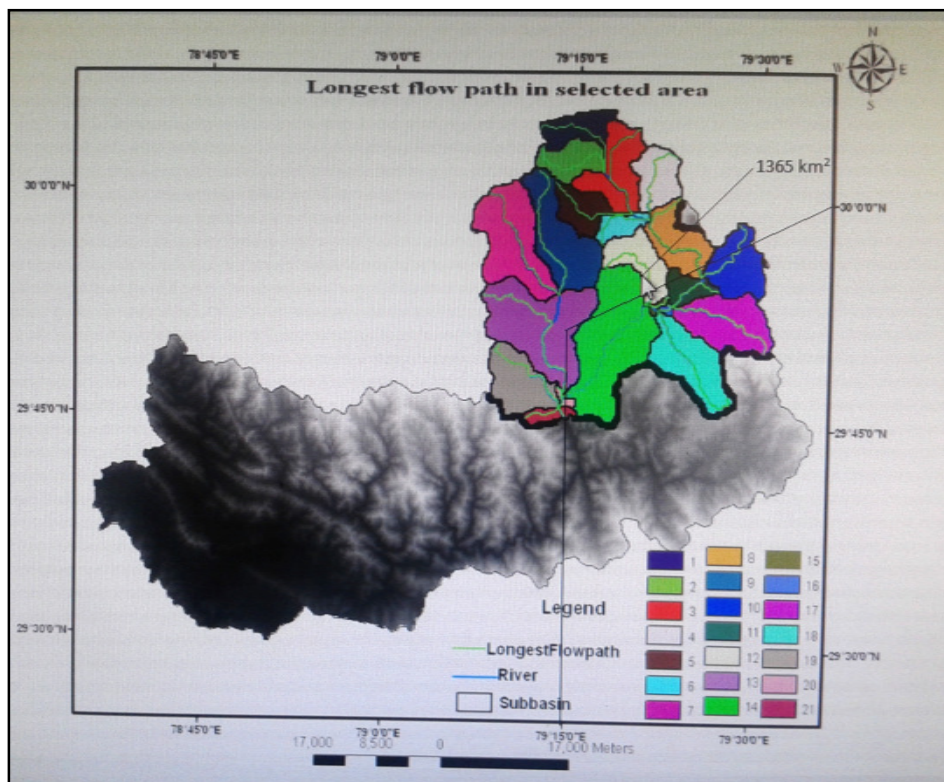


Fig. 2 Dynamic interactive map for GIS

2. RESULTS AND DISCUSSIONS

The outcome of the Dynamic interactive maps for GIS is expected to provide beneficiaries, like Latitude, Longitude, area covered, location and distance from a particular place and other user agencies the access of information through web based portal, required for agriculture, and other useful applications. Dynamic interactive map for GIS will be developed to bring GIS resource data together at one location collected from diverse sources, and make data easily available to planners and decision makers, as well as the user community to help in identifying the gaps in GIS resources planning and information needs.

Most of the in interactive map for GIS present time is based on static platform. But the Dynamic interactive map for GIS is produced in this work is a kind of multimedia dynamic maps which provides easy user interface with unique features. Some of the advantages of this map that it can be used by non experts also, moreover in this dynamic map computing time is very short, this dynamic map can be controlled by user. Main focus of this map will be on visualization of themes. This dynamic map has been customized according to the purpose and design.

3. CONCLUSION

The dynamic interactive maps for GIS can be used by GIS resource specialists, planners, and managers and administrators including those not familiar with GIS. It provides easy access of information related to GIS resources. It identifies locations of specific area. It extracts and generates information about different area with respect to their attributes, like Latitude, Longitude, area covered, location and distance from a particular place. Finally, Dynamic interactive maps for GIS comprise of both graphics and descriptive information. It can stores large amount of both graphic and valuable data which can be manipulated and analyzed. Its limitation is the memory size of the computer, but it is quick, efficient production and easily updated.

REFERENCES

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