DESCRIPTION

Geographic Visualization: Concepts, Tools and Applications is a ‘state-of-the-art’ review of the latest developments in the subject. It examines how new concepts, methods and tools can be creatively applied to solve problems relevant to a wide range of topics. The text covers the impact of three-dimensional displays on user interaction along with the potentialities in animation and clearly explains how to create temporally sensitive visualizations. It also explores the potential for handling mobile data and representing uncertainty; as well as the role of participatory visualization systems and exploratory methods.

Hallmark Features:

• An introduction to the diverse forms of geographic visualization which draws upon a number of theoretical perspectives and disciplines to provide an insightful commentary on new methods, techniques and tools.

• Richly illustrated in full colour throughout, including numerous relevant case studies and accessible discussions of important visualization concepts to enable clearer understanding for non-technical audiences.

• Chapters are written by leading scholars and researchers in a range of cognate fields, including, cartography, GIScience, architecture, art, urban planning and computer graphics with case studies drawn from Europe, North America and Australia.

This book is an invaluable resource for all graduate students, researchers and professionals working in the geographic information sector, computer graphics and cartography.
 ABOUT THE AUTHOR

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Martin Dodge works at the University of Manchester as a Lecturer in Human Geography. His research focuses primarily on the geography of cyberspace, particularly ways to map and visualize the Internet and the Web. He is the curator of a web-based Atlas of Cyberspace (www.cybergeography.org/atlas) and has co-authored two books, Mapping Cyberspace (Routledge, 2000) and Atlas of Cyberspace (Addison-Wesley 2001), both with Rob Kitchin.

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Mary McDerby is visualization support officer in Research Computing Services providing visualization, computer graphics, multimedia and image processing services to the University of Manchester. Her research is in the visualization of complex datasets within a virtual reality environment, as well as medical visualization. She is active in both national and international computer graphics/visualization communities such as Eurographics, and has been a co-editor of the proceedings of the UK chapter for the past three years.

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Martin Turner is the Visualization Team Leader within Research Computing Services at the University of Manchester. He gained his PhD in the Computer Laboratory, at Cambridge University. His research in visualization and image processing has resulted in a Fellowship with British Telecom, a published book, Fractal Geometry in Digital Imaging (Academic Press, 1998) as well as over 50 other publications, and he has supervised to completion seven successful MPhil/PhD students. Key activities and grants cover both local and nationally funded high-end visualization services as well as commercial contracts.
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