

<<虚拟地理环境>>

图书基本信息

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作者：Peng Shengchao , Guan Yan 著

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内容概要

This book presents the state-of-the-art in integrating geographic information systems (GIS) with visualization through the media of virtual geographic environments (VGE) .Online virtual environments and Web 2.0 technologies set the scene for contributions that first deal with virtual cities and virtual landscapes. User interfaces based on new techniques of geovisualization which are essential to public participation are explored and the transition of GIS and VGEs to mobile and networked devices is presented through a series of chapters that deal with how such location-based services are being implemented. Central to this are new techniques for visualizing mobility and dynamics using technologies as diverse as geopositioning satellite technologies and entertainment games.

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