ENRICHING A 3D WORLD WITH SYNTHETIC AND VISIBLE INFORMATION ABOUT THE DISTRIBUTION OF POINTS OF INTEREST



Mickaël BRASEBIN, Charlotte Hoarau, Bénédicte BUCHER Cogit, France



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Context of the proposal

• Global approach

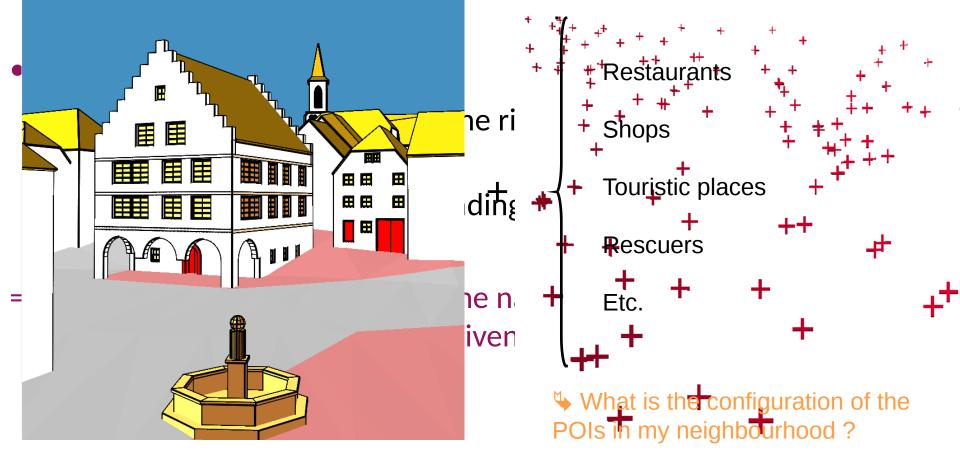
• Results

Conclusion and perspectives

Context

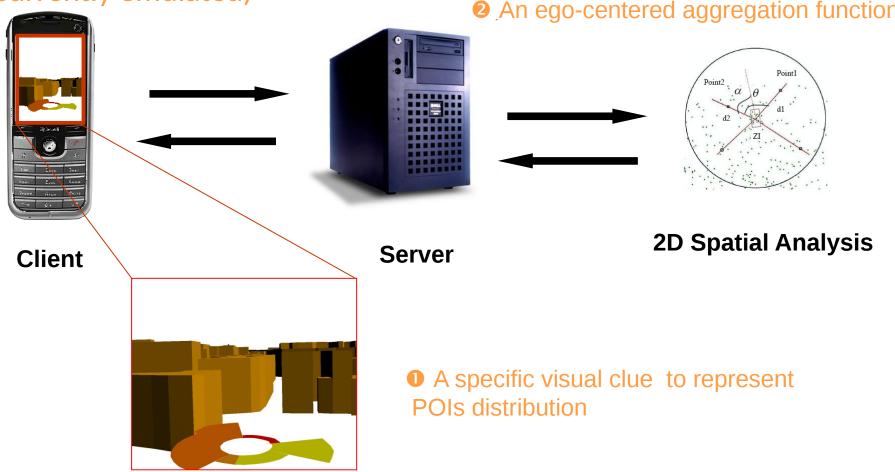


- Difficulties to navigate in a 3D world to find information
 - In a local view, the zone is often too small to know in which direction to pan the window





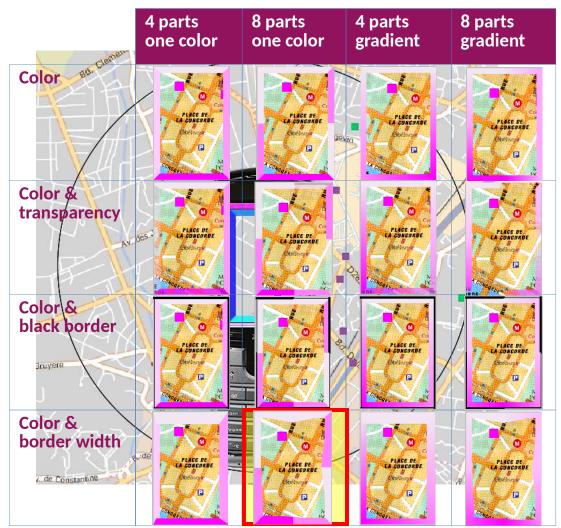
• Schema of our proposition (Currently emulated)



Clue to represent POIs distribution



[Plaziřav, 2009]



- 2D frame for mobile mapping
- Test different visual variables to convey information of density and distance
- Preferred configuration
 - Border width and color saturation
 - One color
 - No preference for having these visual variables conveying density or distance information

Adaptations to 3D world

- Transformation of the initial clue to better fit with 3D
 - Disc in front of camera
 - Partition of borders adapted to POIs configuration with aggregation function
- Placement of the disc
 - Parallel to ground
 - Function of aggregation centered on the camera

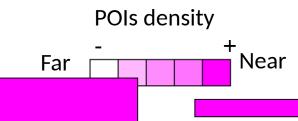


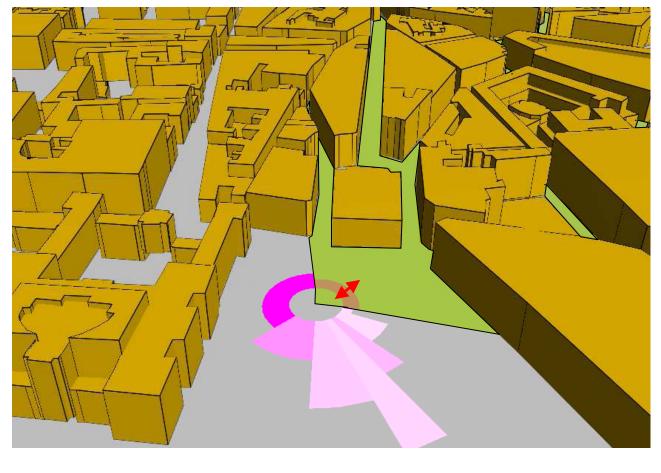




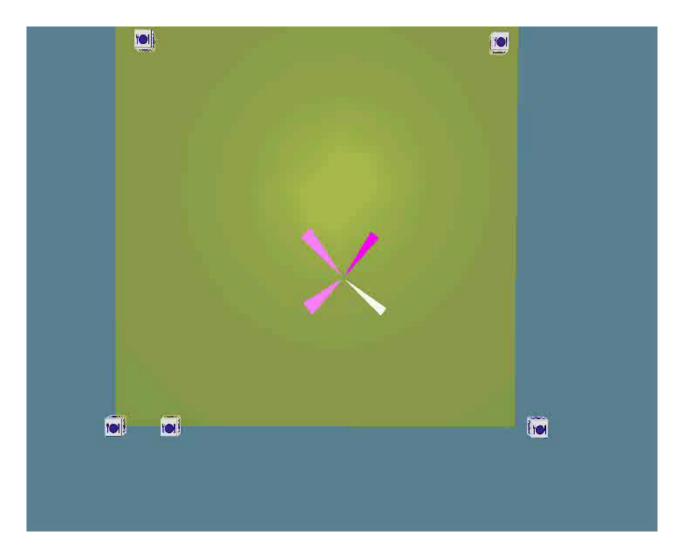


- 3 information
- Angle : direction of a group
- Width of a sector : mean distance to a group
- Lightness : density of POI in a direction









Conclusion



- A method to enrich a 3D world with 2D analysis
- Next step : toward a mobile system
- Thoughts about aggregation of information in mobile device are recent at the laboratory
 - Testing aggregation or other functions
 - Adapting the process for continuous spatial indicators
- Interactivity with the clue
 - Moving to a group by clicking on a edge
 - Accessing to list of POIs in a direction
 - Representing POIs on the clue
- Tests on user to assess the interest of these variables
 - Elaborating use cases and dataset
 - To test :
 - Utility
 - Different functions of aggregation
 - Time stamps



- COGIT : http://recherche.ign.fr/labos/cogit/
- GeOxygene: http://oxygene-project.sourceforge.net/
- Email : mickael.brasebin@ign.fr

