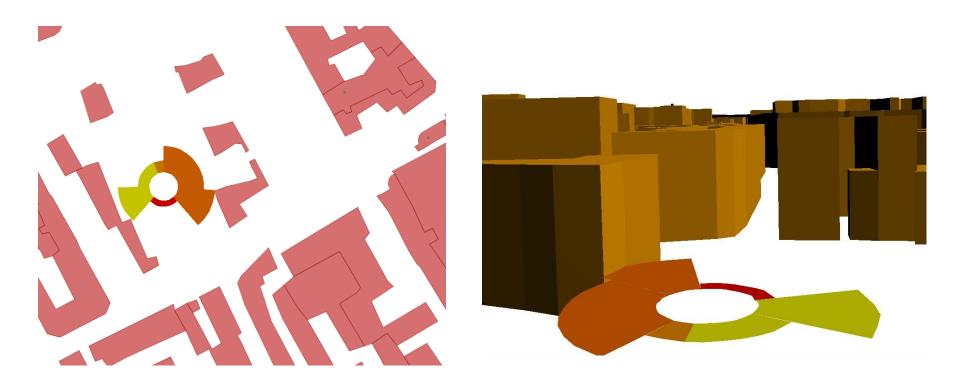
ENRICHING A 3D WORLD WITH SYNTHETIC AND VISIBLE INFORMATION ABOUT THE DISTRIBUTION OF POINTS OF INTEREST



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Context of the proposal

• Global approach

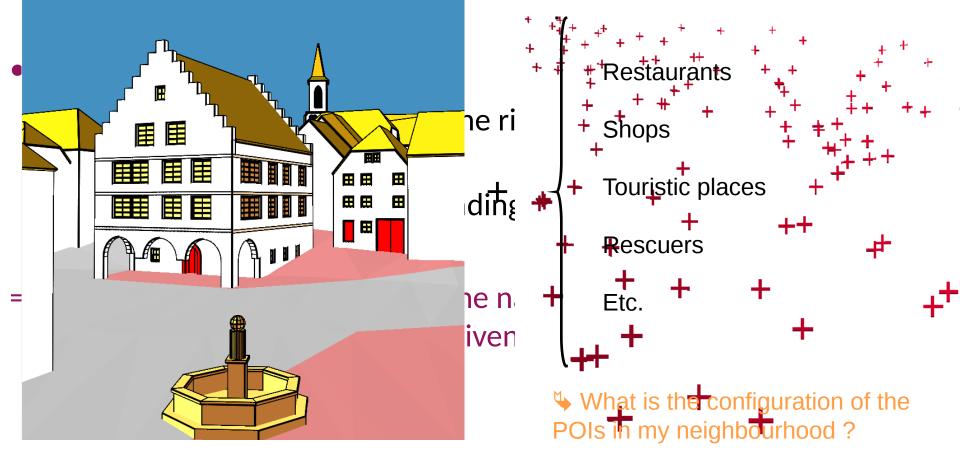
• Results

Conclusion and perspectives

### Context

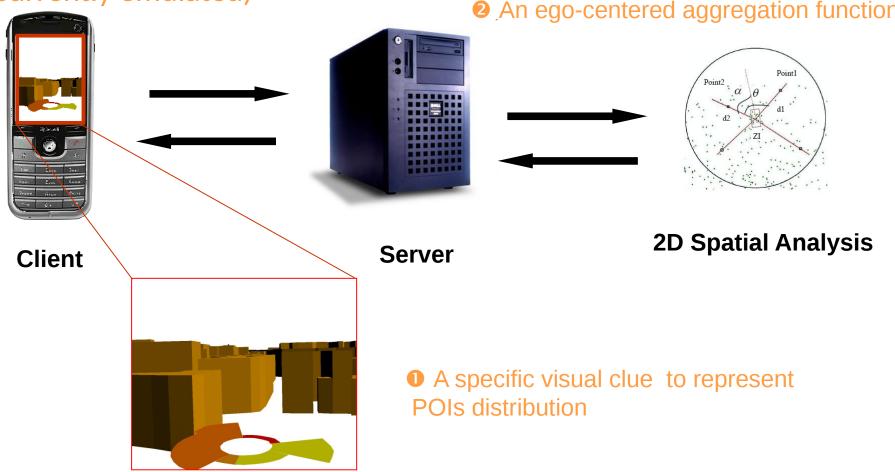


- Difficulties to navigate in a 3D world to find information
  - In a local view, the zone is often too small to know in which direction to pan the window





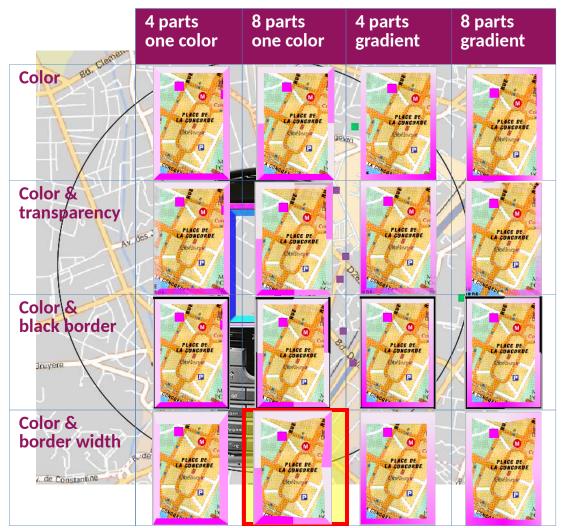
### • Schema of our proposition (Currently emulated)



# Clue to represent POIs distribution



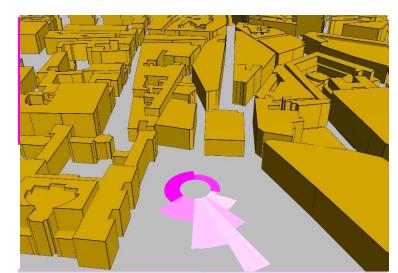
#### [Plaziřav, 2009]



- 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

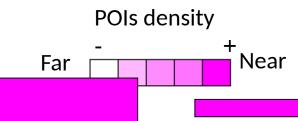


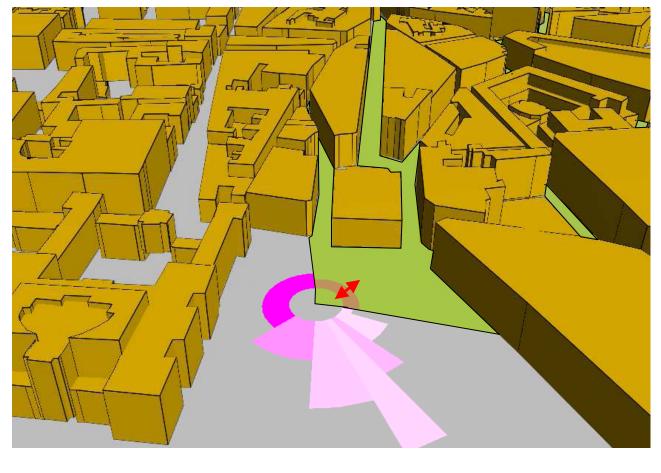




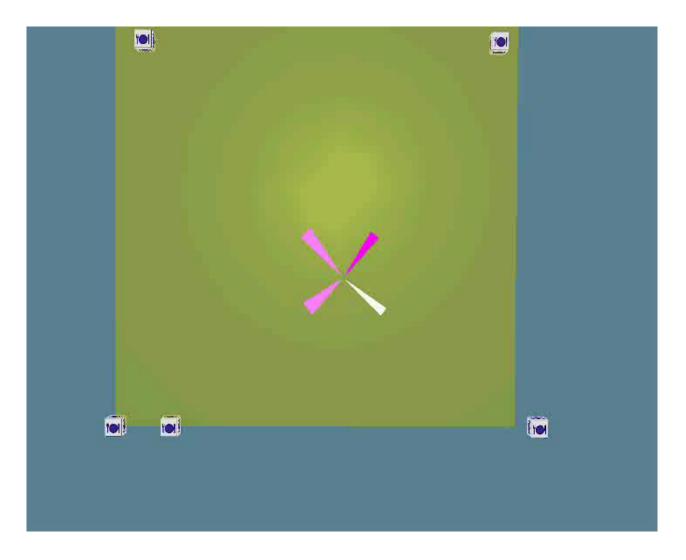


- 3 information
- Angle : direction of a group
- Width of a sector : mean distance to a group
- Lightness : density of POI in a direction









# 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

