A 3D topographic map of a mountainous region, rendered in a light beige color. The map shows various ridges, valleys, and peaks. A small white building model is placed on a ridge on the left side of the map. The background is a soft, out-of-focus grey.

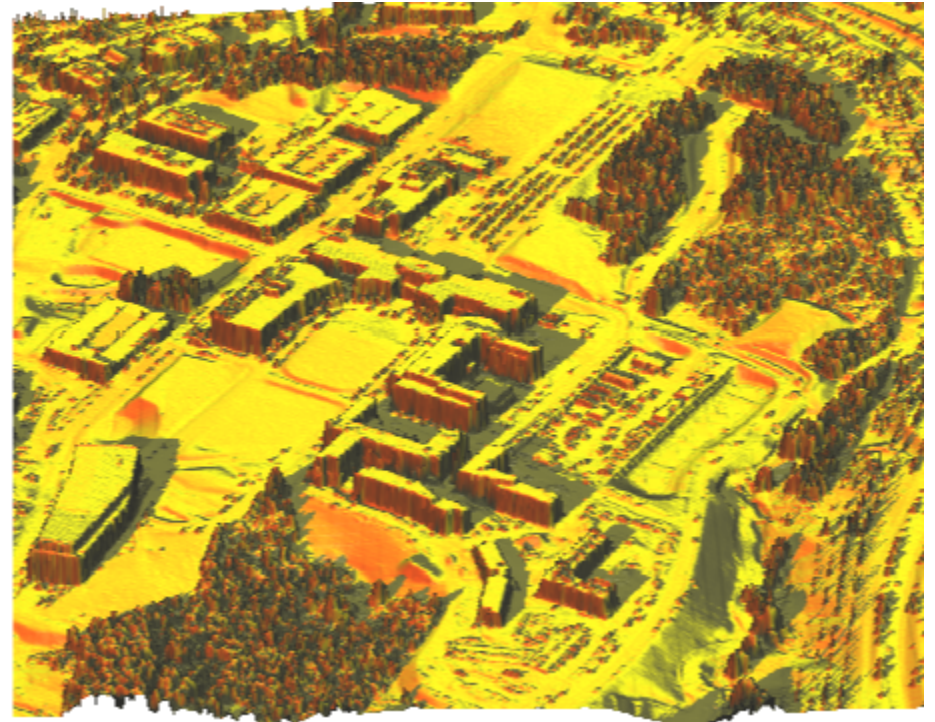
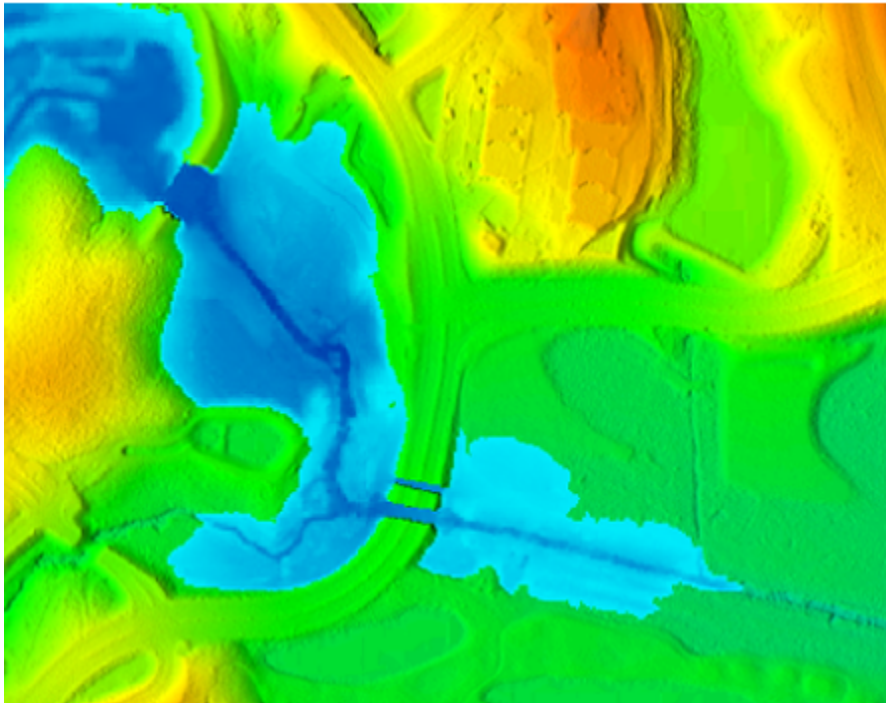
April 2015

Anna Petrasova

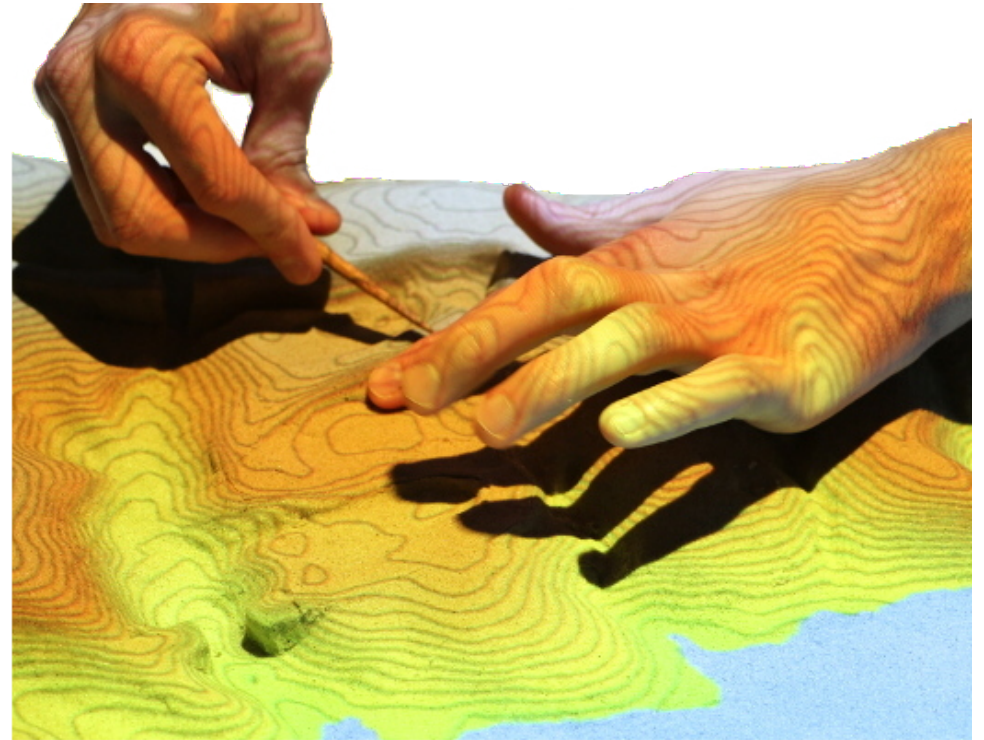
# Geospatial modeling with tangible interaction

# Topography as a driving force

Topography controls water flow, sediment transport, inundation, landslides, and determines solar irradiation



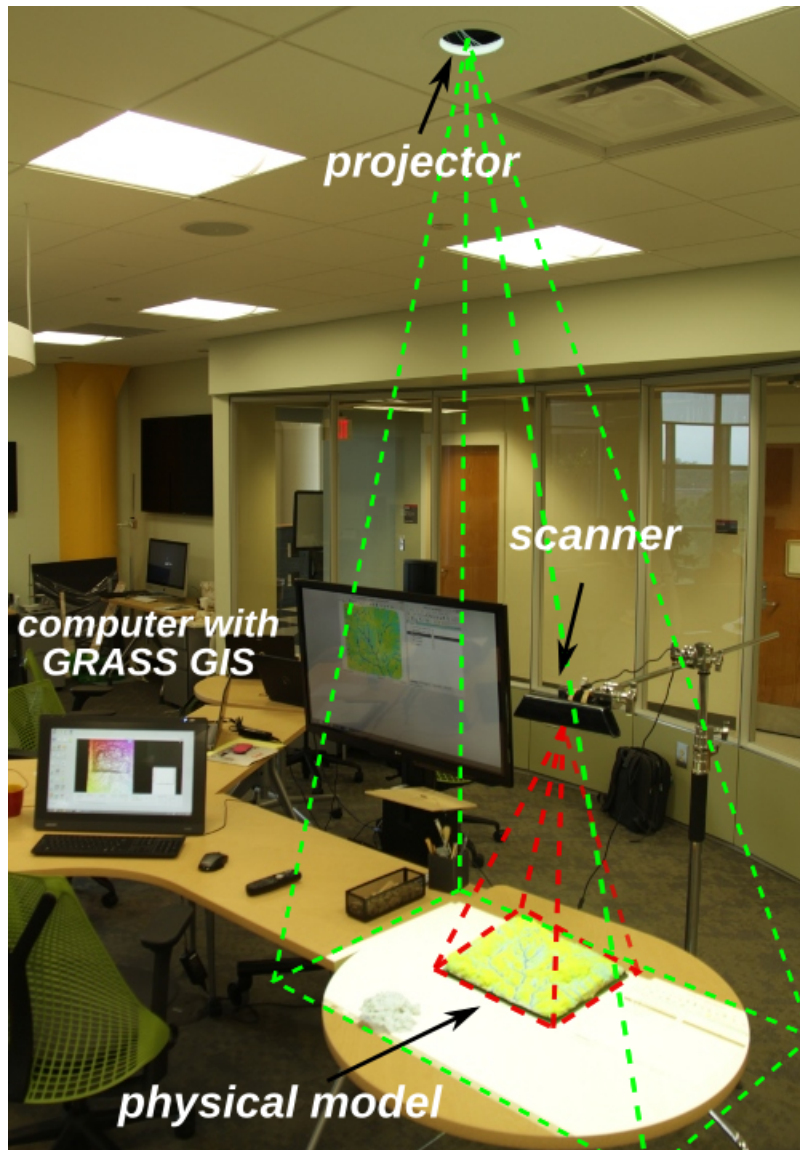
# Terrain modification



GUI vs. TUI



# Tangible Landscape



=

physical terrain model

+

scanner (Kinect)

+

projector

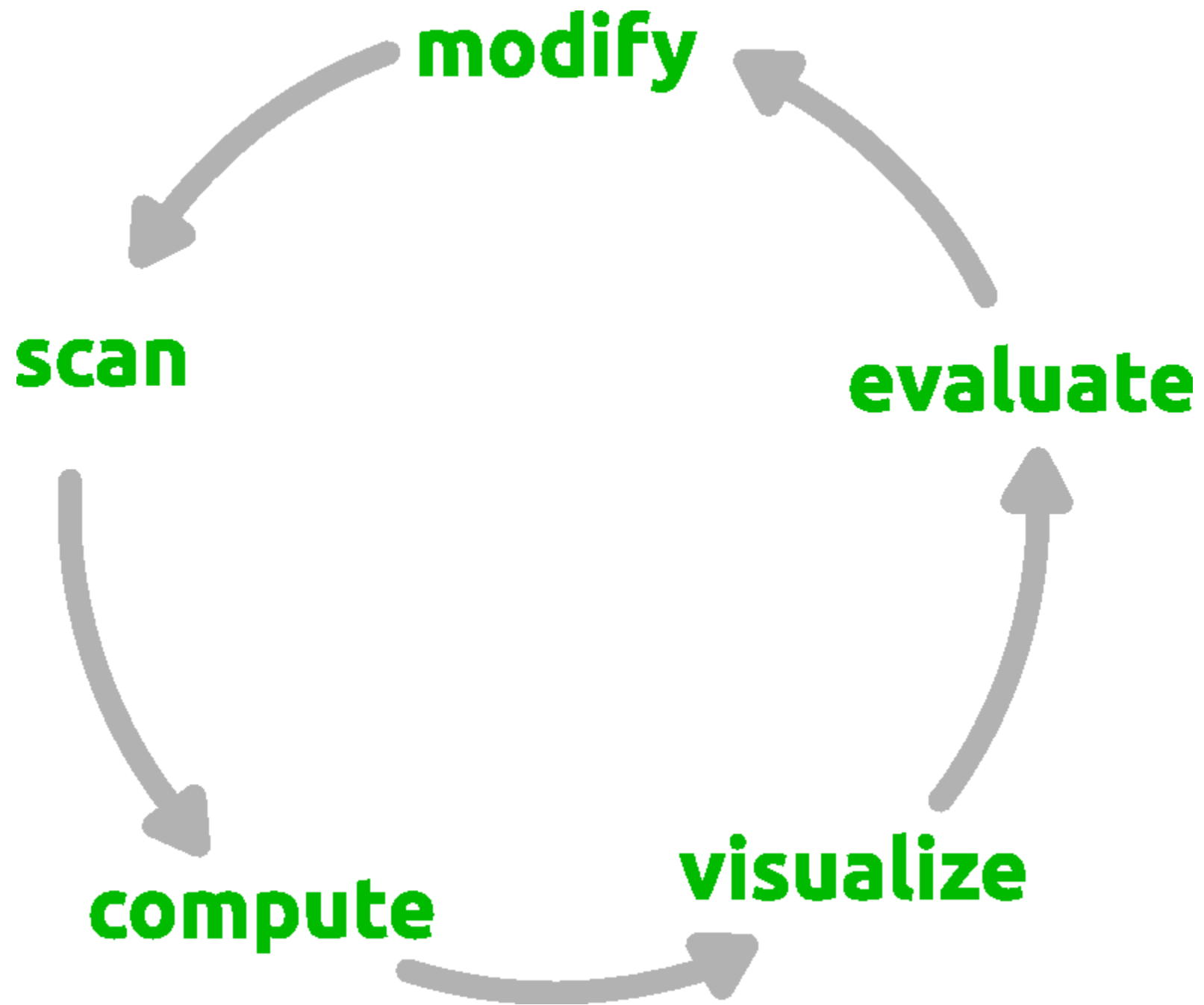
+

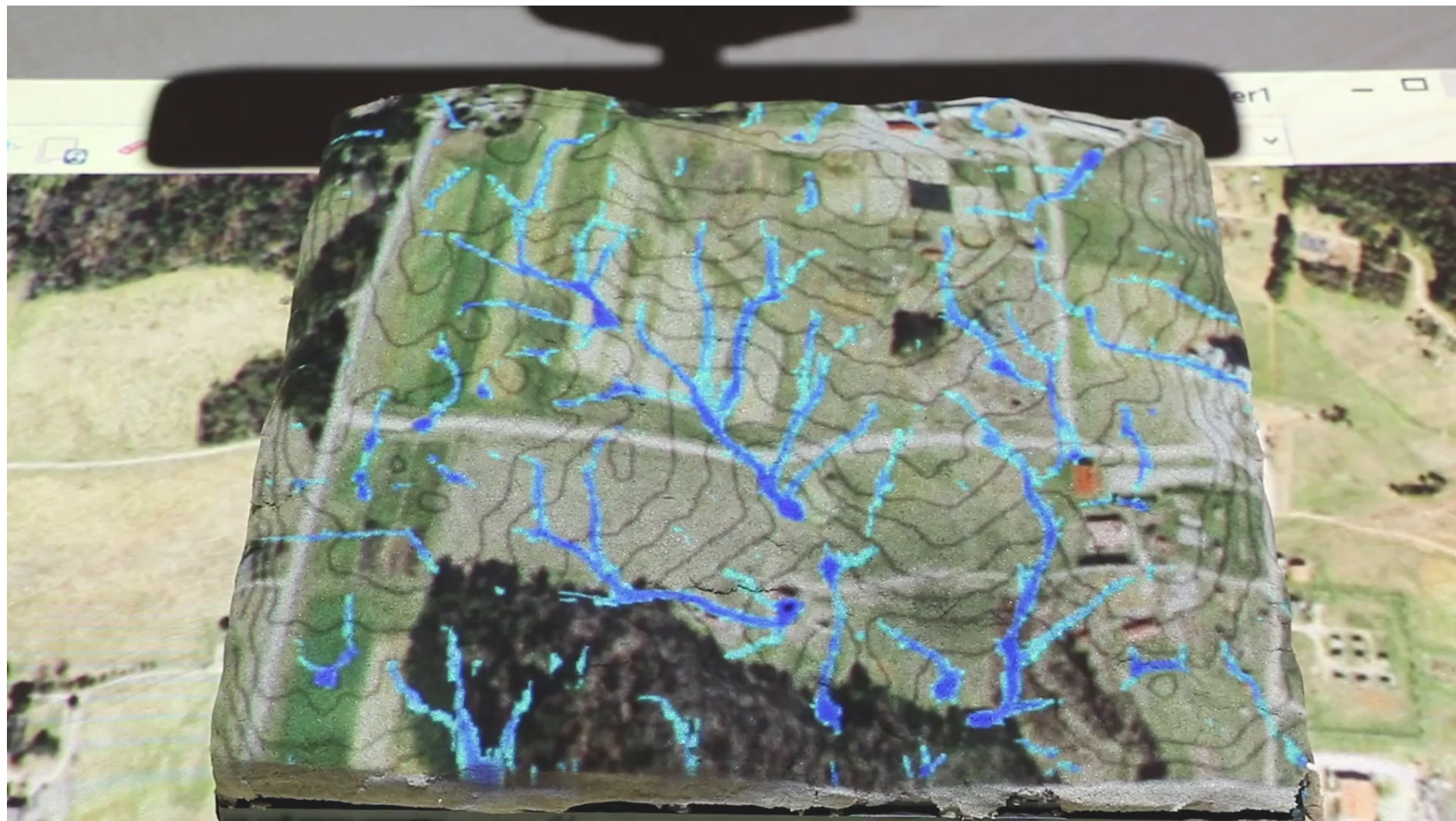
computer

+

GRASS GIS









# Lake Raleigh dam break





# Lake Raleigh dam break







Source: NCSU Libraries



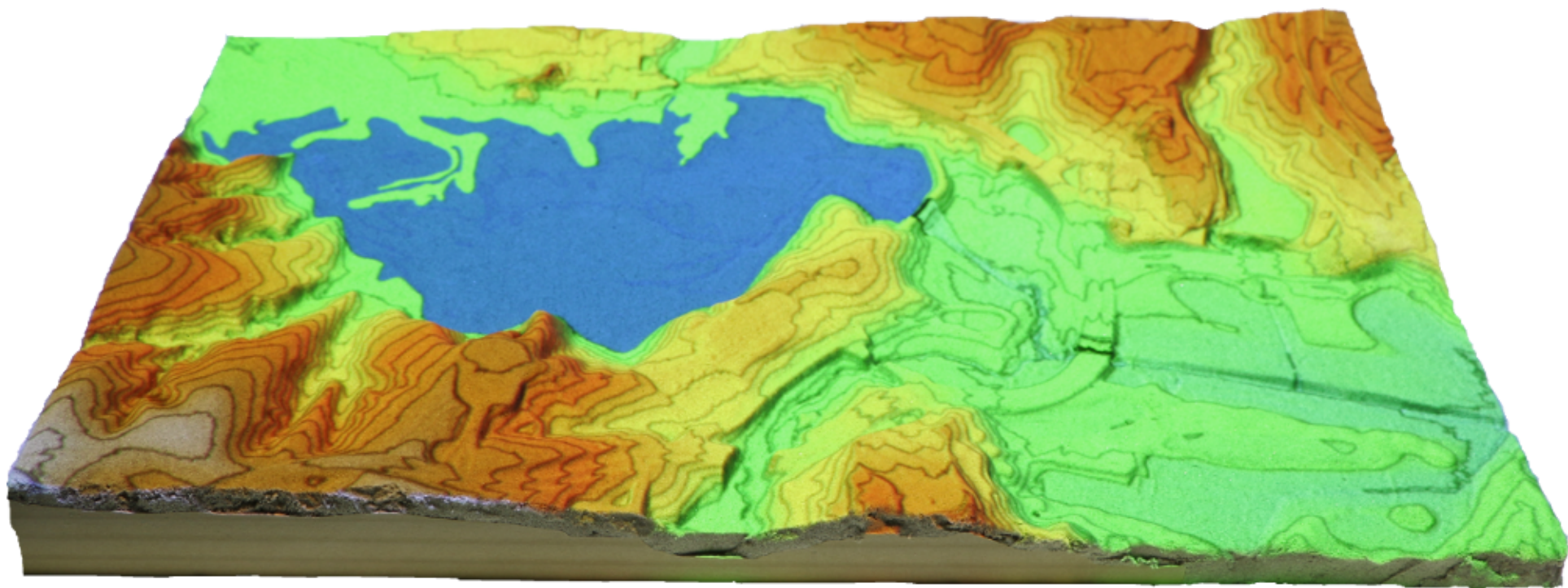
Simulation using module *r.damflood* implemented in GRASS GIS solving shallow water equations.

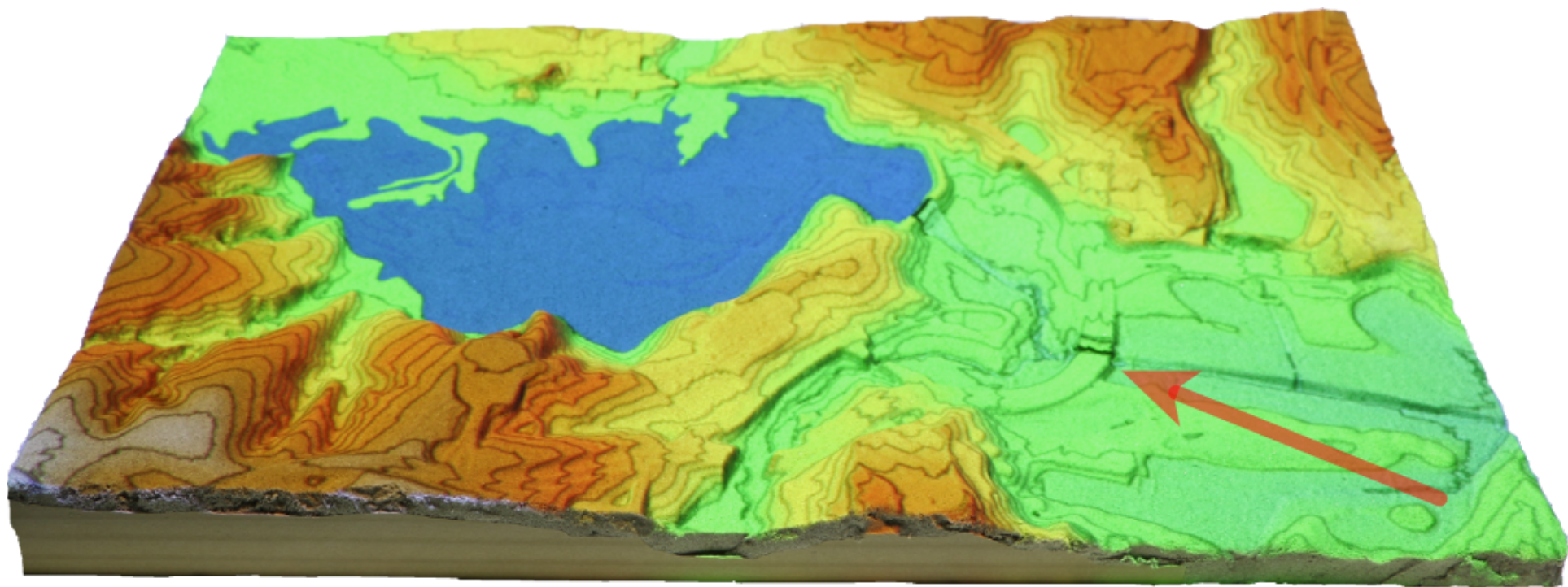
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*Cannata, M., & Marzocchi, R. (2012). Two-dimensional dam break flooding simulation: A GIS-embedded approach. Natural Hazards, 61(3), 1143–1159.*

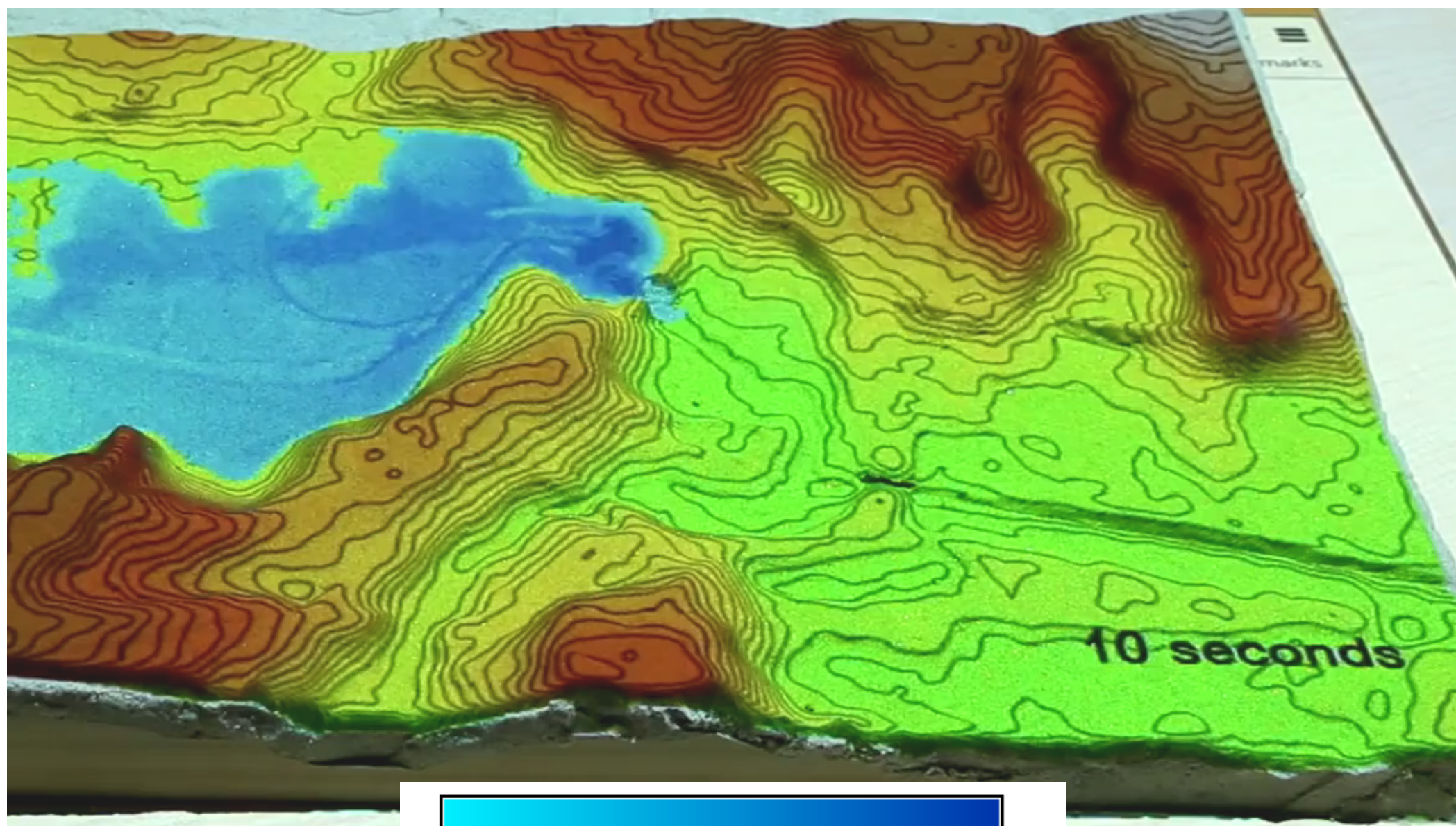
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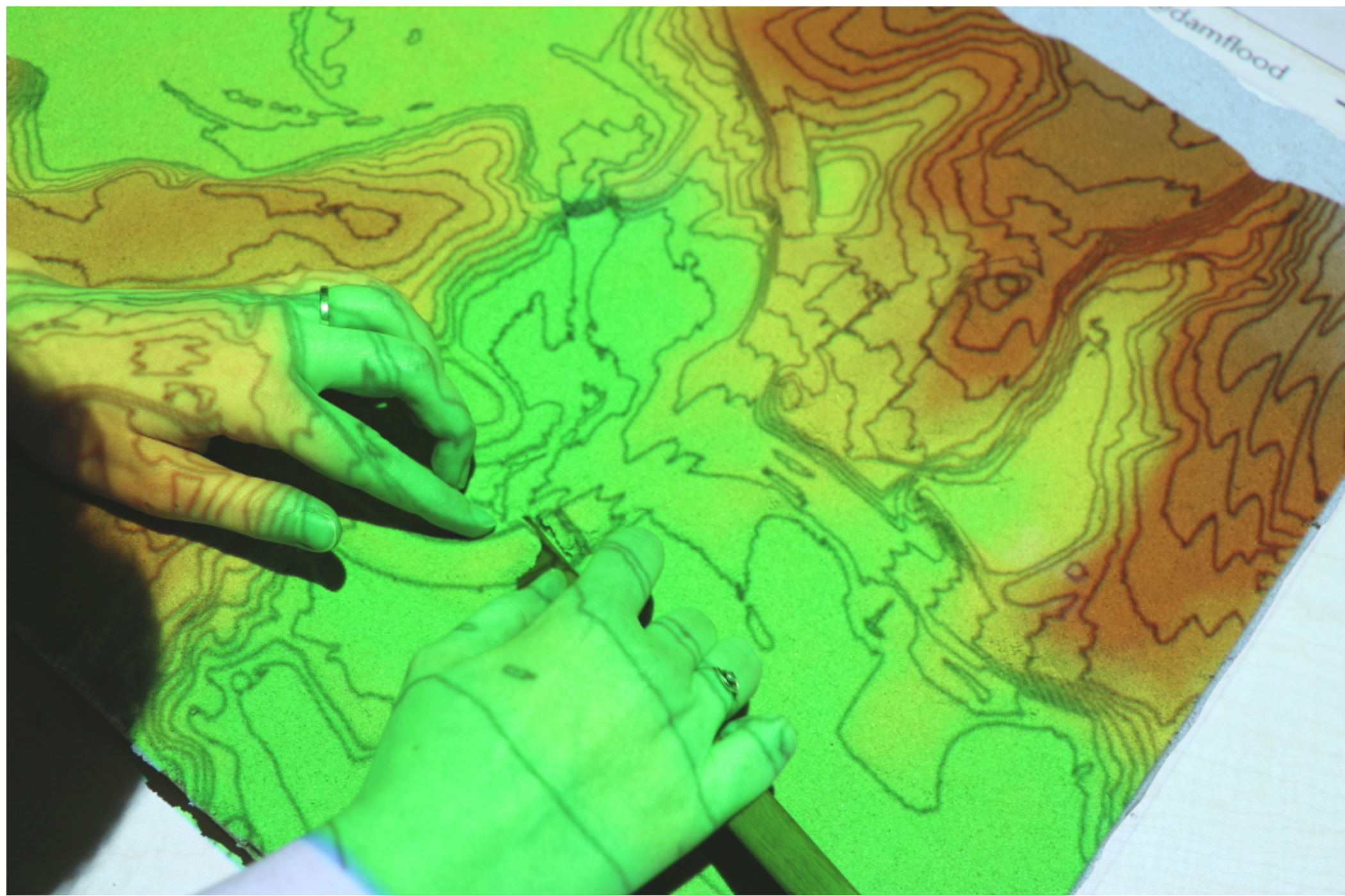




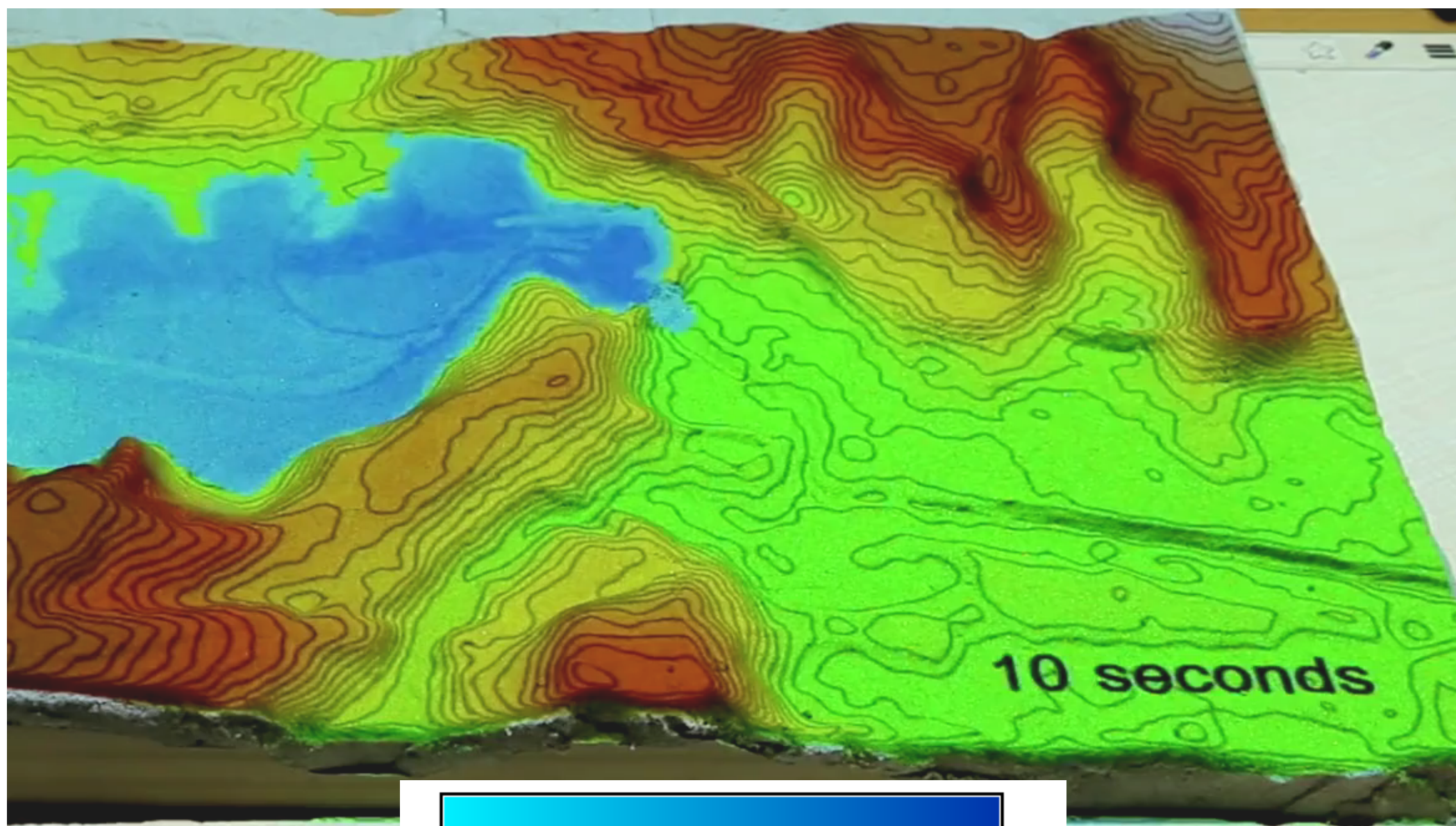


0.0 1.3 2.6 4.0 5.3 m



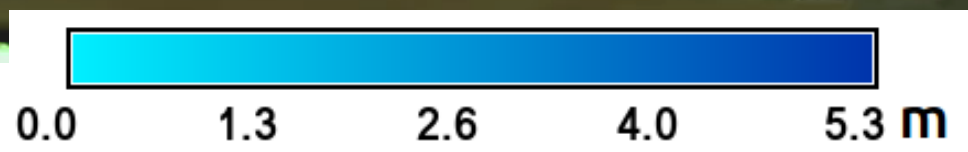
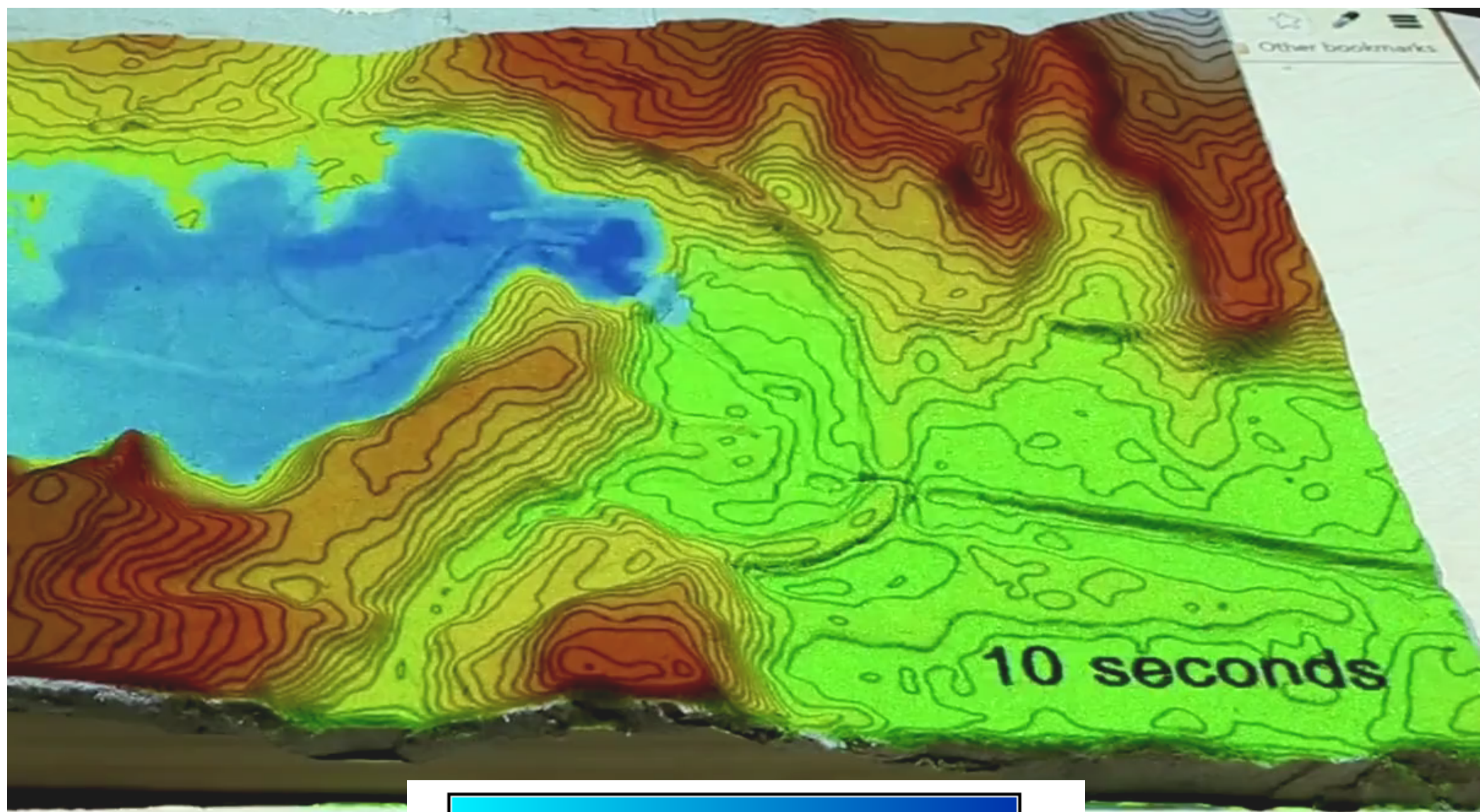






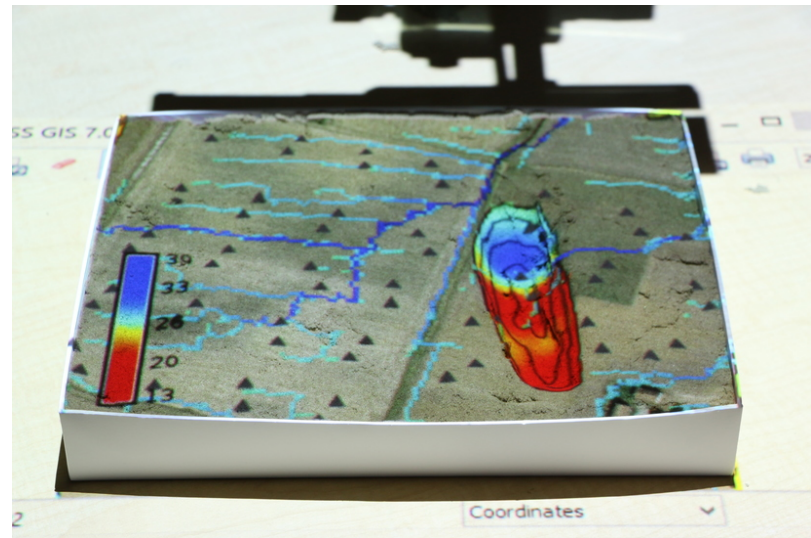
0.0 1.3 2.6 4.0 5.3 m

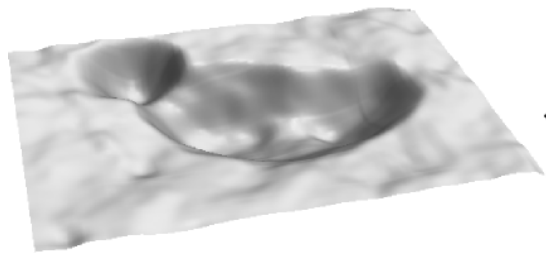






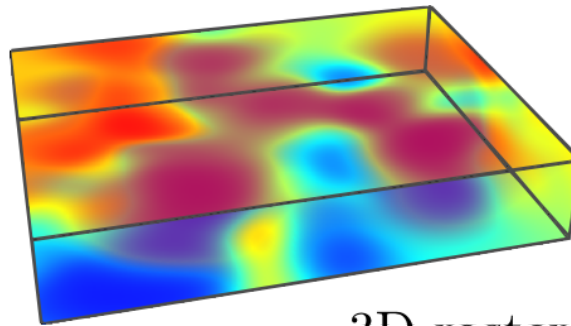
# Tangible exploration of subsurface data





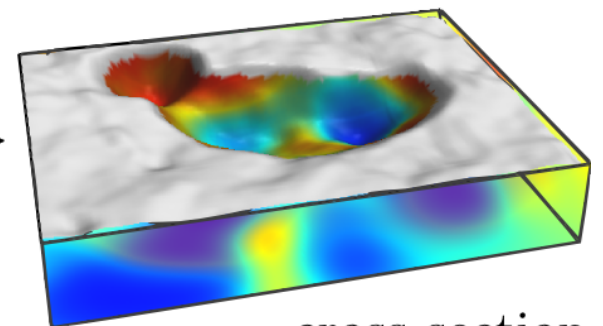
scanned surface

+



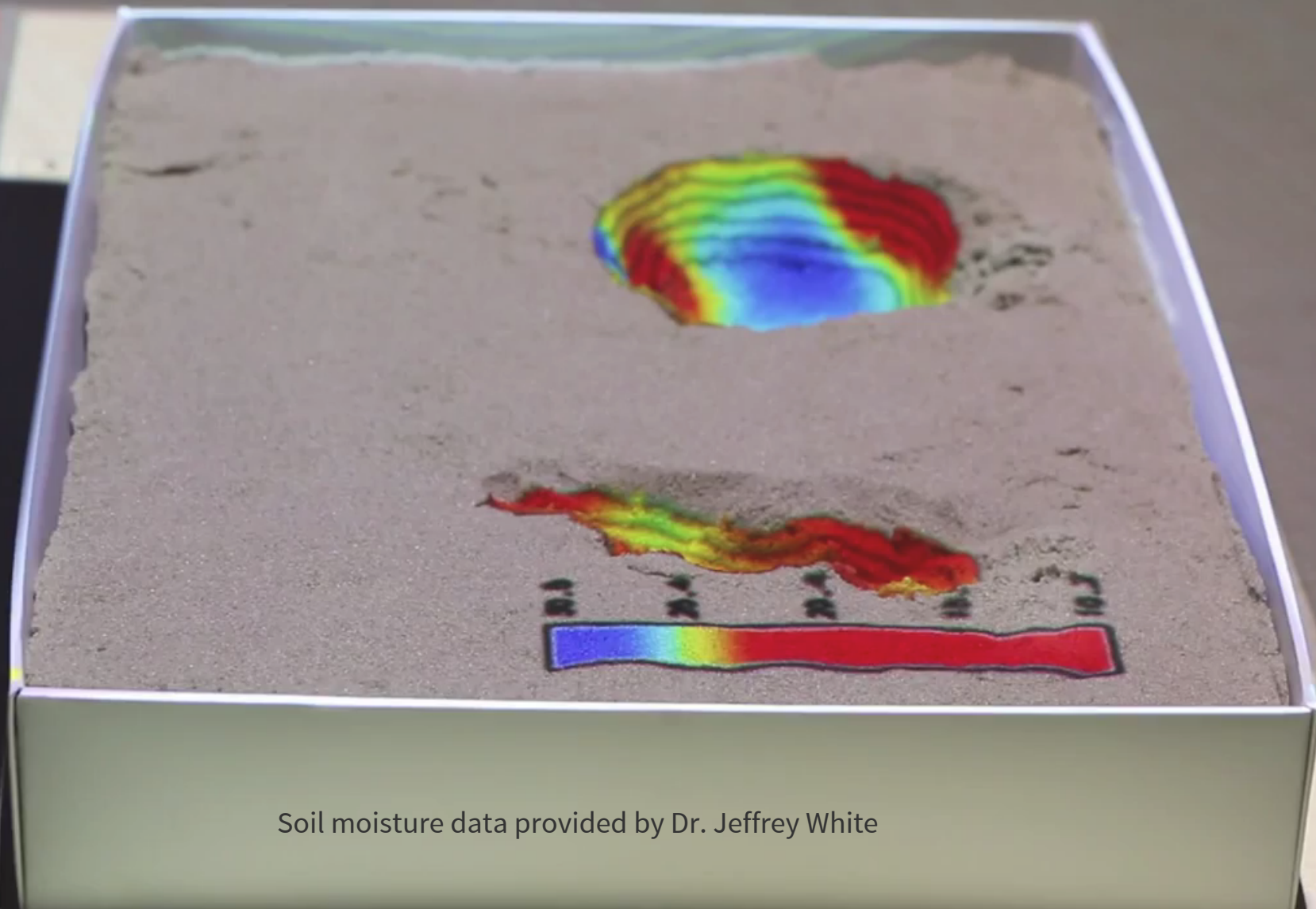
3D raster

$\Rightarrow$



cross section





Soil moisture data provided by Dr. Jeffrey White

# Applications

- intuitive 3D sketching for design and planning
- collaborative, interdisciplinary and creative environment for decision making
- GIS education, explaining spatial concepts
- testing of algorithms for modeling land surface processes





THANK  
YOU

