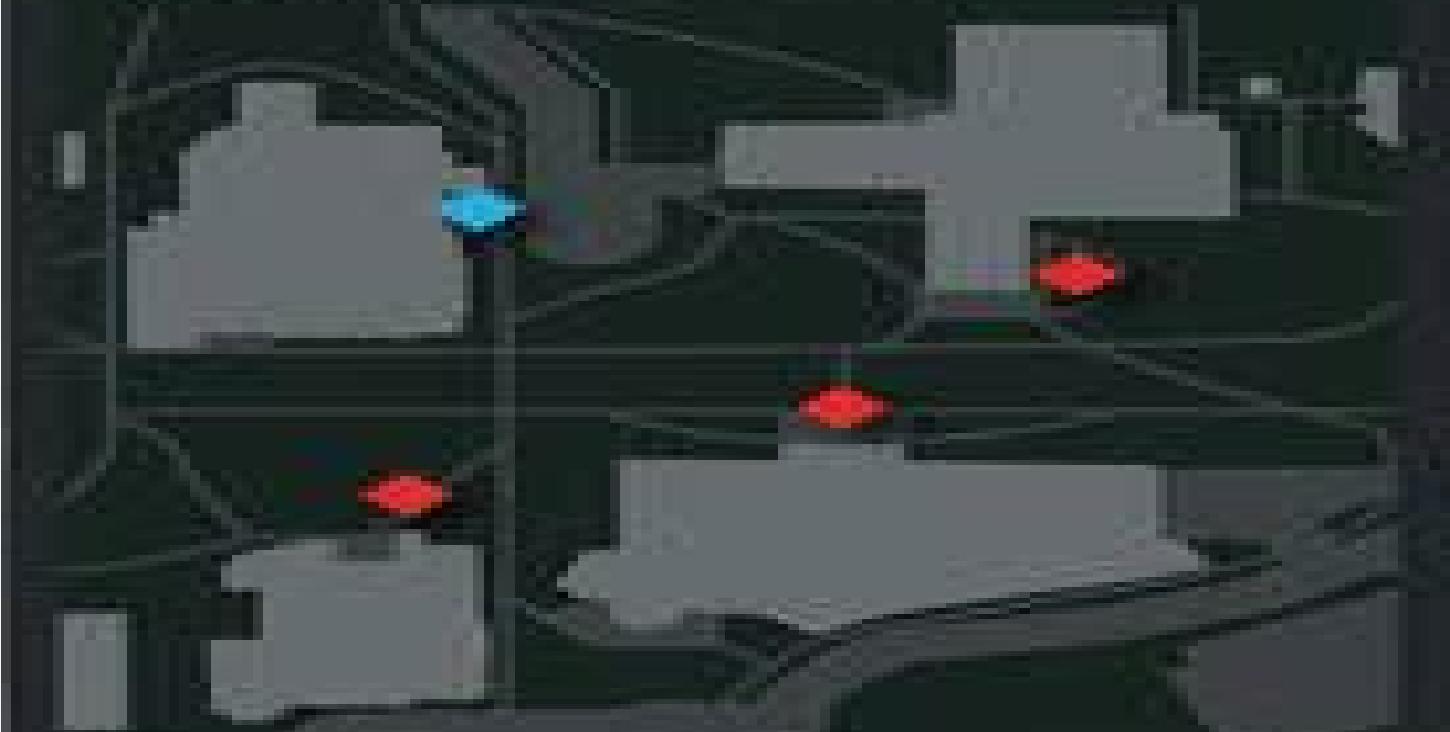


# Web Cartography

Map Design for Interactive  
and Mobile Devices



Tom Muehlenhaus



CRC Press

Taylor & Francis Group

# Web Cartography Web Cartography

**Songnian Li, Suzana Dragicevic, Bert  
Veenendaal**

## **Web Cartography**

**Web Cartography** Jan-Menno Kraak, Allan Brown, 2003-09-02 Maps and atlases are created as soon as information on our geography has been clarified. They are used to find directions or to get insight into spatial relations. They are produced and used both on paper as well as on screen. The Web is the new medium for spreading and using maps. This book explains the benefits of this medium from the perspective of **Web Cartography** Ian Muehlenhaus, 2013-12-10. Web mapping technologies continue to evolve at an incredible pace. Technology is but one facet of web map creation; however, map design aesthetics and user interactivity are equally important for effective map communication. From interactivity to graphical user interface design, from symbolization choices to animation and from layout to typeface, **Web Mapping Illustrated** Tyler Mitchell, 2005-06-17. With the help of the Internet and accompanying tools, creating and publishing online maps has become easier and richer with options. A city guide web site can use maps to show the location of restaurants, museums, and art venues. A business can post a map for reaching its offices. The state government can present a map showing average income by area. Developers who want to publish maps on the web often discover that commercial tools cost too much and hunting down the free tools scattered across Internet can use up too much of your time and resources. **Web Mapping Illustrated** shows you how to create maps even interactive maps with free tools including MapServer, OpenEV, GDAL, OGR, and PostGIS. It also explains how to find, collect, understand, use, and share mapping data both over the traditional Web and using OGC standard services like WFS and WMS. Mapping is a growing field that goes beyond collecting and analyzing GIS data. **Web Mapping Illustrated** shows how to combine free geographic data, GPS, and data management tools into one resource for your mapping information needs so you don't have to lose your way while searching for it. Remember the fun you had exploring the world with maps. Experience the fun again with **Web Mapping Illustrated**. This book will take you on a direct route to creating valuable maps.

**Introduction to Web Mapping** Michael Dorman, 2020-01-28. A web map is an interactive display of geographic information in the form of a web page that you can use to tell stories and answer questions. Web maps have numerous advantages over traditional mapping techniques such as the ability to display up to date or even real time information, easy distribution to end users, and highly customized interactive content. **Introduction to Web Mapping** teaches you how to develop online interactive web maps and web mapping applications using standard web technologies: HTML, CSS, and JavaScript. The core technologies are introduced in Chapters 1–5, focusing on the specific aspects which are most relevant to web mapping. Chapters 6–13 then implement the material and demonstrate key concepts for building and publishing interactive web maps. The book gives an introduction to fundamental web technologies: HTML, CSS, and JavaScript. It covers Leaflet, the popular open source JavaScript library for building web maps; describes the GeoJSON vector layer format; and the Ajax technique for loading data. It shows how spatial database APIs such as the CARTO platform can be combined with a web map to query and display large amounts of data. It introduces client side geoprocessing with the Turf.js JavaScript library for applying spatial operators in the browser.

Demonstrates a complex web mapping application for collecting crowdsourced data combining Leaflet CARTO and the Leaflet draw plugin Goes over 69 complete code examples and includes 9 solved exercises for building web maps and web pages downloadable code is provided in the online supplement The book is intended for beginners with no background in web technologies or programming Nevertheless some prior experience with computers and programming is beneficial The book can be used for self study or as a textbook in a standard undergraduate Web mapping course in a Geography department intended for students specializing in Geographic Information Systems GIS *Web Cartography* Jan-Menno Kraak, Allan Brown, 2001 The website <http://kartoweb.itc.nl/webcartography> webbook accompanies the book It provides a dynamic environment for demonstrating many of the principles set out in the text and includes access to a basic course on Web Cartography The book and website provide a text for students and professionals in the fields of cartography and GIS

**Modern Web Cartography** Patrick Marie, 2026-02-06 Modern Web Cartography is your ultimate guide to practical web maps using open source tools with a particular focus on OpenStreetMap OSM and its rich ecosystem In an era where maps are embedded in virtually every digital service from navigation apps to data dashboards understanding how to build and customize them is more valuable than ever While proprietary solutions like Google Maps dominate the market open source alternatives offer greater flexibility transparency and control over data OSM is at the forefront of this movement supported by a growing community and a variety of powerful tools such as Overpass for data extraction Nominatim for geocoding Leaflet for browser based map rendering and Folium for map creation in Python This book is structured to build knowledge progressively Early chapters introduce OSM and its data model then move on to APIs and tools for querying and retrieving map data Readers learn to create maps both in the browser using JavaScript and Leaflet and on the server using Python and Folium Advanced sections demonstrate how to integrate multiple tools combining Overpass data queries Nominatim geocoding and OSRM routing into cohesive web applications Code examples and hands on exercises anchor theoretical concepts in real world applications As more organizations and individual developers look for alternatives to commercial platforms the skills taught in this book are relevant and empowering leaving readers with the confidence and ability to build robust customized mapping applications without vendor lock in and at zero cost You Will Learn to develop interactive web maps Explore how to integrate geospatial services into web applications Build complete open source mapping workflows Gain the ability to prototype test and deploy custom cartographic applications This Book is For Developers looking to add mapping features to web applications Data analysts and GIS enthusiasts interested in open source spatial data Educators and students learning about geospatial technology through practical projects Tech savvy hobbyists who want to experiment with mapping tools outside of commercial platforms **Web Cartography with Web Standards**, 2015 Designing maps that deliver a positive user experience is among the highest goals for both educators and practitioners of Cartography Web cartographers successfully have paired the traditional focus within Cartography on representation design with tenets of

interaction design drawn from the fields of Human Computer Interaction and Usability Engineering Yet good web map design requires an understanding of the available technologies suited for the job as well as the technical skills needed to implement these technologies In this sense development must serve design Unfortunately the technical demands of development can impede good web map design particularly for students at a novice level or those lacking a strong programming background This dissertation addressed this problem by researching how we learn practice and teach web mapping within the current web development environment

**Web Cartography** Jan-Menno Kraak, Allan Brown, 2003-09-02 Maps and atlases are created as soon as information on our geography has been clarified They are used to find directions or to get insight into spatial relations They are produced and used both on paper as well as on screen The Web is the new medium for spreading and using maps This book explains the benefits of this medium from the perspective of the user and the map provider Opportunities and pitfalls are illustrated by a set of case studies A website accompanies the book and provides a dynamic environment for demonstrating many of the principles set out in the text including access to a basic course in Internet cartography as well as links to other interesting places on the Web Professor Kraak looks at basic questions such as I have this data what can I do with it and discusses the various functions of maps on the web Web Cartography also looks at the particularities of multidimensional web maps and addresses topics such as map contents colour text and symbols map physics size and resolution and the map environment interface design site contents

*Web Cartography* Ian Muehlenhaus, 2013-12-10 Web mapping technologies continue to evolve at an incredible pace Technology is but one facet of web map creation however Map design aesthetics and user interactivity are equally important for effective map communication From interactivity to graphical user interface design from symbolization choices to animation and from layout to typeface and color selection Web Cartography offers the first comprehensive overview and guide for designing beautiful and effective web maps for a variety of devices Written for those with a basic understanding of mapmaking but who may not have an in depth knowledge of web design this book explains how to create effective interaction animation and layouts for maps in online and mobile platforms Concept driven this reference emphasizes cartographic principles for web and mobile map design over specific software techniques It focuses on key design concepts that will remain true regardless of software technologies used The book is supplemented with a website providing links to stellar web maps video tutorials and lectures do it yourself labs map critique exercises and links to others tutorials Approachable clear and concise the book provides a nontechnical approachable guide to map design for the web It provides best practices for map communication based on spatial data visualization and graphic design theory By carefully avoiding overly technical jargon it provides a solid launching pad from which students practitioners and innovators can begin to design aesthetically pleasing and intuitive web maps

**International Perspectives on Maps and the Internet** Michael P Peterson, 2008-02-12 1 International Perspectives on Maps and the Internet An Introduction Michael P Peterson 3 2 Delivering geospatial information with Web 2.0 William

Cartwright 11 3 Map design for the Internet Bernhard Jenny Helen Jenny Stefan R ber 31 4 Web Cartography and the Dissemination of Cartographic Information about Coastal Inundation and Sea Level Rise Mark Monmonier 49 5 An Elastic Map System with Cognitive Map based Operations Naohisa Takahashi 73 1 International Perspectives on Maps and the Internet An Introduction Michael P Peterson 1 1 Introduction The Mosaic browser the rst to support graphics was introduced in 1993 and at some point during that year the rst map was transmitted through the Internet to a web page Little notice was taken of the rst web map but the development of Internet cartography since has been nothing but remarkable The new medium of communication changed maps from static entities on paper to dynamic products of interaction Millions of maps are now created by servers every hour and transmitted through the Internet When we need to nd a place or nd out about a place we turn immediately to these servers through the Internet In a few short years the World Wide Web has transformed the Internet into the primary medium for the dissemination of spatial information in the form of maps

### **Web Cartography** M. J.

Kraak, Allan Brown, 2001

**Online Maps with APIs and WebServices** Michael P Peterson, 2012-03-30 The Internet has become the major form of map delivery The current presentation of maps is based on the use of online services This session examines developments related to online methods of map delivery particularly Application Programmer Interfaces APIs and MapServices in general including Google Maps API and similar services Map mashups have had a major impact on how spatial information is presented The advantage of using a major online mapping site is that the maps represent a common and recognizable representation of the world Overlaying features on top of these maps provides a frame of reference for the map user A particular advantage for thematic mapping is the ability to spatially reference thematic data

### **Building Web**

**Maps and Apps with ArcGIS Online** Gisp David W. Allen, 2020-06-02 Training workbook on the software package ArcGIS Online The lessons go through how to develop web based mapping and user apps as well as field data collection apps The focus is on mapping for disaster response but the techniques can be applied to any discipline

### **How to Make Maps** Peter

Anthamatten, 2020-12-27 The goal of How to Make Maps is to equip readers with the foundational knowledge of concepts they need to conceive design and produce maps in a legible clear and coherent manner drawing from both classical and modern theory in cartography This book is appropriate for graduate and undergraduate students who are beginning a course of study in geospatial sciences or who wish to begin producing their own maps While the book assumes no a priori knowledge or experience with geospatial software it may also serve GIS analysts and technicians who wish to explore the principles of cartographic design The first part of the book explores the key decisions behind every map with the aim of providing the reader with a solid foundation in fundamental cartography concepts Chapters 1 through 3 review foundational mapping concepts and some of the decisions that are a part of every map This is followed by a discussion of the guiding principles of cartographic design in Chapter 4 how to start thinking about putting a map together in an effective and legible form Chapter 5 covers map projections the process of converting the curved earth's surface into a flat representation appropriate for

mapping Chapters 6 and 7 discuss the use of text and color respectively Chapter 8 reviews trends in modern cartography to summarize some of the ways the discipline is changing due to new forms of cartographic media that include 3D representations animated cartography and mobile cartography Chapter 9 provides a literature review of the scholarship in cartography The final component of the book shifts to applied technical concepts important to cartographic production covering data quality concepts and the acquisition of geospatial data sources Chapter 10 and an overview of software applications particularly relevant to modern cartography production GIS and graphics software Chapter 11 Chapter 12 concludes the book with examples of real world cartography projects discussing the planning data collection and design process that lead to the final map products This book aspires to introduce readers to the foundational concepts both theoretical and applied they need to start the actual work of making maps The accompanying website offers hands on exercises to guide readers through the production of a map from conception through to the final version as well as

PowerPoint slides that accompany the text [Web Mapping and Geospatial Web Services](#) Emmanuel Stefanakis, 2015-07-10 Web Mapping and the Geospatial Web is a fast evolving area in Cartography and Geomatics This textbook provides an introduction to both the theoretical and practical issues related to the dissemination of map and geographic content on the web as well as the development of map mashups and geospatial web services

### **Web-Mapping mit Open**

**Source-GIS-Tools** Tyler Mitchell, Astrid Emde, Arnulf Christl, 2008 Lang ist Web Mapping das Bereitstellen von Kartendiensten im Internet nicht mehr nur ein Thema der eingeschworenen GIS Community die Online Kartografie ist auch auf reges Interesse einer breit gestreuten Nutzer und Webentwickler Gemeinde Doch gute umfassende Anleitungen für das Aufbereiten von Geodaten sind rar Web Mapping mit Open Source GIS Tools zeigt Ihnen anschaulich wie Sie mit frei verfügbaren Werkzeugen interaktive Karten erstellen können und wie Sie sie gekonnt auf Ihrer Website präsentieren Werden Sie selbst zum Kartenautor Tyler Mitchell beschreibt einen vollständigen Entwicklungszyklus für interaktive Karten Sie erfahren wo Sie Geodaten finden wie Sie sie analysieren konvertieren visualisieren und speichern und wie Sie Karten mithilfe der standardisierten Webdienste OGC WMS und OGC WFS generieren können Sehr gut nachvollziehbare Erläuterungen und viele Beispiele bringen Sie dabei auf direktem Weg zu Ihren eigenen digitalen Karten Ihr Open Source Werkzeugkasten für Geodaten Dieses Buch stellt zahlreiche Open Source Werkzeuge für die Verarbeitung von Geodaten vor unter anderem UMN MapServer Quantum GIS GDAL OGR OpenLayers Mapbender und PostgreSQL PostGIS Es zeigt Ihnen wie Sie diese Tools optimal nutzen und kombinieren können damit sie genau Ihren kartografischen Bedürfnissen entsprechen Es richtet sich dabei an Einsteiger in die GIS Welt lässt Sie aber auch tiefer in fortgeschrittene Themen eintauchen Für die deutsche Ausgabe wurde das Buch von Astrid Emde und Arnulf Christl von der WhereGroup umfassend aktualisiert und deutlich erweitert Inhalt der CD ROM Die beiliegende Live CD WebGIS rlp beinhaltet viele der im Buch beschriebenen Tools sowie für umfliche Testdaten Mithilfe der CD können Sie die beschriebenen Programme und bungen direkt ausprobieren Sie wurde von der

Initiative zum Aufbau der Geodateninfrastruktur Rheinland Pfalz erstellt Die Website zum Buch Unter <http://www.webmappingillustrated.com> finden Sie alle Codebeispiele aus diesem Buch sowie Beispieldaten und zahlreiche [n tzliche Links](#)  
[Advances in Web-based GIS, Mapping Services and Applications](#) Songnian Li,Suzana Dragicevic,Bert

Veenendaal,2011-05-09 Advances in Web based GIS Mapping Services and Applications is published as part of ISPRS WG IV 5 effort and aims at presenting 1 Recent technological advancements e g new developments under Web 2 0 map mashups neogeography and the like 2 Balanced theoretical discussions and technical implementations 3 Commentary on the current stage

**Participatory Mapping** Jean-Christophe Plantin,2014-07-09 This book is intended for applications of online digital mapping called mashups or composite application and to analyze the mapping practices in online socio technical controversies The hypothesis put forward is that the ability to create an online map accompanies the formation of online audience and provides support for a position in a debate on the Web The first part provides a study of the map a combination of map and statistical reason crosses between map theories and CIS theories recent developments in scanning the map from Geographic Information Systems GIS to Web map The second part is based on a corpus of twenty mashup maps and offers a techno semiotic analysis highlighting the thickness of the mediation they are in a process of communication on the Web Map as a device to make do is thus replaced through these stages of creation ranging from digital data in their viewing before describing the construction of the map as a tool for visual evidence in public debates and ending with an analysis of the delegation action against Internet users The third section provides an analysis of these mapping practices in the case study of the controversy over nuclear radiation following the accident at the Fukushima plant on March 11 2011 Techno semiotic method applied to this corpus of radiation map is supplemented by an analysis of web graphs derived from digital methods and graph theory accompanying the analysis of the previous steps maps creating Geiger data or retrieving files online but also their movement once maps are made

[The Geospatial Web](#) Arno Scharl,Klaus Tochtermann,2009-02-28 The most important attribute of geospatial platforms is their unique potential to aggregate a multitude of public and private geographic data sets providing access to data from government agencies industry and the general public NASA and other organizations have a wealth of planetary science data representing the output from thousands of satellites in earth orbit and from dozens of costly missions to other planets Benefits derived from both the data and visual interfaces to access the data represent a significant return on investment for the public Integrating geospatial data with semantic and collaborative Web technology multiplies the public benefits and represents the main focus of this book The user interfaces of geobrowsers are designed for the layperson giving conv ient access to all kinds of geographically referenced information Geobrowsers hide the technical details related to finding accessing and retrieving such information The daunting challenge of the Geospatial Web is to seamlessly integrate and display vastly different information modes Nowadays it is not enough to simply display a map of some region additional dynamic information modes need to be displayed and put into context from weather sensor

readings and live aerial video feeds to daily news updates photo collections and video archives  
**Geographic Information Science** ,2008

**Cartography and**

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