

## **Interactive Geospatial Visualization**

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### **Abstract**

Interactive Geospatial Visualization is a complex and fascinating field. Several closed and commercial solutions have found some uses, but they are limited in very many ways including input formats, output realism, and closed architecture. This presentation will demonstrate a completely Free and Open alternative – the Virtual Terrain Project software – which can produce a realistic realtime visualization from virtually any data, all with an easy-to-use GUI. Over the past 7 years, the VTP software has built up a highly international user base doing visualization for very diverse uses such as regional and city planning, forestry, engineering of power lines and undersea cables, rendering algorithm research, geographic education, protected area proposals, hurricane simulation, urban renewal, and public outreach. The demonstration will begin at the global view, proceeding all the way down to street level, highlighting the many features of the VTP including water surfaces, trees, procedural roads and buildings, 3D GIS entities, dynamic simulation such as vehicles, bathymetric visualization, rapid construction of realistic features, visual feature editing, and much more as time allows.

Topic or Session Area: Visualization, Virtual Globes, Interoperability, 3D rendering, Standards, Community and Regional development, Education

Technical Requirements: Any XP machine with a reasonably recent/fast 3D card, on which I can install the VTP software (takes only a few minutes to install).