

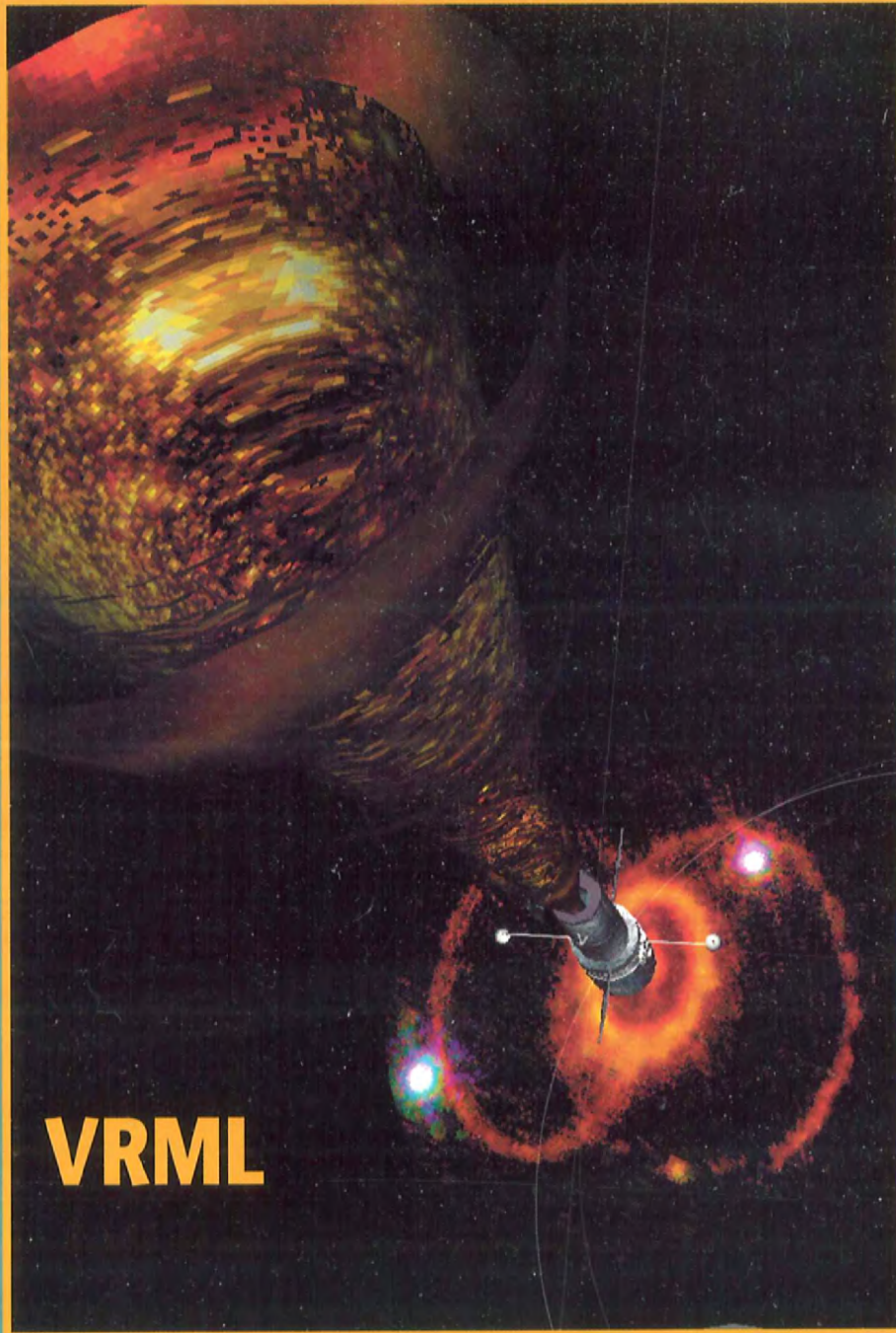
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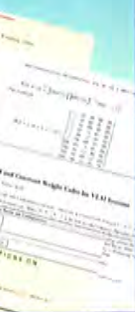
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<http://computer.org/cga>

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Submissions: Please submit seven copies of all articles to Alkenia Winston, magazine assistant, IEEE Computer Society, 10662 Los Vaqueros Circle, Los Alamitos, CA 90720. Submit proposals for special issues to Michael Rhodes, mrhodes@odsus.nj.com. All submissions are subject to editing for style, clarity, and space considerations. An author's guide is available from the Web, publications office, or by e-mail from awinston@computer.org.

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Circulation: IEEE Computer Graphics and Applications (ISSN 0272-1716) is published bimonthly by the IEEE Computer Society. IEEE Headquarters: Three Park Ave., 17th Floor, New York, NY 10016-5997. IEEE Computer Society Headquarters: 1730 Massachusetts Ave., Washington, DC 20036-1903. IEEE Computer Society Publications Office: 10662 Los Vaqueros Circle, PO Box 3014, Los Alamitos, CA 90720; (714) 821-8380. Annual subscription: \$34 in addition to any IEEE group or society dues. Members of other technical organizations: \$90. Nonmember subscription rates are available on request. Back issues: members, \$10; nonmembers, \$20. This journal is also available in microfiche form and on the Web.

Postmaster: Send address changes and undelivered copies to IEEE Computer Graphics and Applications, IEEE Computer Society, 10662 Los Vaqueros Circle, PO Box 3014, Los Alamitos, CA 90720. Periodicals postage is paid at New York, NY, and at additional mailing offices. Canadian GST #125634188. Canada Post International Publications Mail Product (Canadian Distribution) Sales Agreement #0487848. Printed in USA.

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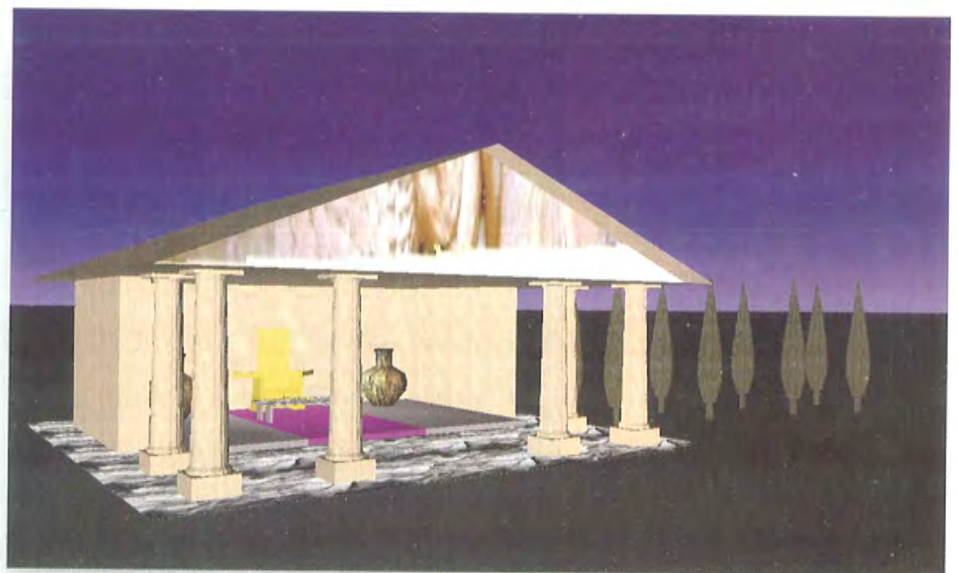
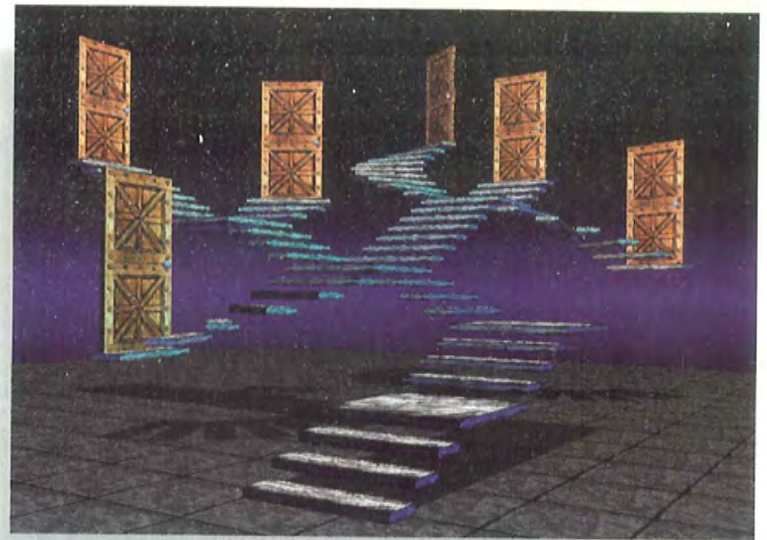
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TerraVision II: Visualizing Massive Terrain Databases in VRML

To disseminate 3D maps and spatial data over the Web, we designed massive terrain data sets accessible through either a VRML browser or the customized TerraVision II browser.

Researchers have increasingly turned to Virtual Reality Modeling Language (VRML) to represent geographic information. In VRML's early days, the result was a few toy examples that did not scale well, such as coarse, single-resolution elevation grids. Today, VRML is drawing more serious interest from researchers across the spectrum, including geographers, cartographers, geologists, and computer scientists, as the sidebar "Related Work" describes. As Theresa-Marie Rhyne noted, geographic information system (GIS) and scientific visualization tools have begun to expand into each other's

domains,¹ and VRML offers cartographers and geographers the potential to disseminate 3D maps and spatial data over the World Wide Web. However, to date we have not seen useful large-scale VRML geographic databases.

Martin Reddy, Yvan Leclerc, Lee Iverson,
and Nat Bletter
SRI International

We aim to enable visualization of near photorealistic 3D models of terrain that can be on the order of hundreds of gigabytes. This might include different types of terrain imagery for particular regions, as well as site models and auxiliary information for ground features.

The following scenario indicates the capabilities required. Say a user wants to find a particular building in a particular city. Her journey begins with a 3D model of the earth viewed from space. This model is texture-mapped with satellite imagery of 100 kilometers resolution—that is, each pixel in the texture map represents a region on the planet's surface covering 100 km². To find the city, the user first rotates the earth to view the

target region in the region, higher resolution imagery, are produced until she is "flying" to one-meter resolution rain, alternative photographs; the top of the terrain up area, 3D models the user clicks on played in a separate method, the user out the navigation an active map into landscape being viewed. In setting out to find four principal

Related Work

Currently, interesting and significant work addresses the problem of representing geographic data in VRML. In the earth sciences, Kate Moore described the work of the Virtual Field Course (VFC) project,¹ which is developing software tools to familiarize students with fieldwork locations and aid data collection and analysis. The VFC project uses VRML and Java to provide interactive 2D and 3D views of geo-referenced data to enhance students' cognition of the real environment.

The US Naval Postgraduate School is currently working on a project to develop a 3D model of the Monterey Bay National Marine Sanctuary. They aim to create a VRML representation of the sanctuary based on raw bathymetry (below sea level) data for a 2.5 × 2.5 degree region of the bay. Their representation uses multiresolution techniques to deliver these large data amounts over a 28K modem connection.

Michael Abernathy and Sam Shaw described their work using VRML to visualize the course for a 197-mile relay race through the San Francisco Bay Area.² They did this using standard US Geological Survey (USGS) 7.5 arc min digital elevation models (DEMs) for the terrain geometry with geo-referenced satellite imagery draped over the terrain. Their system also used Global Positioning System (GPS) input to create a line segment showing the race's course over the VRML terrain.

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1. K. Moore, "Interactive Virtual Environments for Fieldwork," *British Cartographic Society Annual Symp.*, 1997; available at <http://www.geog.le.ac.uk/mek/VirtEnv.htm>.
2. M. Abernathy and S. Shaw, "Integrating Geographic Information in VRML Models," *Proc. Third Symp. VRML*, ACM New York, 1998, pp. 107-114.

target region in the region, higher resolution imagery, are produced until she is "flying" to one-meter resolution rain, alternative photographs; the top of the terrain up area, 3D models the user clicks on played in a separate method, the user out the navigation an active map into landscape being viewed. In setting out to find four principal

- **Scalability.** Our sets. Common many millions imagery.
- **Composability.** the introduction data, including natural features, a user switch between
- **Efficiency.** Users structures easily VRML browser increases brows
- **Data interchange.** representations for will let other geo using the same n

Guided by these functionality in a loading data over toped a custom TerraVision II that features. Although n TerraVision II lets th level optimizations seamless interaction

We designed our maintenance and to lar sets of geo-refer Java scripting to ex the External Authori fic management of

To help develop s graphical represent Lee Iverson formed group, an official We mium (<http://www.a>) the VRML communit made freely available all of the tools we dev data sets. This includ om VRML nodes an generate the VRML c

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