

16 mtig 2014



Por Guilherme Melo Barroso



Introducción

• Sistema de información Geográfico:

Definición: "permiten realizar análisis complejos mediante la interacción de datos de diferentes fuentes y crear bancos de datos geoferenciados (...) Un Sistema de Información Geográfica (SIG) se diferencia de otros sistemas por su capacidad de establecer relaciones espaciales entre los elementos gráficos. Es el sistema más adecuado para el análisis espacial de los datos geográficos."

Cloud computing

Definición: "un modelo que permite un cómodo acceso bajo demanda, un conjunto de recursos informáticos con imágenes (por ejemplo, redes, servidores, almacenamiento, aplicaciones y servicios) que pueden ser adquiridos y puestos en libertad con el mínimo esfuerzo en un el proveedor de servicios."

El proyecto

- Objetivo principal
- Creación de un Módulo de simbolización sencillo e intuitivo para un visor web.

Objetivo específico

- Simbolización: hacer que el tema de simbolización sea sencillo y al mismo tiempo lo más completo posible.
- En lo que se refiere a los puntos, líneas y polígonos, disponer de las diversas opciones de simbolización que hay, principalmente la simbolización por categorías.
- Herramientas adicionales que puedan ayudar el usuario hacer un mapa.

El proyecto

- Metodologia
- 1 Comparación de diferentes visores web
- 2 Funcionamiento de Geoserver
- 3 Análisis AssetSystem
- 4 Diseño del proyecto
- 5 Preparación de datos
- 6 Programación
- 7 Termino

Visores web

CartoDB



InstaMaps



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Category



Bubbles



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Que debe tener um SIG?

- Interacción con el usuario
- Entrada e integración de los datos
- Funciones de consulta y análisis espacial
- Visualización
- Almacenamiento y recuperación de los datos

Jerarquia de los componentes de um SIG



ArcGis



QuantumGIS



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• Geoserver



Geoserver

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• Geoserver



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• Category



• Category

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Ejemplo de polígonos •

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Style file

Escolher arquivo Nenhum arquivo selecionado Upload ...



Conclusión

• Heatmap





- Raster Para trabajar com Raster em Geoserver hay que hacer otros procedimientos que no fue posible estudiar por el tema del tiempo.
- Hay que transformar los vectores en imagenes y así escribir los codigos em SLD.
 Ademas, hay que cargar um plugin para que esto sea posible de hacer junto com la programación.
- Uma buena escusa para continuar la app.

Conclusión

• Programas utilizados



- Limitaciones: Tiempo.
- Trabajar com SLD: Uma buena manera de presentar diferentes simbologias.
- Mesclar controles de escalas y diferentes tipos de presentaciones en un único código, sale bien porque con pocas acciones se construye otro código donde llegase a muchas visualizaciones diferentes de un mismo archivo.

Gracias!!

