

Visualizing real world and geospatial phenomena enables users to interact, create content and perceive their geographical context [1,2].

## Providing methods and techniques

- To explore interactively and seamlessly the range of geovisualization styles.
- To orchestrate all visual parameters, rendering techniques as well as various constraints.
- To offer capacities in order to manipulate and interpolate all components of a style.
- **To generate the appropriate and satisfactory final rendering.**

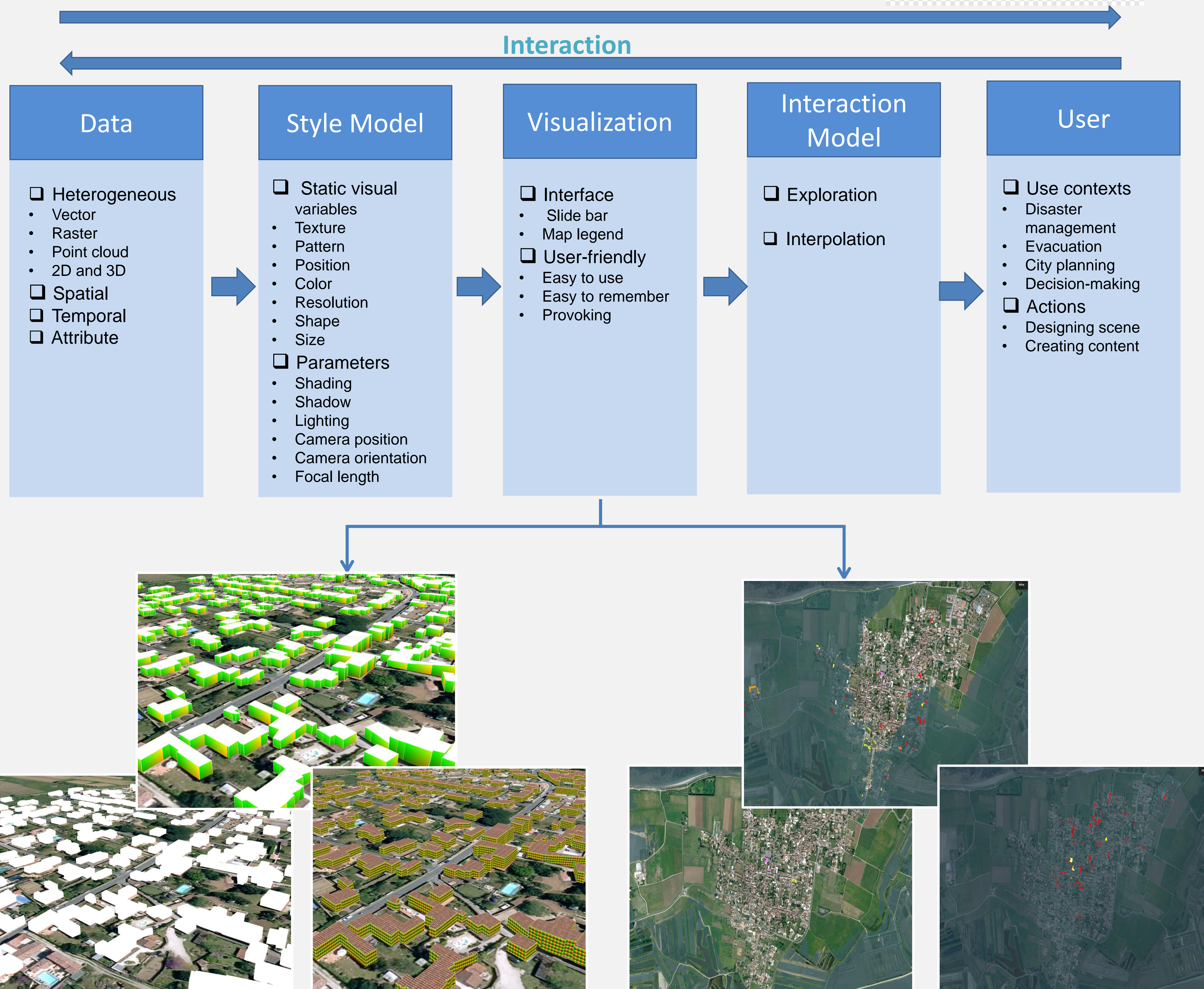


Fig 1. Example of building styles [3]

Fig 2. Example of water level styles [4]

## References

- [1] Hoarau, C., & Christophe, S. (2017). Cartographic continuum rendering based on color and texture interpolation to enhance photo-realism perception. *ISPRS Journal of Photogrammetry and Remote Sensing*, 127, 27-38.
- [2] Neuville, R., Pouliot, J., Poux, F., De Rudder, L., & Billen, R. (2018). A Formalized 3D Geovisualization Illustrated to Selectivity Purpose of Virtual 3D City Model. *ISPRS International Journal of Geo-Information*, 7(5), 194.
- [3] [https://itownsresearch.github.io/2019\\_Carthageo\\_sealevel\\_martin/](https://itownsresearch.github.io/2019_Carthageo_sealevel_martin/)
- [4] [https://itownsresearch.github.io/2019\\_Carthageo\\_sealevel\\_hugo/](https://itownsresearch.github.io/2019_Carthageo_sealevel_hugo/)

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