

Ocean Bathymetry Data Management - 4D Scientific Data Visualization

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X3D Earth Workshop 14-15 Nov 2006

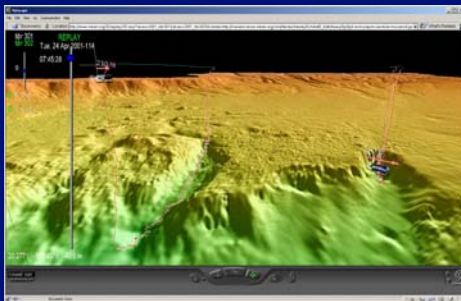
User Story

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GeoVRML - Production Application



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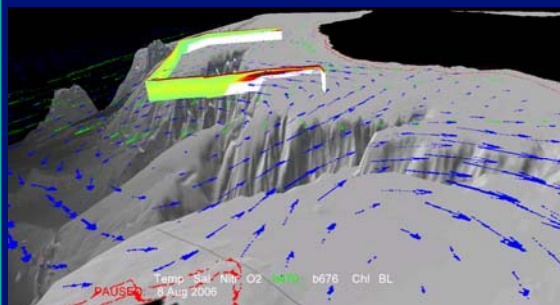
4D Data visualization

Creating the world

- GeoVRML inside Netscape+CosmoPlayer
- Wrote Matlab scripts to convert data to GeoCoordinate IFSs
 - Aircraft measured wind velocity
 - CODAR measured surface currents
 - AUV vertical transects
- Scripted with VRML behavior

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Interactive Visualization



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Conclusions

- MBARI scientists very excited about seeing their data this way
- Some Keys to success
 - Easy authoring tools available (VRML97 Scripting, VrmlPad)
 - VRML expert assembled world in less than a week
- Requirements to consider
 - Almost all the parts are in place for X3D Earth
 - Easy navigation is essential
 - Cross platform standard app would aid adoption

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