A 'state-of-the-art' review of the latest developments in the subject

This book examines how new concepts, methods and tools can be creatively applied to solve problems relevant to a wide range of topics. The text covers the impact of three-dimensional displays on user interaction along with the potentialities in animation and clearly explains how to create temporally sensitive visualizations. It also explores the potential for handling mobile data and representing uncertainty; as well as the role of participatory visualization systems and exploratory methods.

This book is an invaluable resource for all graduate students, researchers and professionals working in the geographic information sector, computer graphics and cartography.

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