

Rendering: Techniken und Software

Thomas Skowron

Referenzen?

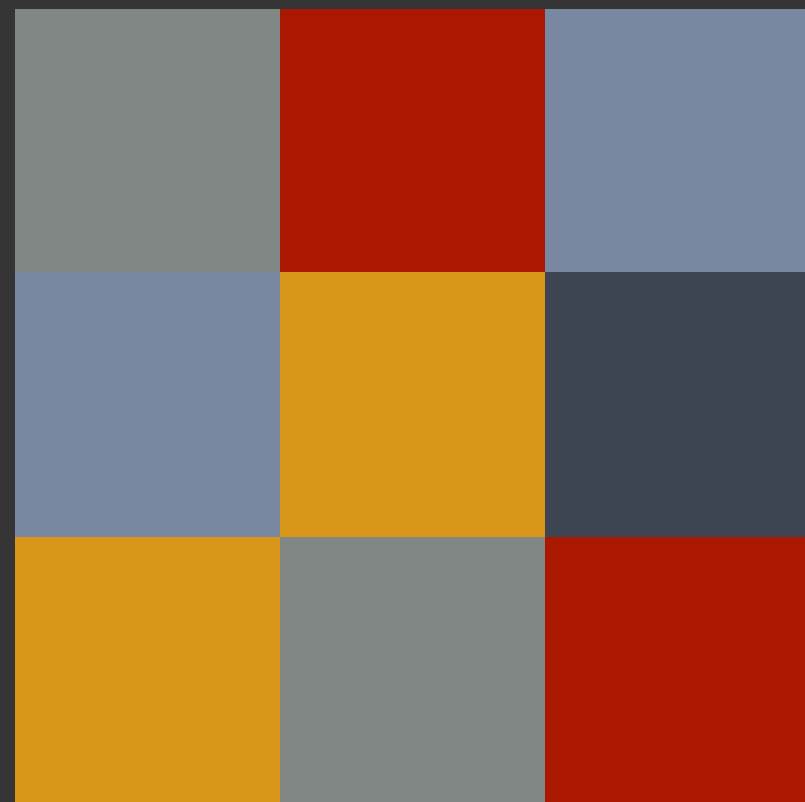
Herzensbrecher

Dating-Plattform Lovoo im Fake-Verdacht

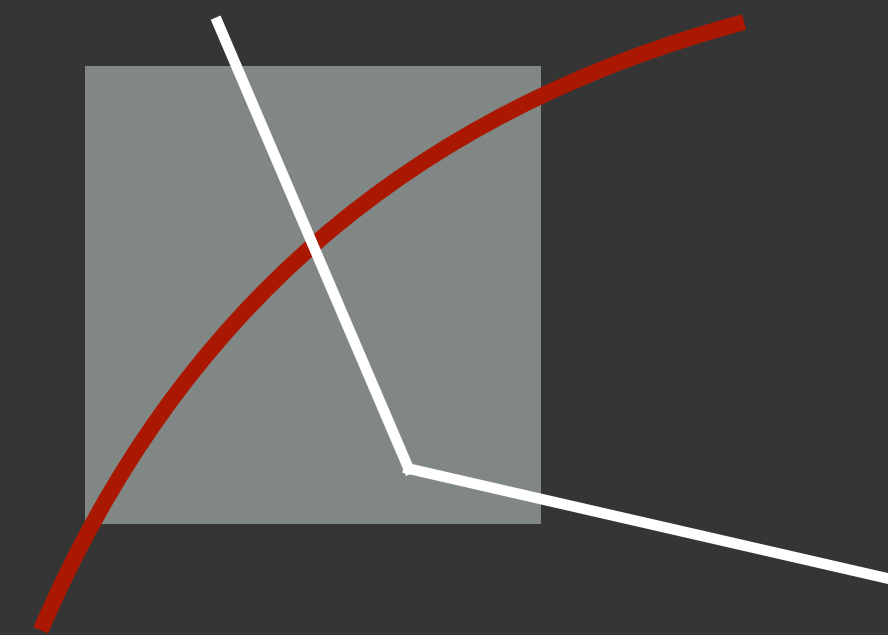


TRENDS & NEWS | C'T DECKT AUF

Bitmap



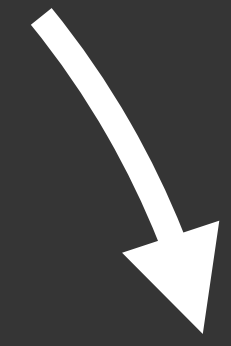
Vector



Bitmap

“Der Klassiker”

zeitaufwändig



OSM PBF

osm2pgsql
imposm3

PostgreSQL
PostGIS



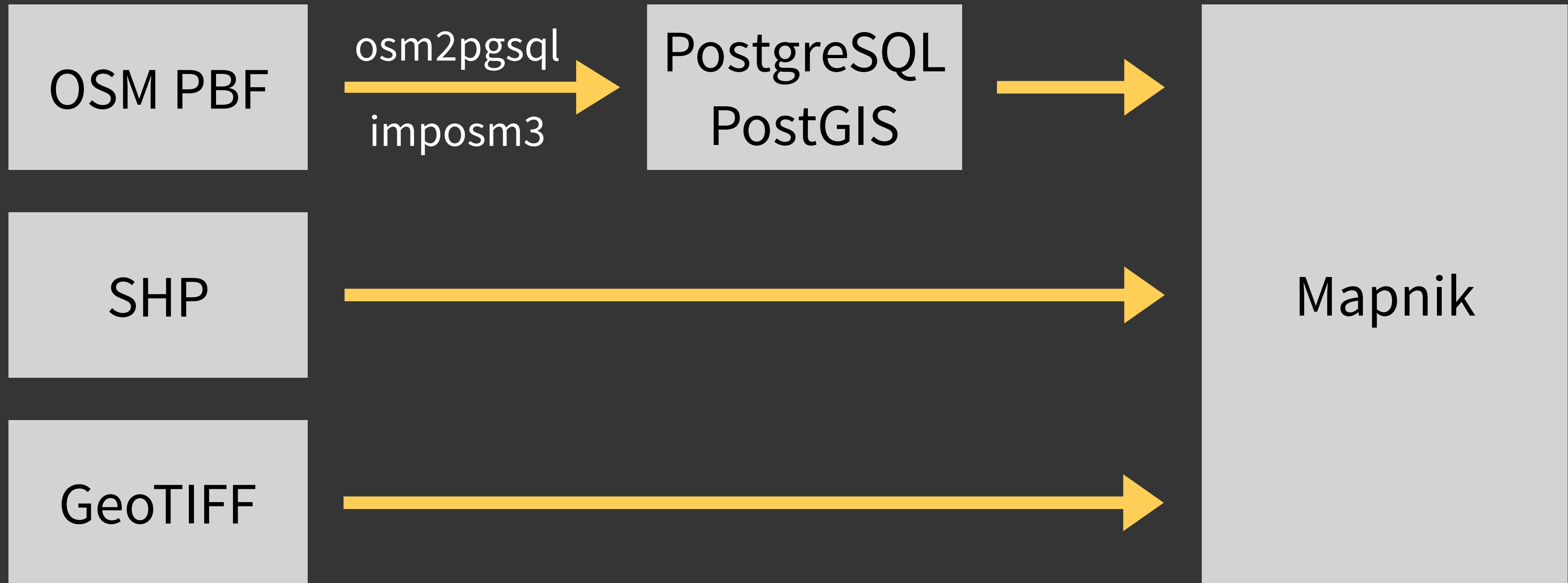
SHP

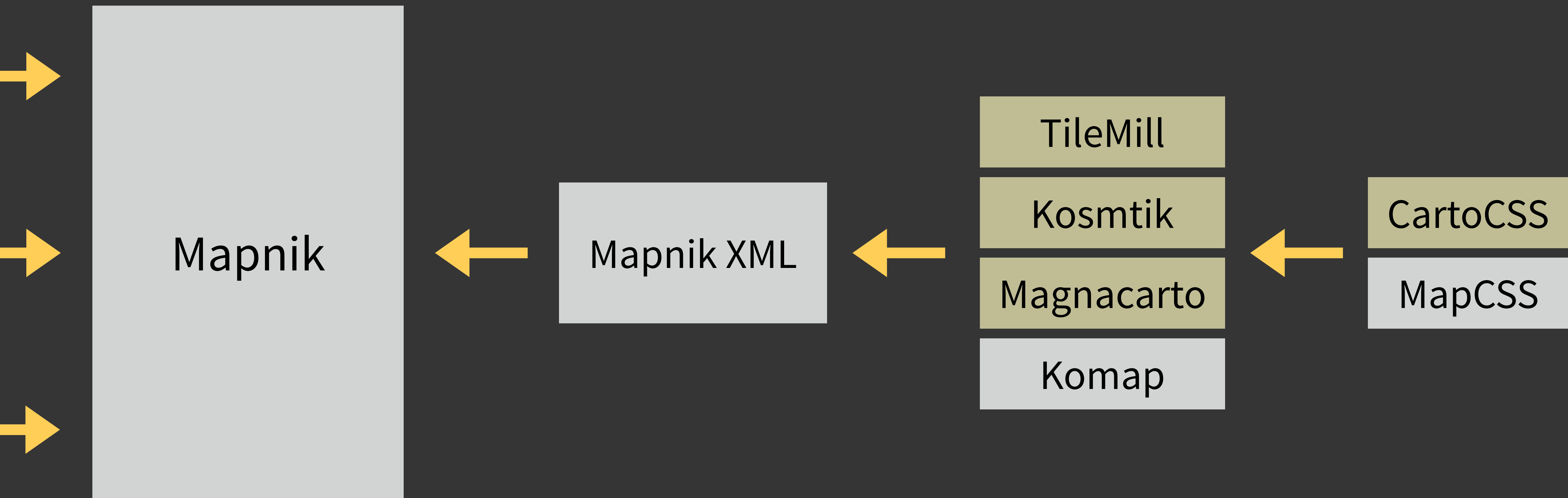


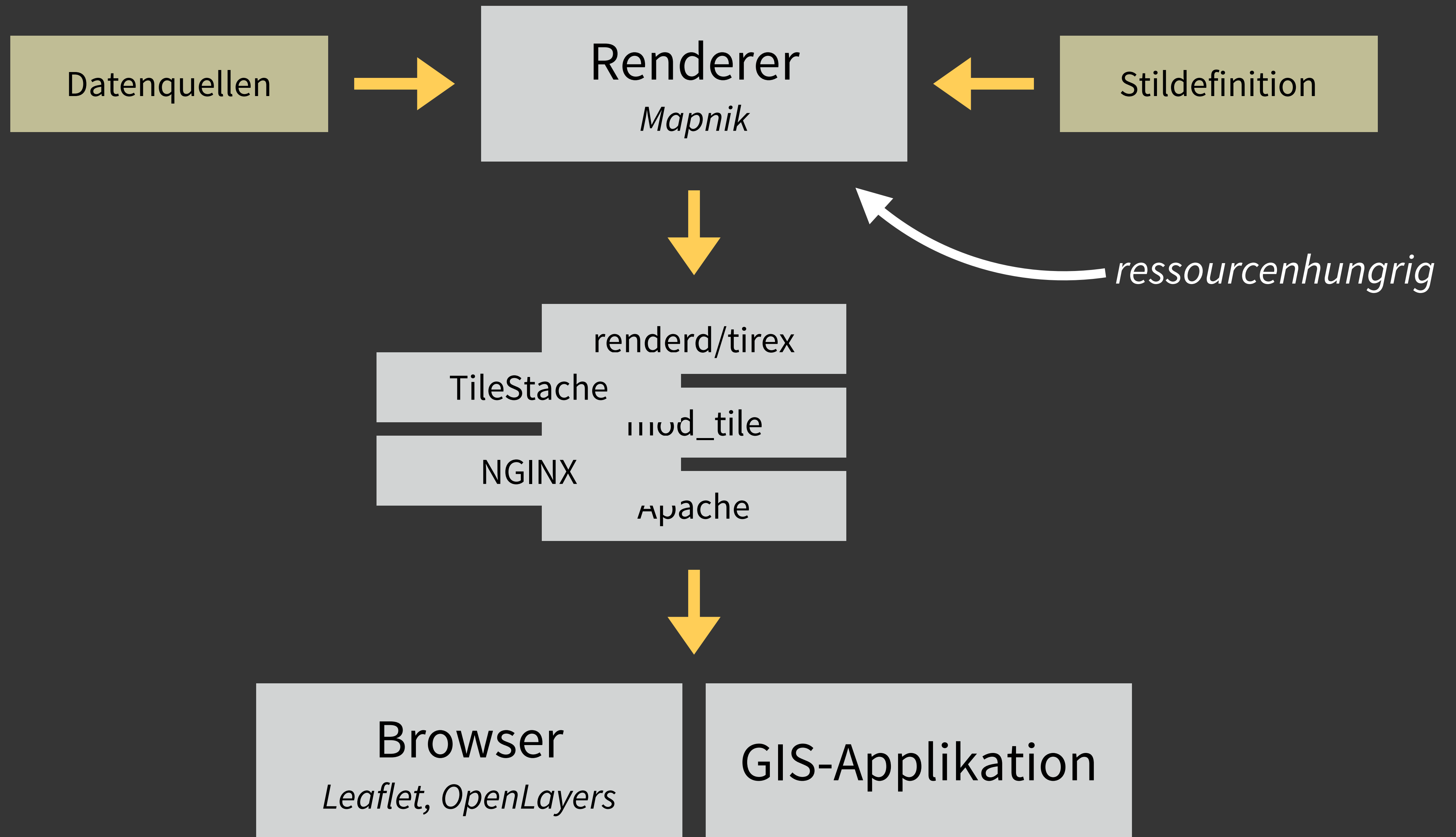
GeoTIFF



Mapnik

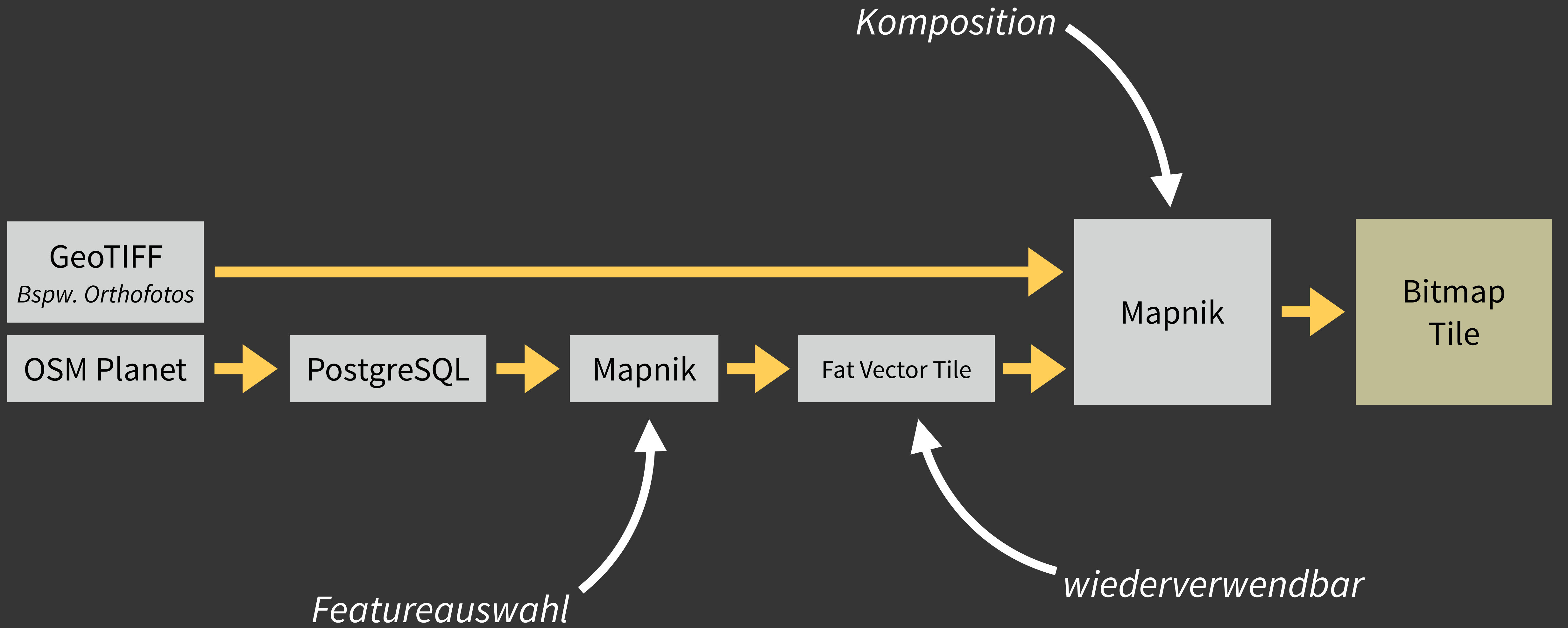


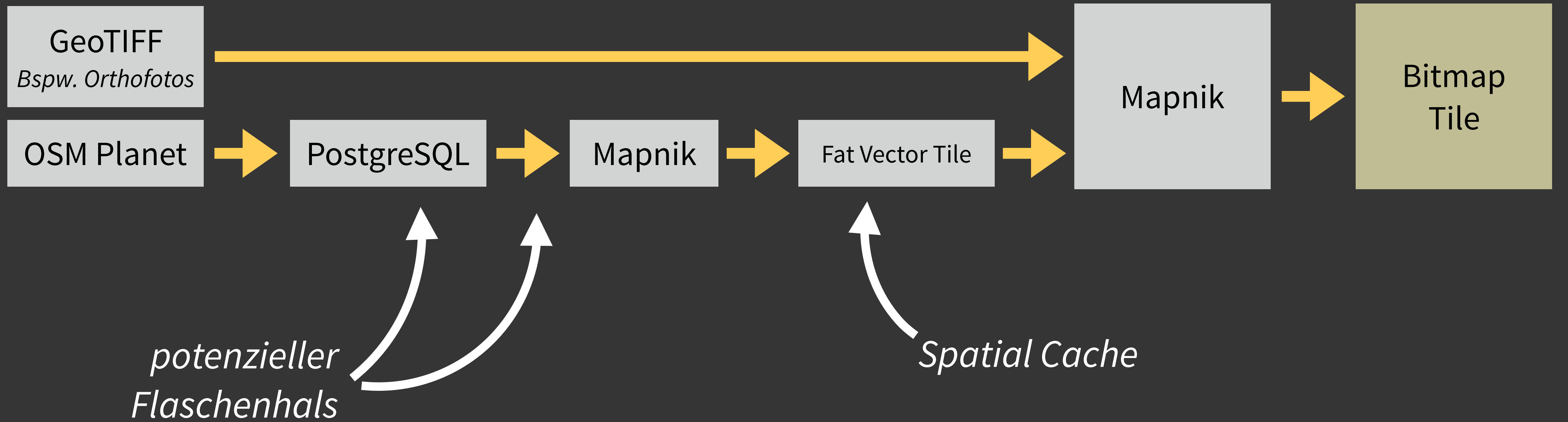




Vector Tile Pixel Sandwich

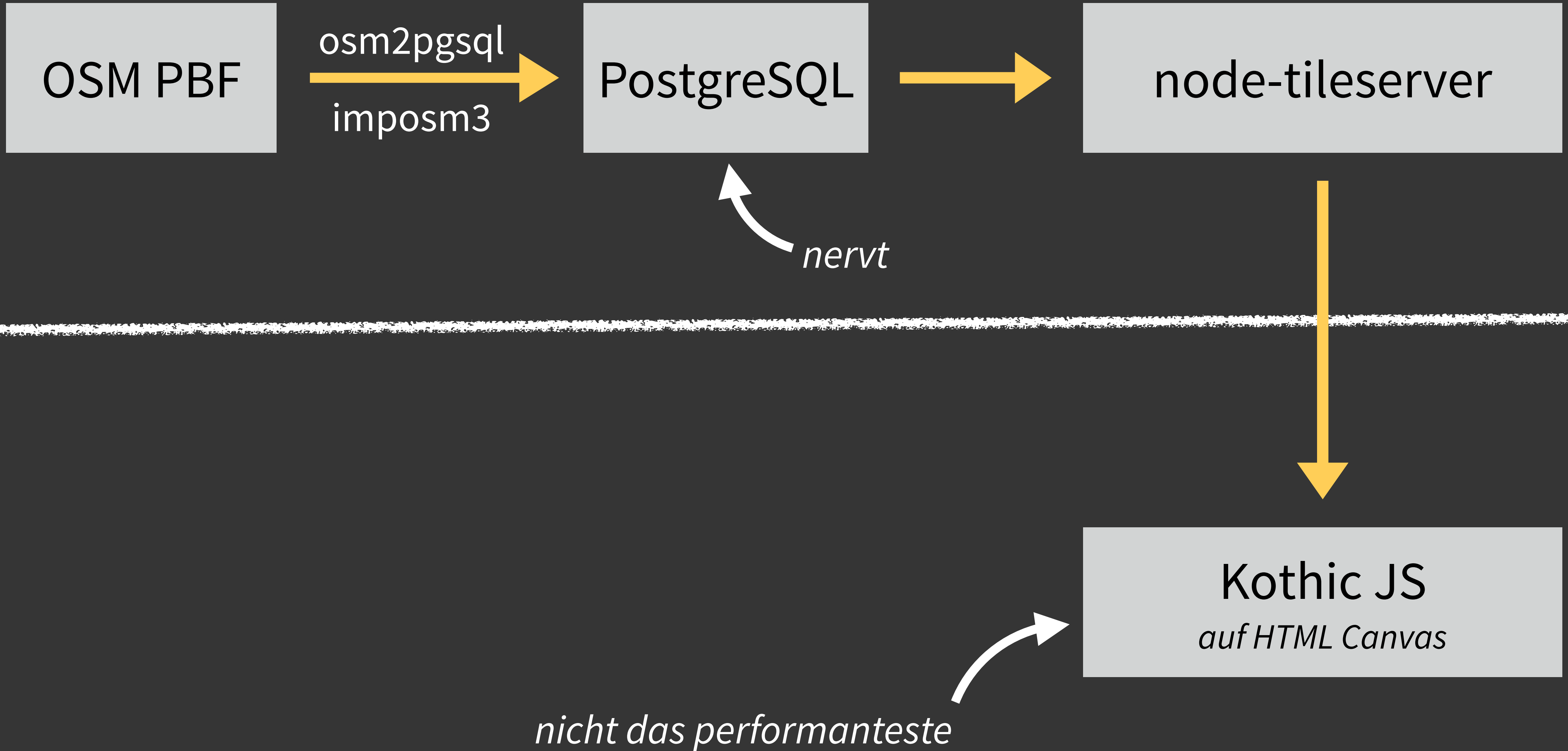
“Das Mapnikdoppel”





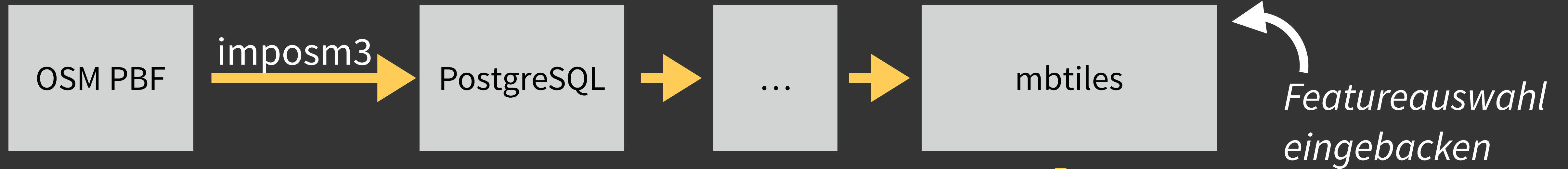
Vektoren mit Clientrendering

“Pixelfrei”

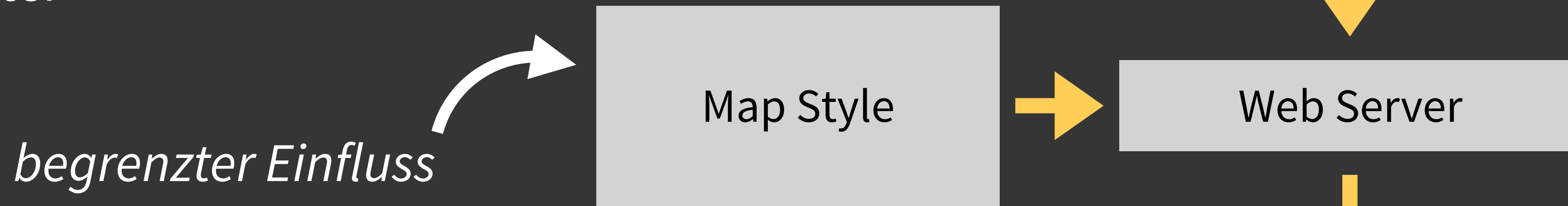


Lassen wir doch die Arbeit von
Anderen erledigen.

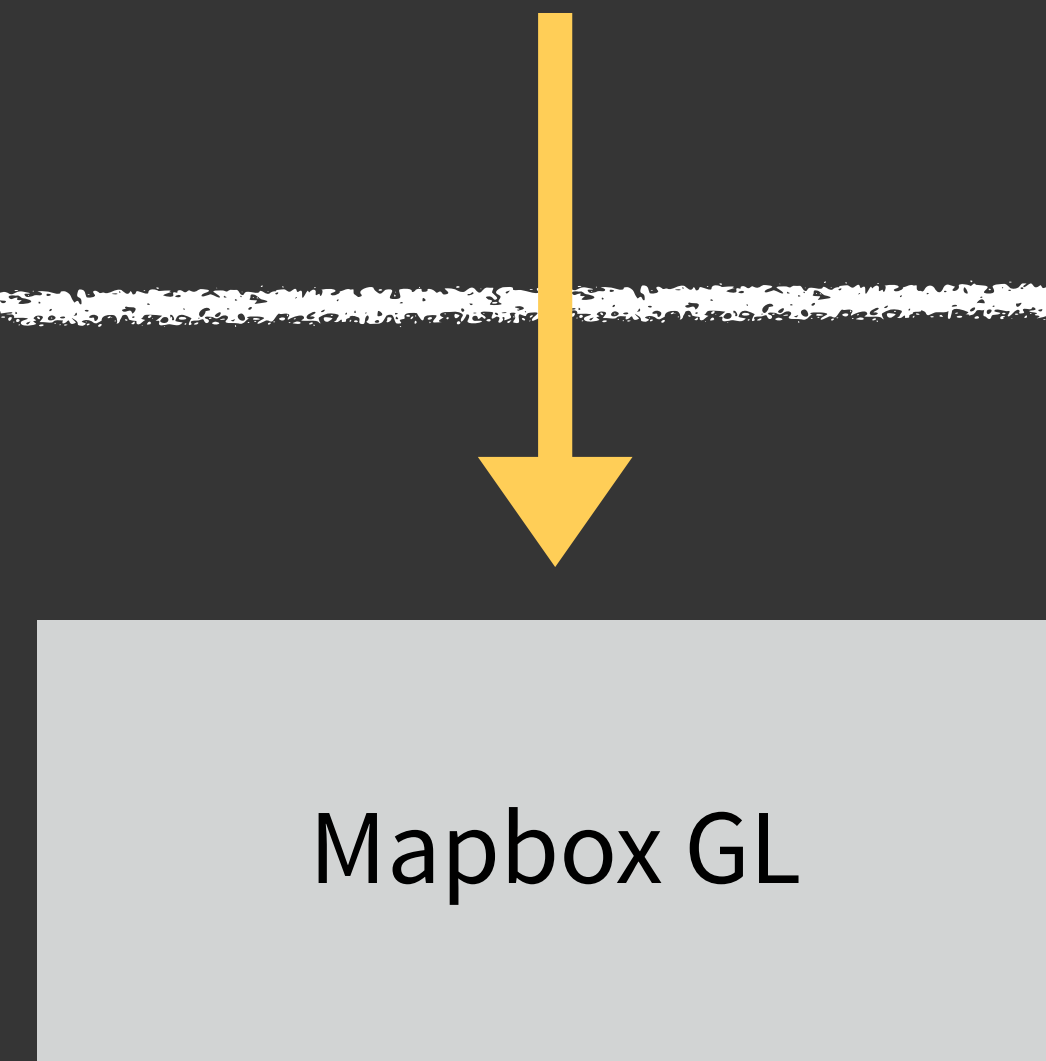
Tile Generation



Hoster



Client



mbtiles

mbtiles

mbtiles



Web Server



GL Renderer

Lösungen werden spezieller
Fort- oder Rückschritt?

Zukunft

kürzere Iterationen
flexiblere, reichhaltigere Pipelines
Fokus auf client-side Rendering

Vielen Dank für die Aufmerksamkeit

Thomas Skowron
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GEFÖRDERT VOM



Bundesministerium
für Bildung
und Forschung



OPEN
KNOWLEDGE
FOUNDATION
DEUTSCHLAND