

## 451-611 Spatial Visualisation

<b>Credit Points:</b>	12.50
<b>Level:</b>	9 (Graduate/Postgraduate)
<b>Dates &amp; Locations:</b>	2009, This subject commences in the following study period/s: Semester 2, - Taught on campus.
<b>Time Commitment:</b>	Contact Hours: 48 hours (2-hours lecture per week, 2-hours practical per week & four 1-hour seminars); Non-contact time commitment: 96 hours Total Time Commitment: Not available
<b>Prerequisites:</b>	451-610: Fundamentals of GIS or an equivalent subject.
<b>Corequisites:</b>	None
<b>Recommended Background Knowledge:</b>	None
<b>Non Allowed Subjects:</b>	None
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.&lt;/p&gt;         &lt;p&gt;It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt; </p>
<b>Coordinator:</b>	Prof Ian D. Bishop
<b>Subject Overview:</b>	<p>The subject introduces the theory and application of both abstract and realistic visualisation options in two, three and four dimensions.</p> <p>Specific topics include: colour theory; communication theory; cartography; map animation; hypermapping; environmental visualisation; and augmented reality. Also included are: technical aspects of computer graphics including image manipulation; three-dimensional modelling and transformations; perspective; hidden surface algorithms; illumination models; texture mapping; ray tracing; and animation. Applications of scientific and environmental visualisation for planning and management in built and natural environments are reviewed. Seminars will cover research uses of visualisation and also ethical issues in application.</p>
<b>Assessment:</b>	2-hours of written examination (30%), the equivalent of 3000-words of written assignments and reports on practical work during the semester (50%) and a seminar presentation (20%).
<b>Prescribed Texts:</b>	None
<b>Breadth Options:</b>	This subject is not available as a breadth subject.
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	<p>On successful completion of this subject, students should have:</p> <ul style="list-style-type: none"> <li># developed an understanding of the principles and techniques associated with computerised mapping and visualisation</li> </ul>
<b>Related Course(s):</b>	Graduate Certificate in Geographic Information Systems Graduate Diploma in Geographic Information Systems Graduate Diploma in Geomatics Science Master of Applied Science (Geographic Information Systems) Master of Geographic Information Technology