

# Visualization of Landscape Changes in a 3D Environment using the Storytelling Approach

The Example of the City of Pristina

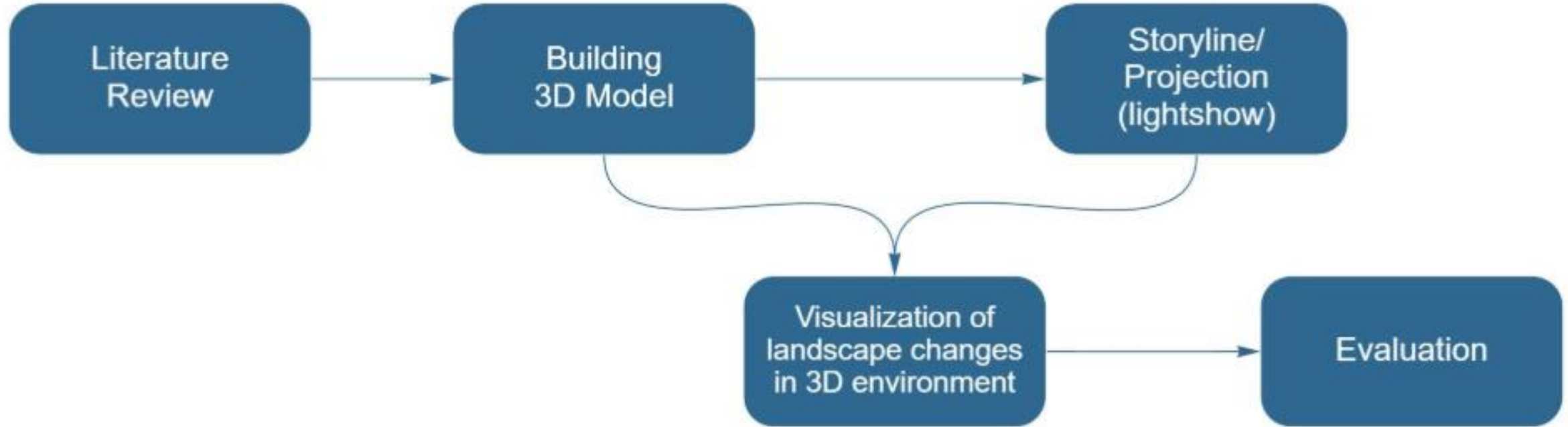
FESTINA SADIKU

# MOTIVATION

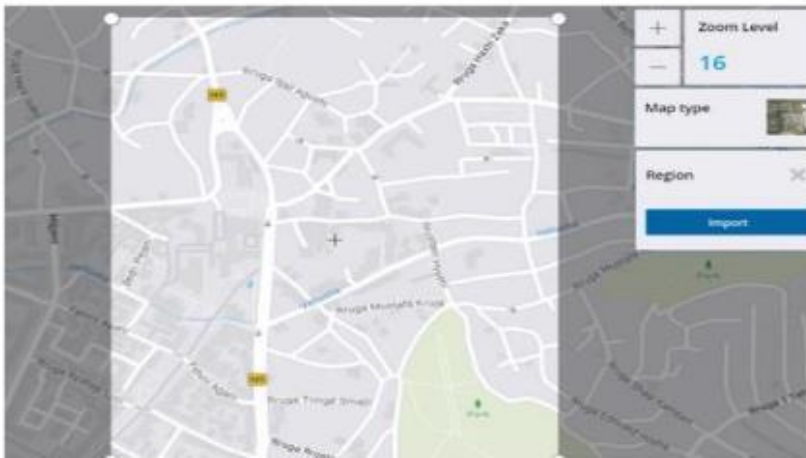
No map, interactive animation, visualization or 3D model is existing for the City of Pristina.

- Visualizing landscape changes encourage users in understanding and comparison of the past with the present
- Objects with more than three dimensions can be used to model geographical phenomena .
- Maps are good to represent a geographic space but text have a better benefit than maps for telling a story

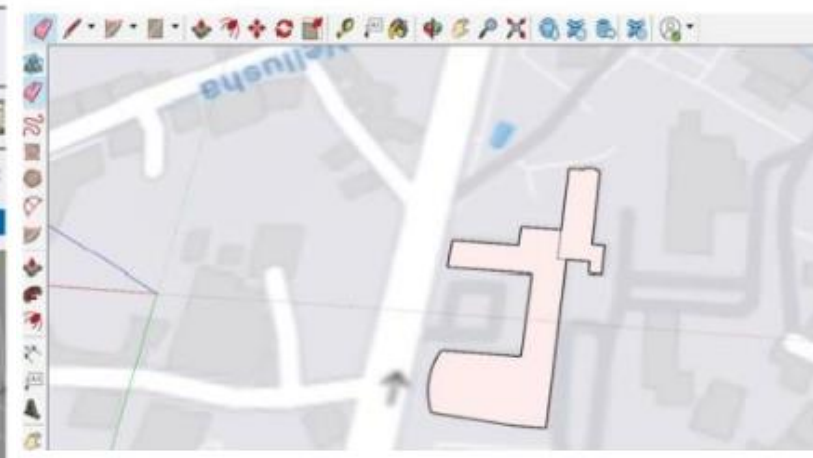
# METHODOLOGY



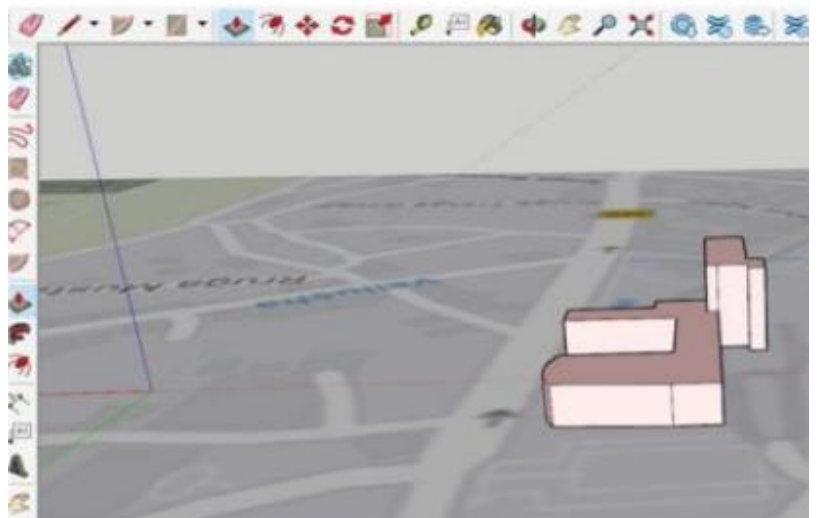
Geolocation



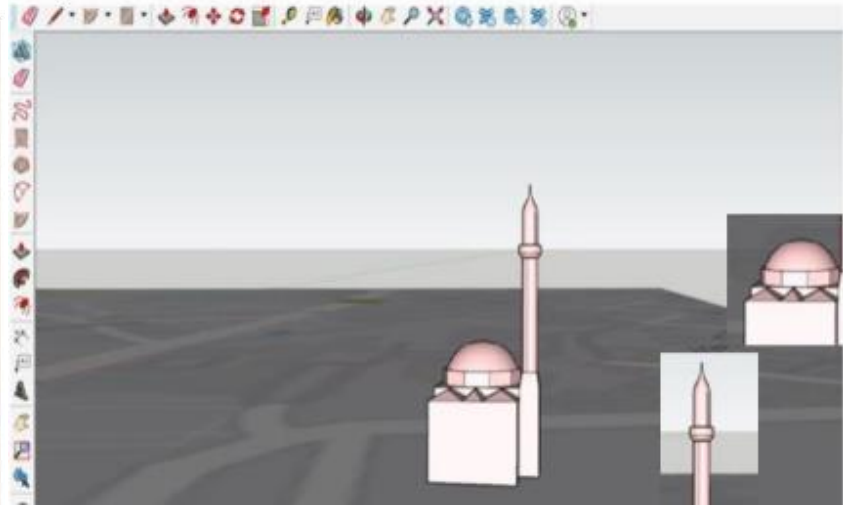
Vectorization



3D model



Design



# CONCLUSION

- Majority of users found the combination of textual descriptions an attractive solution for describing the landscape changes
- The time series elements helped users see the visualization of changes through the time approach in storytelling.
- Users stated that the model looked accurate, attractive, and the combination of materials was pleasing.