

Geospatial techniques in urban planning

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Abstrak

This work presents cases studies of applications of geotechnology such as geography Information systems, virtual reality and cellular automaton and multi-agent systems in the field of urban planning and design. These are joint research presentations with students and colleagues from Kanazawa University. All these case studies are about application in Japanese or Chinese cities, which are on-field examples reflecting the enormous spread of geo-computation technology. Nevertheless, the concepts have wide applicability to other contexts. The works can be classified into three types of Geotechnological applications at different levels of urban spaces, which are relevant to different kinds of urban planning and development projects. The book is comprised of part 1 geosimulation and land use plan, part 2, geo visualization and urban design, part 3 geography information system and planning support.