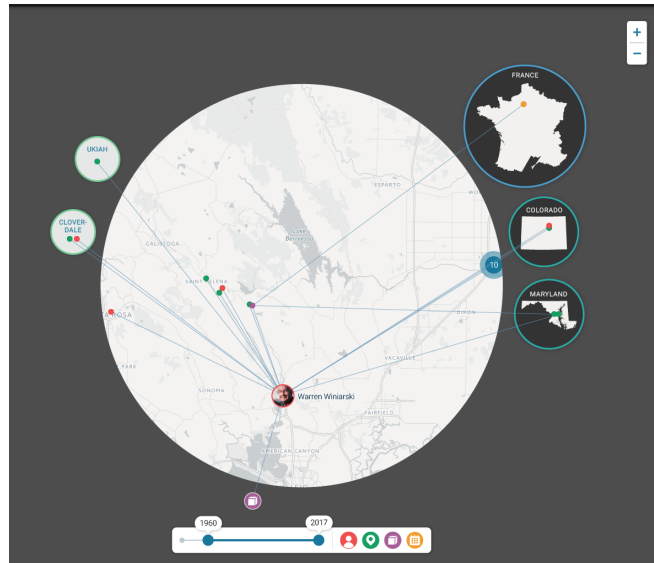


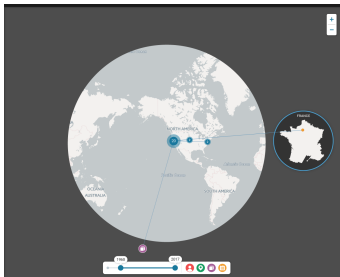
Geospatial/Graph Network

The library is developing an online application that will originally display connections between California winemakers; important places and events, but we hope will serve as a basis of multiple applications.

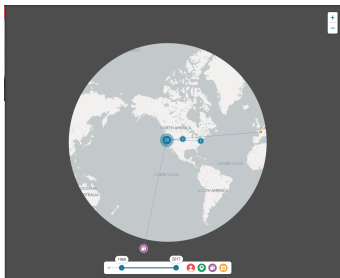
We are trying to develop an interface that is a combination of a traditional map, combined with a network graph view. In the map area, items are geographically located, where outside, they are only quasi located to their locations. As the user pans and zooms the map component, items are



added into and out of the map lens based on the new geographical footprint.



In addition, the items outside of the map need to have some sophisticated locating, similar to D3's force models, so that items fold into and out of the map view without jarring the user. For example, in the example to the left, as the entry from France gets closer to being added, it moves closer to where it would geographically enter the field.



Items both in and out of the map lens would need to react to user events such as selection. Also, the iconography for components outside the map would need to be automatically generated, potentially based on the country, state, or city of origin.

We envision, an environment that uses leaflet as the map component, where the programmer simply adds items to a map view and responds to events from that component, so the view behaves as something like a strange map projection.

Requirements: We plan for any project results to be integrated into the libraries application development. We are most committed to the maintenance of Javascript / Node applications. In particular, we develop most of our applications in the polymer web-component framework,

In addition, we would encourage the use of either a standard Linked Data Platform LDP, (we use Fedora4) protocol to access network information, or a linked data SPARQL endpoint as a source of data. We will work to provide some example geographically linked datasets.

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