

1. Record Nr.	UNINA9910438121003321
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Titolo	Constant-Scale Natural Boundary Mapping to Reveal Global and Cosmic Processes // by Pamela Elizabeth Clark, Chuck Clark
Pubbl/distr/stampa	New York, NY : , : Springer New York : , : Imprint : Springer, , 2013
ISBN	1-4614-7762-X
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (122 p.)
Collana	SpringerBriefs in Astronomy, , 2191-9100
Disciplina	520.223
Soggetti	Geographic information systems Planetary science Astronomy Astronomy—Observations Geographical Information Systems/Cartography Planetology Astronomy, Observations and Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Chapter One: Constant-Scale Natural Boundary Mapping in Context -- Chapter Two: CSNB Mapping Technique -- Chapter Three: Interpretation of CSNB Maps -- Chapter Four: Mapping the Earth -- Chapter Five: CSNB Mapping Applied to Other Regular Bodies -- Chapter Six: CSNB Mapping Applied to Irregular Bodies -- Chapter Seven: Mapping the Sky -- Chapter Eight: The Future of CSNB Mapping.
Sommario/riassunto	Whereas conventional maps can be expressed as outward-expanding formulae with well-defined central features and relatively poorly defined edges, Constant Scale Natural Boundary (CSNB) maps have well-defined boundaries that result from natural processes and thus allow spatial and dynamic relationships to be observed in a new way useful to understanding these processes. CSNB mapping presents a new approach to visualization that produces maps markedly different from those produced by conventional cartographic methods. In this approach, any body can be represented by a 3D coordinate system. For a regular body, with its surface relatively smooth on the scale of its size, locations of features can be represented by definite geographic

grid (latitude and longitude) and elevation, or deviation from the triaxial ellipsoid defined surface. A continuous surface on this body can be segmented, its distinctive regional terranes enclosed, and their inter-relationships defined, by using selected morphologically identifiable relief features (e.g., continental divides, plate boundaries, river or current systems). In this way, regions of distinction on a large, essentially spherical body can be mapped as two-dimensional 'facets' with their boundaries representing regional to global-scale asymmetries (e.g., continental crust, continental and oceanic crust on the Earth, farside original thicker crust and nearside thinner impact punctuated crust on the Moon). In an analogous manner, an irregular object such as an asteroid, with a surface that is rough on the scale of its size, would be logically segmented along edges of its impact-generated faces. Bounded faces are imagined with hinges at occasional points along boundaries, resulting in a foldable 'shape model.' Thus, bounded faces grow organically out of the most compelling natural features. Obvious boundaries control the map's extremities, and peripheral regions are not dismembered or grossly distorted as in conventional map projections. 2D maps and 3D models grow out of an object's most obvious face or terrane 'edges,' instead of arbitrarily by imposing a regular grid system or using regularly shaped facets to represent an irregular surface.
