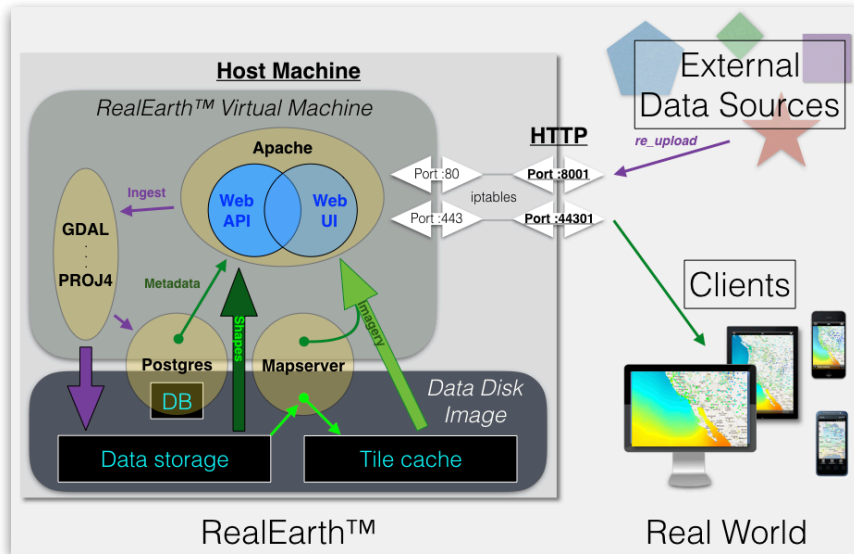


RealEarth™

What is RealEarth™?

RealEarth™ is a server-based data visualization system developed at SSEC/CIMSS, University of Wisconsin-Madison that provides satellite imagery and related data products to desktop and mobile clients. It is built on open source software including, MapServer, GDAL, Proj4, PHP, and Python. The purpose of RealEarth™ is to provide a simple interface for data visualization and comparison across the atmospheric, oceanic, and Earth science domains.

Diagram



Overview

This training will describe the internal operation of the RealEarth system. Participants will learn how data visualization is accomplished, how to manage visualization products, and how to control the various user interface features. The RealEarth system is an environment that is centered around a generic GIS map server. Geo-spatial datasets from varying sources and institutions are routinely uploaded and reprojected using this map service. The remaining elements of the environment provide ancillary services that allow the system to ingest, manage and process these products. Features include an animation controller permitting data types of varying temporal scales to be integrated into time series animations, internal management of per-product on-line data storage and a set of developer/user tools used to customize access and display. Access to products is provided by a number of traditional GIS services as well as a full feature web interface supporting users from a variety of disciplines on platforms ranging from high end workstations to mobile devices.

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Documentation

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