

# Visualizing the Environment

The NOAA Environmental Visualization Laboratory

Processing NOAA data and imagery into effective media, communications, and education products

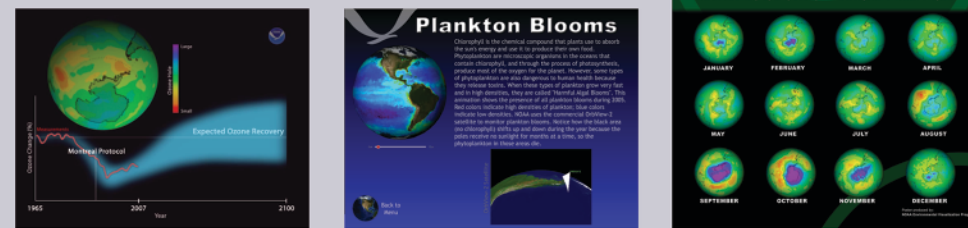
www.nnvl.noaa.gov

1 Our process starts with addressing the need for a visualization, commonly:

- Direct requests from the media or museum
- Requests from NOAA and its line offices
- Educational priorities, such as International Year of the Reef or International Polar Year.
- Independent development based on identified needs

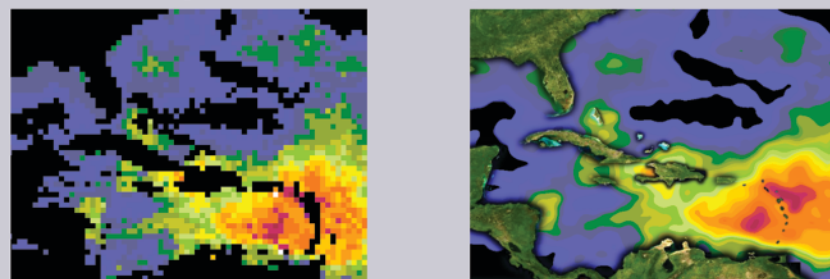
With the request comes an identification of the display format, such as:

- Television
- Spherical Displays (e.g., Science on a Sphere)
- Interactive kiosks
- Images and posters

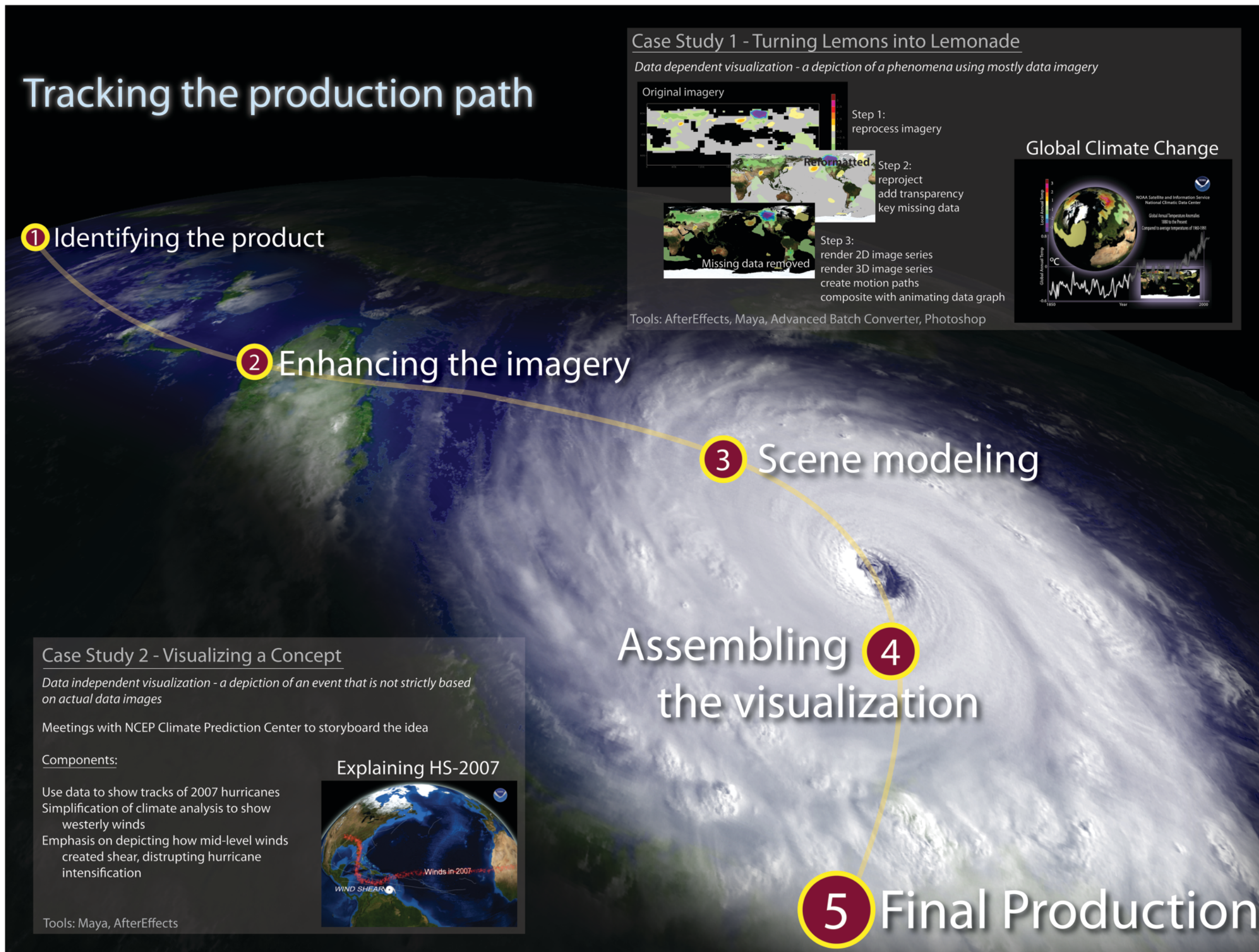
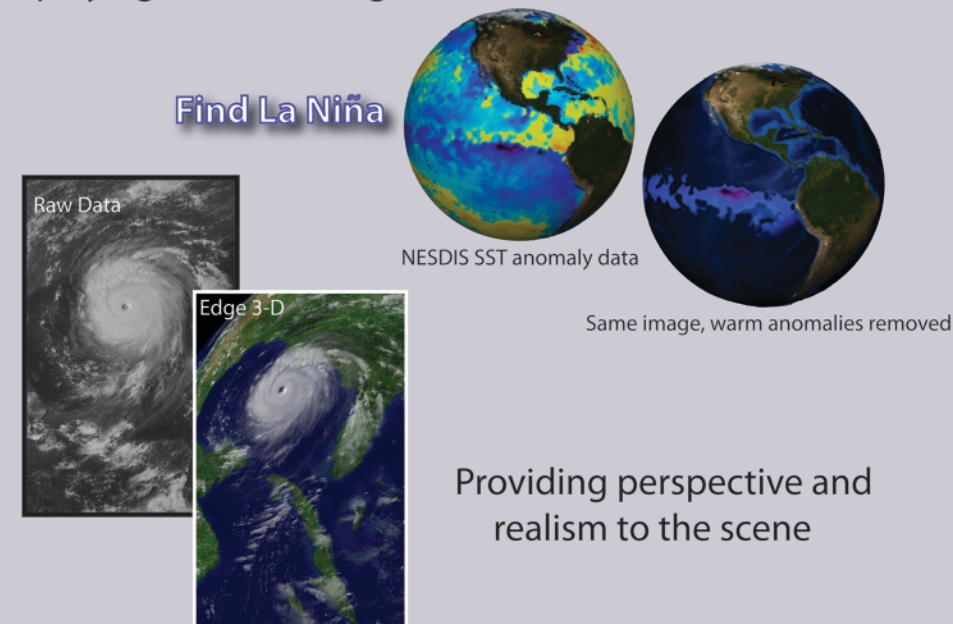


2 In most cases, visualizations are used to explain a concept to the general public. As a result, the best looking data, that which captures attention, is desired. We enhance and simplify data to meet this goal. Enhancement is achieved by:

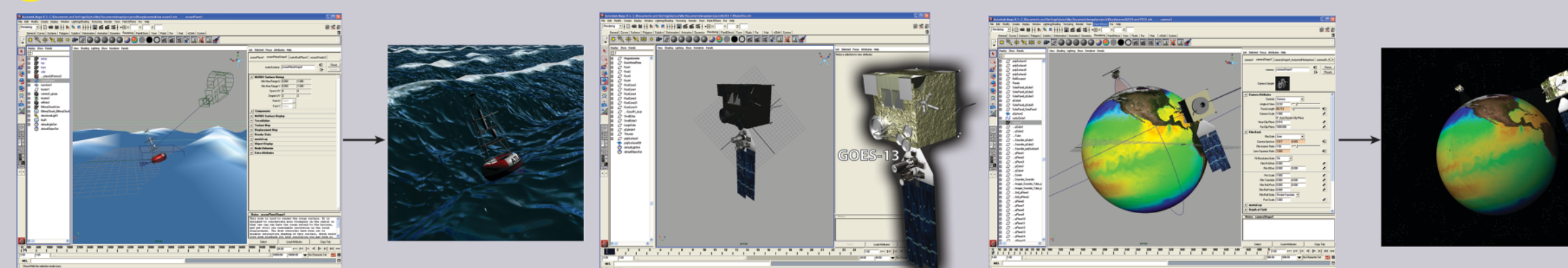
Pixel smoothing and interpolating:



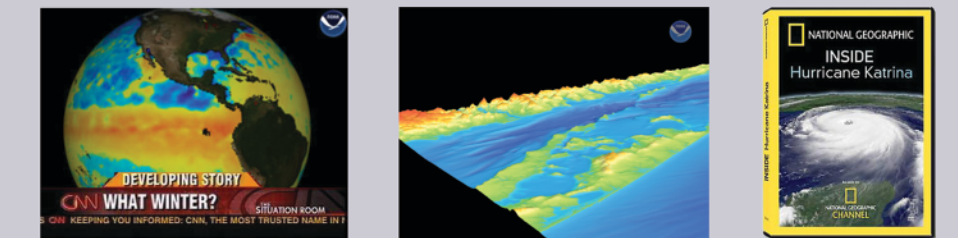
Simplifying and removing extraneous data:



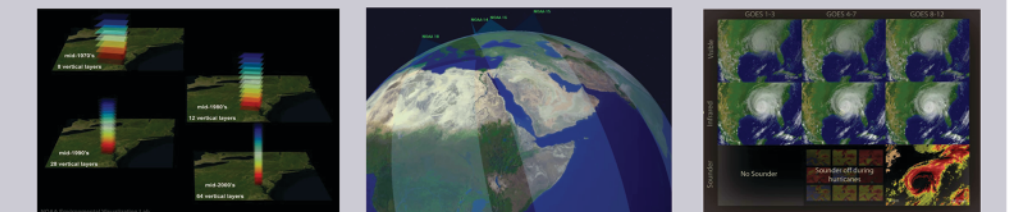
3 Using Autodesk Maya, we are able to model complex objects and scenes, then combine data and models into a single visualization.



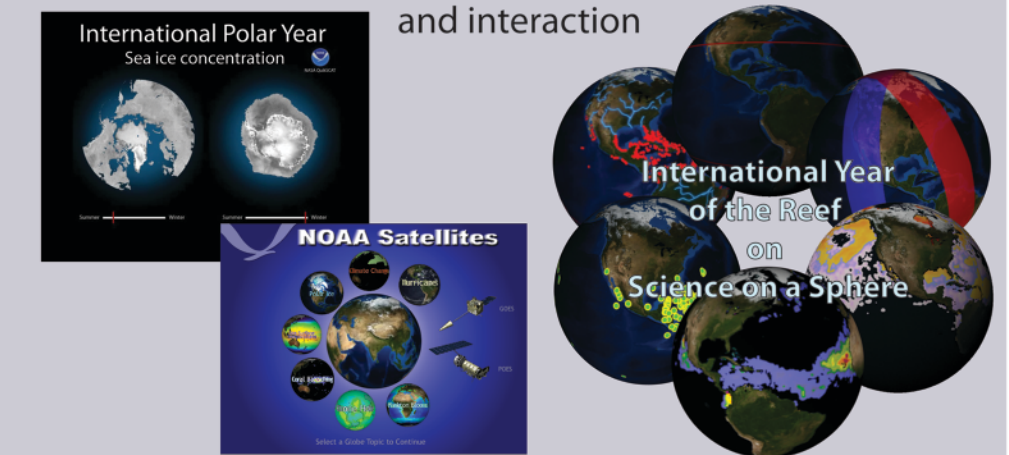
5 **Media Release:** short, simple clips; significant events



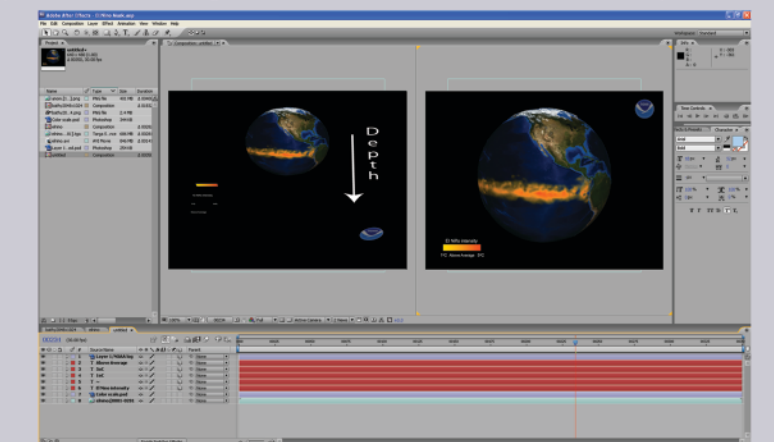
**Technical audiences:** observing systems and advancements



**Educational outreach:** use standards, multiple data sources, and interaction



4 Using Adobe AfterEffects, we're able to assemble multiple 3-D layers into a single piece, incorporate annotation and explanations, figures, and animate the final product.



Moving, zooming, rotating, and labeling keep the viewer engaged, while also directing attention to the important aspects of the visualization.

