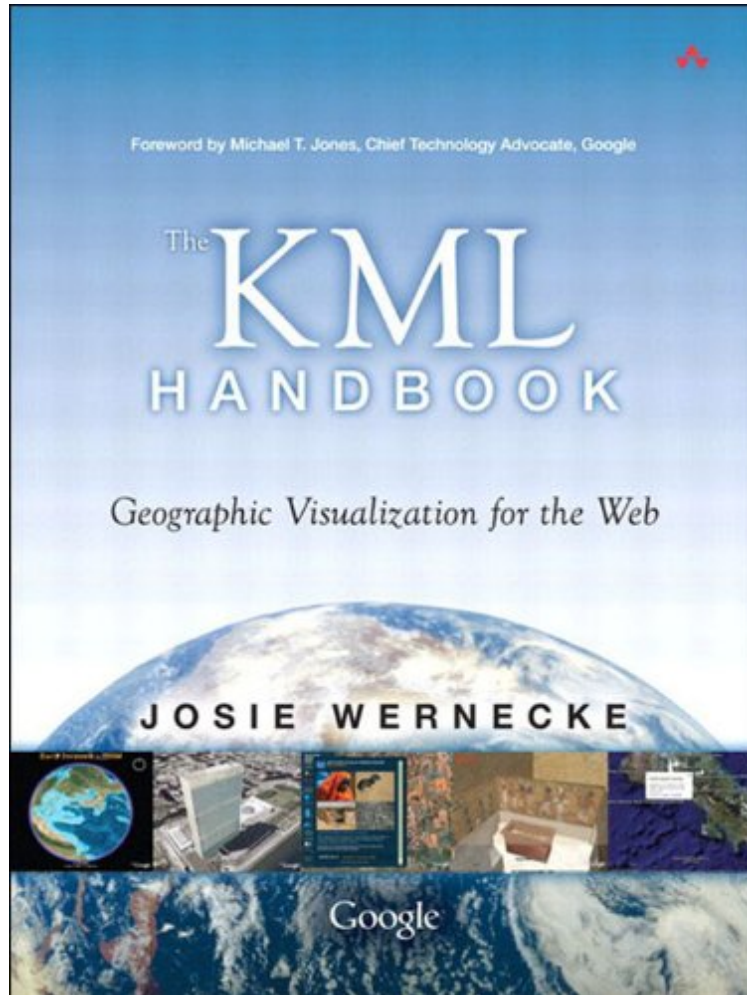


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# The KML Handbook: Geographic Visualization for the Web

Von Josie Wernecke

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**Von Josie Wernecke : The KML Handbook: Geographic Visualization for the Web** before purchasing it in order to gage whether or not it would be worth my time, and all praised The KML Handbook: Geographic Visualization for the Web:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Sinnvolle Ergnzung zu InternetquellenVon M. DankhoffWas man in einen KML-File so alles reinschreiben kann, erfahrt man sehr leicht aus dem Internet. Nur leider nicht so gut strukturiert, zusammengefasst und mit ausreichend Erluterungen versehen wie in diesem Handbuch. Mir hat das Buch sehr geholfen, meinen Auftritt in GoogleEarth annhernd professionell zu gestalten. Sehr empfehlenswert!

Kurzbeschreibung The way the information is presented appeals to teachers, hobbyists, web designers anyone looking for a way to enhance their content by using customized maps. Warren Kelly, Pastor It could become the de-facto tutorial volume for the subject, as well as the classic reference guide. Thomas Duff, Lead Developer This book is written so well and is so easy to follow its a joy to go through. Daniel McKinnon, Software Engineer KML began as the file format for Google Earth, but it has evolved into a full-fledged international standard for describing any geographic content the HTML of geography. Its already supported by applications ranging from Microsoft Virtual Earth and NASA WorldWind to Photoshop and AutoCAD. You can do amazing things with KML, and this book will show you how, using practical examples drawn from todays best online mapping applications. Drawing on her extensive experience with the creators of KML, Wernecke teaches techniques that can be used by everyone from programmers to real estate agents, scientists, students, architects, virtual explorers, and more. Highlights include Incorporating rich content in Placemark balloons Creating overlays that superimpose your images on standard Earth browsers Generating animations that move through Placemarks, Overlays, and Models Controlling and updating map content across the Web Managing large data sets using regions and custom data types Complete KML language reference: elements, types, syntax, file structure, and conventions

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