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## Dessarín valley map

A concept map, also called a mind map, is an image used to show concepts arranged around a central idea. Use concept mapping as a documentation technique to visualize the structure of a course. An image view allows you to summarize and consolidate complex information. Groups find the use of concept maps useful in planning dependencies, organizing complex events, problem solving and generally making decisions. Concept maps can be created on paper or whiteboards or with specialized software. Use concept maps to help students relate new information to knowledge they have already mastered. Start with an idea and draw it in the middle of a page. Then write down words related to that idea. Then connections between the words and the original idea. These branches can help you view the possibilities without the restrictions imposed by a list or outline. Add photos and text to illustrate the map. When you draw maps together, how topics are linked is displayed. Encourage the use of maps as a note strategy instead of highlighting text as you read. Create maps as study guides to help students prepare for tests. You can also use maps as a grading tool. As students create their own maps of topics they have just learned, observe how well they have understood the lesson of the labels they use and the connections they make. Project planning involves sequencing activities. Especially when the relationship between events is not clear or prescribed, use a concept map for brainstorm project organization. Concept maps reveal answers to questions such as how are these activities related and what are the dependencies? and can trigger creative problem solving to project planning dilemmas. You can find the resulting visual a useful index to a project task. You can reveal relationships and dependencies that were previously hidden. This unstructured approach is proven to show structures that make sense because it allows for associations based on the connections of ideas the way your mind works, not necessarily in the order you may have been presented with them. During collaboration meetings, you can develop concept maps to document important information, address emotions if necessary, and provide a take-away overview of the meeting or conference. Especially if you facilitate a multi-day event, the big picture can be revealed over time through the series of maps created that show the relationship between ideas being discussed. If you aim to work in games, it is worth playing around with normal mapping. Now one of the industry's hottest topics, normal maps make the surface of a gaming model look much more detailed and impressive. This detail is displayed in real time: the images in the article are screengrabs, not rendering. To create a regular map, try a instructions where the surfaces of a detailed model (a higher resolution resolution in the game object) face, save the information as colored pixels. The map is then applied to the lower-resolution object, sending information about the high-resolution model to the lighting calculations. In this article, we give a brief overview of the problems that normal mapping throws up. Currently, a common approach is to build high-resolution source model immediately, but I feel it can be more effective to start with lo-res final model. First, it makes it easier to start low to revise proportions, and allows for important early rig and animation tests. Secondly, when lo-res are finished, it is an easy job to add Polish. With motifs like the pirate on the right, I recommend exporting the web to ZBrush 2: a great tool for sculpture in organic detail. When both models are finished, you can take the map. The pirate uses 3ds max 7's Render to Texture tool, but one option would be THE ATI's free NormalMapper plug-in for Maya and earlier versions of max ([www.atl.com/developer/tools.html](http://www.atl.com/developer/tools.html)). In each case, a good result depends on a tight fit between the volumes of the two models. The final step is to check the map in the 3D package using a suitable hardware shading machine. It will probably need editing in some areas, but you should immediately see a big increase in how detailed the model in the game looks. Click here to download the free From 15,000 feet, \$2.5 million house at 123 Highland Drive in the Queen Anne district of Seattle doesn't look like much. The ceiling is an indescribable gray square; farm, a small speck of fuzzy space. This doesn't bother Matt Bell, a 33-year-old sales manager in the market for a new home. He is focused on the numbers flickering at the bottom of the browser two metres ahead of him, the constantly updated statistics such as average property value, county tax records, local schools and former sales prices. Uh, he sighs. That's \$538 per square foot, but the neighborhood average is only \$420. Choosing not to leave a comment on the house's open blog, Bell leaves 123 Highland and zooms back out across town, neighborhood numbers blurred to keep up with him. Forget point A to point B: Internet-powered maps move from simple directions to richly layered landscapes of living, breathing information. More than 1,000 new map-based websites have launched in the past year, with 3 to 4 more debuting every 24. VCs throw money at some of those that promise to transform industries like real estate and local shopping. And people are hungry on the map. In a Pew Institute survey last April, cell phone users named maps as their most desired feature. (Instant messaging was number two.) We're not just talking about better maps: Digital maps are the Internet equivalent of a Dairy Queen Blizzard. They allow users to mix large amounts of previously different data and show them how they and even add their own photos, videos, comments or other content. Google, Yahoo and Microsoft all see this as huge; they spend millions adding both high-resolution satellite photography and street-level images to maps. But all the hectic activity leaves a nagging question: Can these developers and companies chart a path to profit? To understand what an internet map-driven world might be like, look to Europe, where there is a higher adoption rate for map technology. In the United States, for example, commuters get traffic updates from frenzied helicopter pilots shouting over messy AM radio; it is literally a top-down model. Many European drivers have a more elegant solution. TomTom, Europe's leading in-car navigation company, dynamically updates traffic conditions on the maps of users' GPS devices, including which roads are overloaded due to an accident or roadworks and even the location of speed traps, all using the subscribers. In practice, travelers form instant communities to collaborate on their environment. In the United States, people have just begun to capture the power of these communities. Traditionally, in real estate, you need to go to the county registers or police station, and pore through dusty file cabinets, to get the information that a website that Redfin.com can display with a few clicks. We want to organize information, said Redfin CEO Glenn Kelman, so that people seeking a home can capture the neighborhood's gestalt. For example, the home finder can ask why a house is more expensive than others in the rest of the neighborhood, and the seller can respond by adding information to the map about recent renovations, even posting before-and-after photos. Such features keep the average user on Redfin for an impressive 72 minutes a week. The map is basically a centerpiece - it's pornographic, Kelman says. People who hang out for long periods of time contributing their knowledge to a community also have developers and advertisers excited about new opportunities in online search. Maps enable immersive searches, said Stephen Lawler, general manager of Microsoft's MapPoint division. You can actually see the real world the way you understand it. Microsoft recently debuted mapping technology called Virtual Earth, with bird's eye view, 3D photography. Groups of like-minded users can add ratings and reviews, share custom maps with others. In addition, it is testing an even more ambitious application, built from thousands of street-level photographs, that allows visitors to maneuver through downtown Seattle and San Francisco. Both map-based search tools will offer businesses an outstanding type of targeted advertising. Imagine, a retailer will be wooing some customers panning over their location. Advertising just one of the options being discussed in a burgeoning industry desperate for an income model. Google, Yahoo and Microsoft are currently subsidizing the growth of mapping. It costs Google money to get a map, says John Musser, a blogger and software developer. Everything is free now, but it can't go on forever. Targeted advertising may be the answer, but will developers and users accept it? Meanwhile, subscriptions have worked in Europe, but generally have not been embraced by online consumers in the United States. I don't think any of us expected how ubiquitous maps would be, admits Bret Taylor, Google Maps product manager. We launched GeoAds, a map advertising program, in April as a first attempt to offset the cost of servicing so many of them. The map is basically a midfold-it's pornographic, says Glenn Kelman, managing director of real estate startup Redfin.com. Along with questions about money comes questions of control. Throughout history, the guy who controlled the map was the boss, says John Metcalf, the former CMO at mapmaker Tele Atlas, who is currently a consultant for Silicon Valley VCs. Open the door to all these user-contributing reviews, ratings and comments puts customers in charge. But it raises the prospect of unhappy sponsors and other users, because none of them can control what is being said about them. Nevertheless, the industry currently favors more cooperation with its customers. After all, businesses can't predict everything people want, and user-created content gives them more to sell. We definitely encourage users to customize their content and share their experiences, said Jocelyn Vigreux, president of TomTom USA. It is the mark of a healthy society. We don't have to be in control of everything. Whether user-generated or not, map apps are rapidly evolving from novelty to necessity. You won't just find a 7-Eleven, says Metcalf, you'll find one that carries your brand of toothpaste, and it's open right now. The future is ours for the mapping. Lucas Conley ([lconley@fastcompany.com](mailto:lconley@fastcompany.com)) is a Fast Company staff writer. Author.