COMPUTER-MADE COMPOSING OF GEO-IMAGES

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One of the distinguishing features of the present is the huge speed with which possibilities, productivity and accessibility of personal computers (PC's) are developing. More and more cartographic and other information are becoming available in digital form for the end-use as well as for the following analysis. It is impossible to imagine the analysis of the vast massive of cartography information (graphical and semantic) without the use of methods of mathematical-cartographic modeling (MCM). The practice demands for new means and methods in MCM utilization. There is a requirement for analysis and systematization the methods that are already in use for enlargement of their applications, those methods that allow a cartographer to carry out active (or synthetically operated) experiments. In this paper the author attempts to analyze and systematize one of these directions, namely apply of geographic simulation modeling, in particular computer-made composing of geo-images.

One can ask one-self: is it possible to compose a geo-image for a PC? It is hard to imagine that a computer will approach the geo-image composing the same way as a human cartographer would. But it is possible and there were made some examples during the last years.

In this paper the author presents classification of the main probabilistic models and their use in geo-image composing by PC. In-depth classification of PC-composed geo-images were made. The classification rests upon the following categories: models elements, importance of probabilistic elements in models, ability of GIS-integration, fields of application for simulation of different geographic processes.