

GIS vs CAD. La specificità di un GIS.

Il Cad

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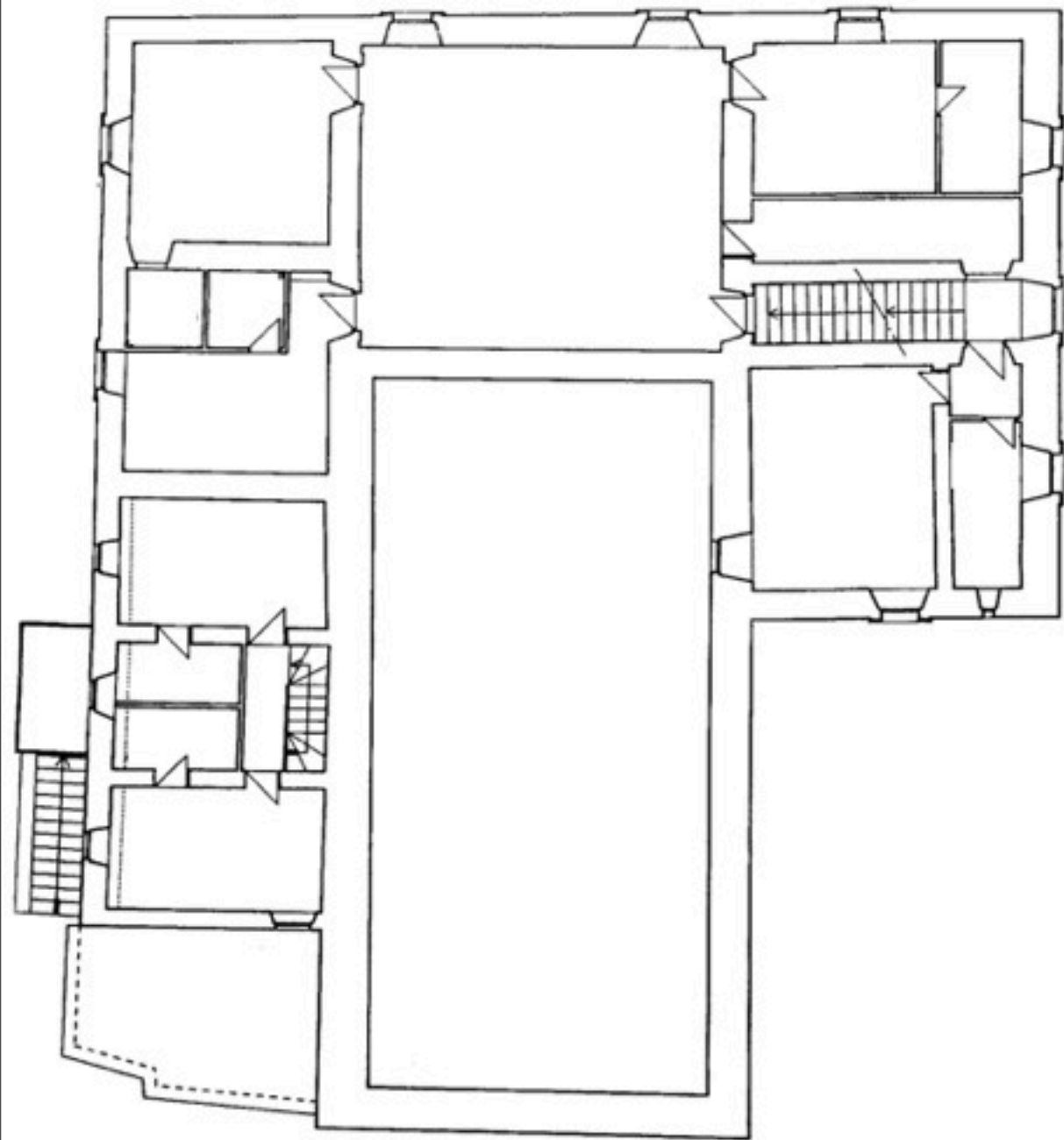
- Gestisce “entità” geometriche (punti, linee, poligoni, cerchi, spline, solidi platonici, superfici NURBS, testi).

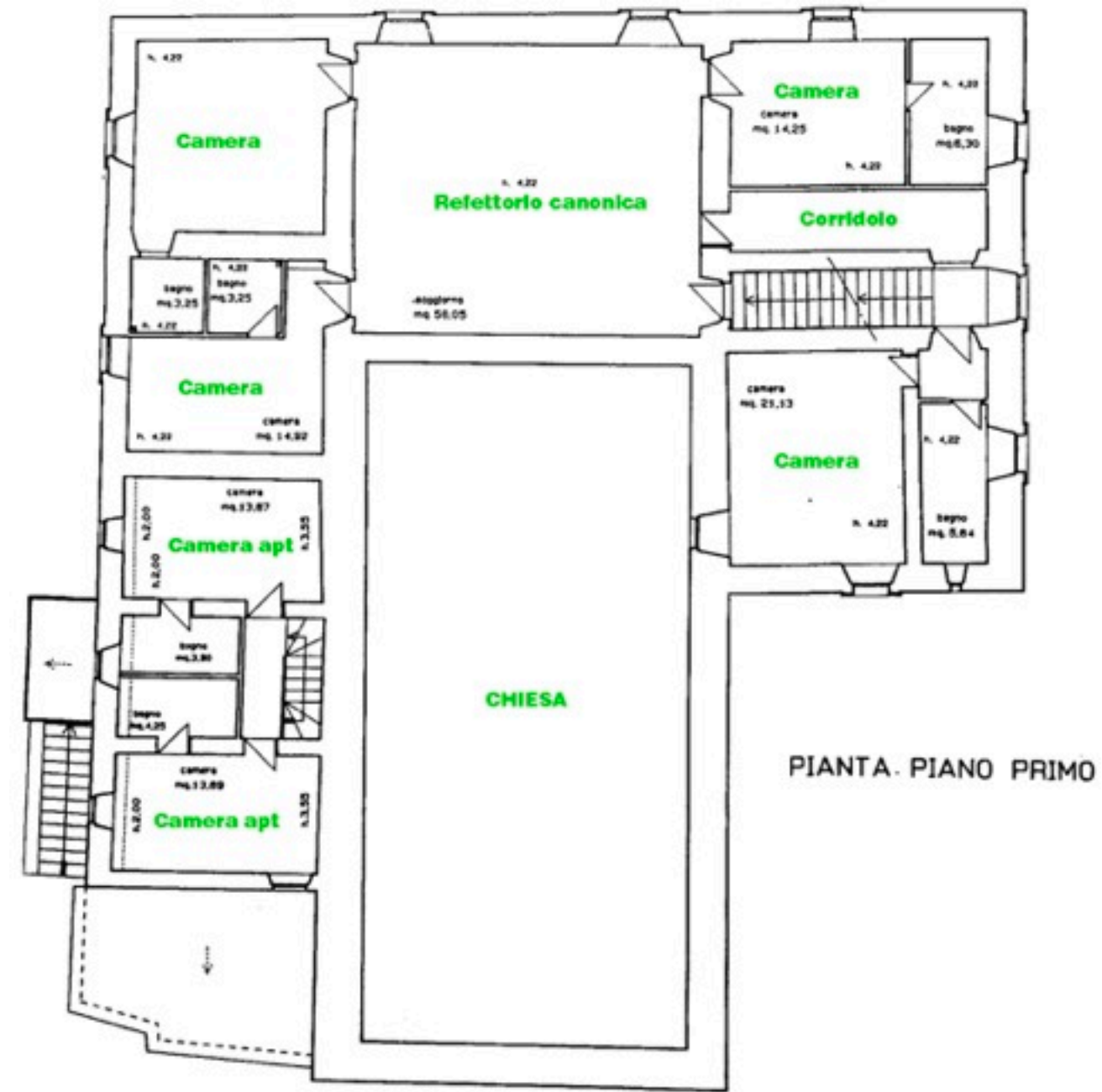
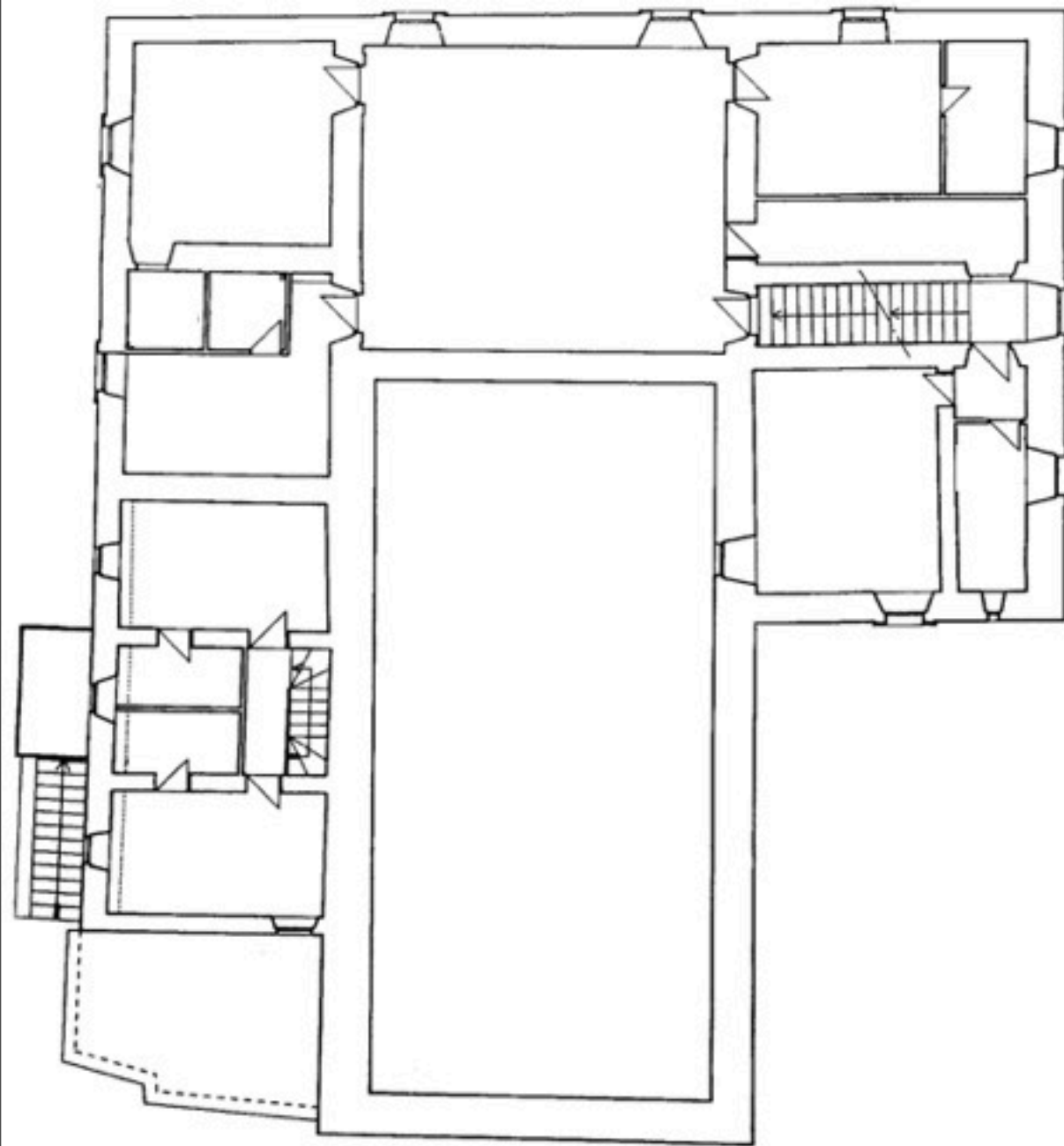
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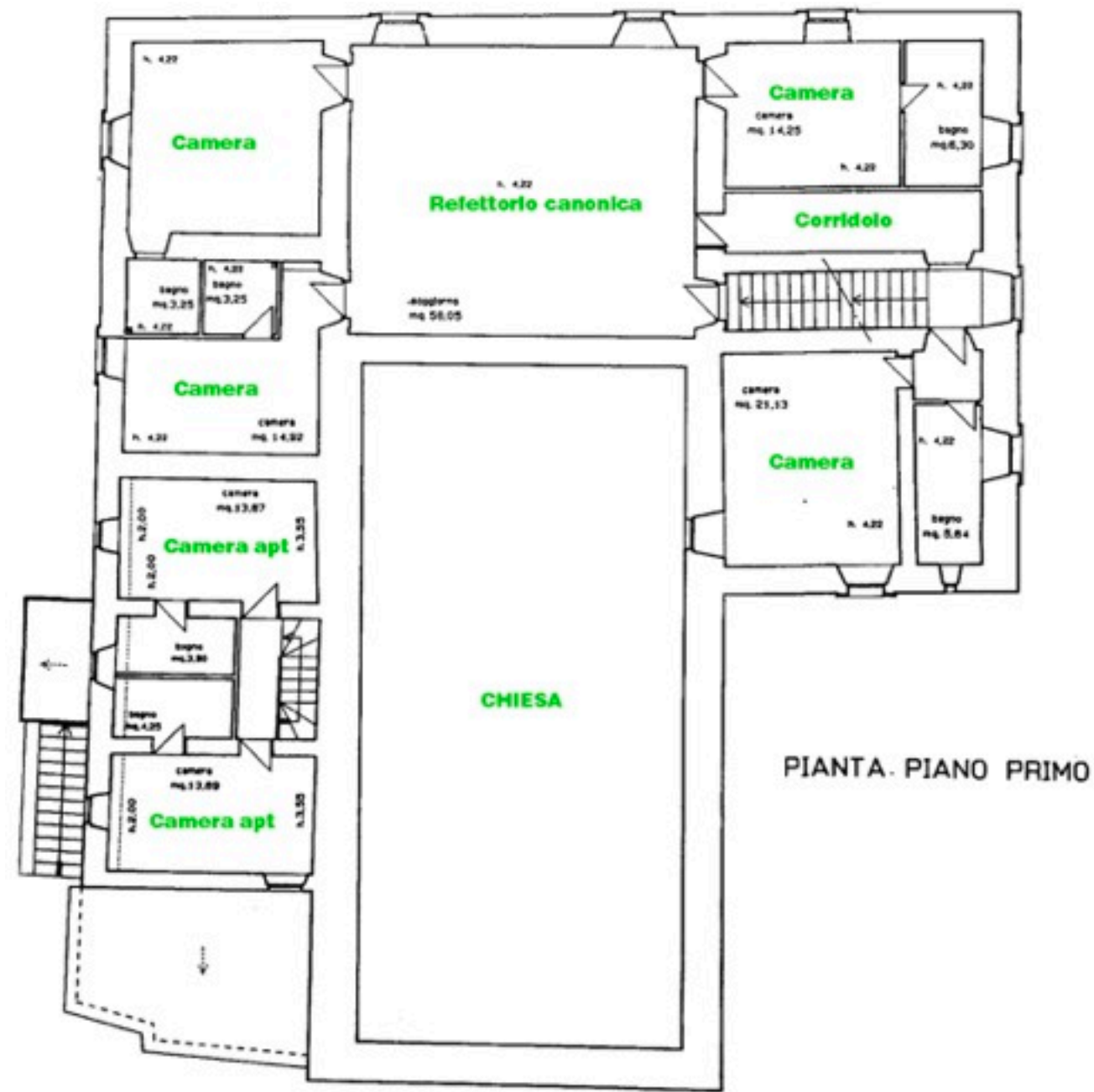
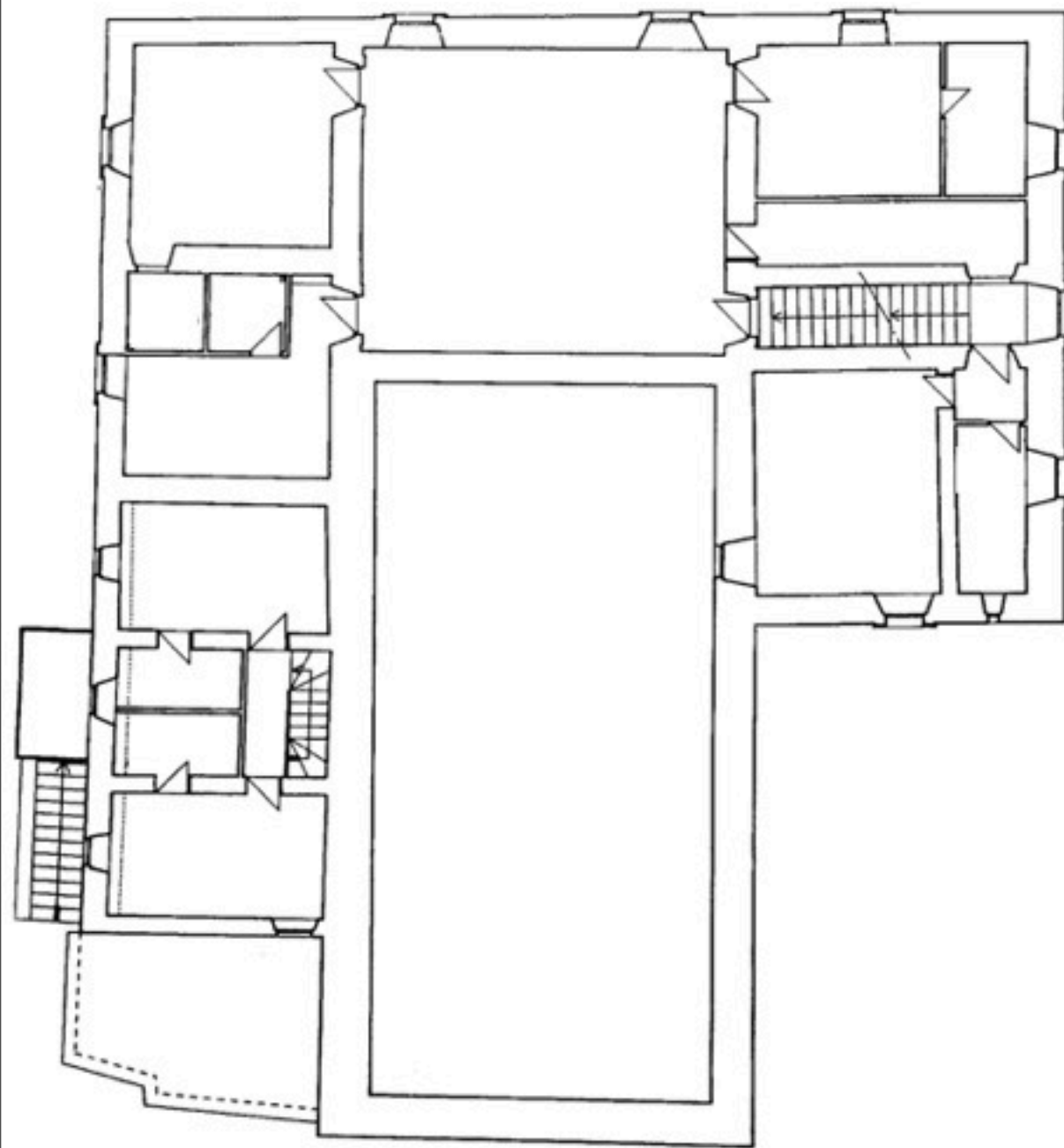
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- Fornisce potenti strumenti di disegno e manipolazione delle forme (array, stretch...), piuttosto che di rappresentazione bi/tridimensionale.

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- Fornisce potenti strumenti di disegno e manipolazione delle forme (array, stretch...), piuttosto che di rappresentazione bi/tridimensionale.
- Layer e blocchi sono i soli “meccanismi” per raggruppare entità tra di loro.







Il Cad considera le “scritte”, al pari di una linea o di un poligono. Non riconosce l’oggetto “refettorio” ad esempio

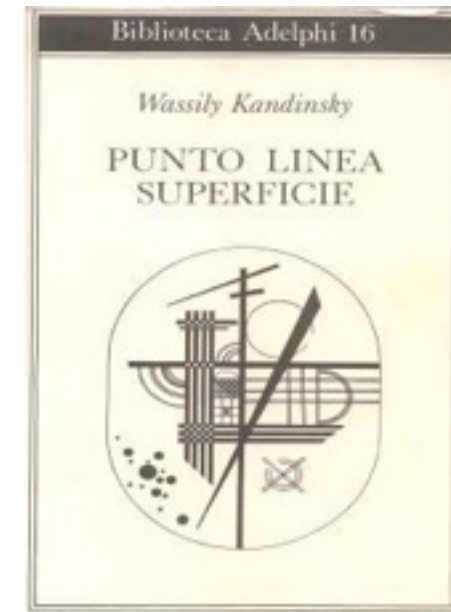
Il Gis

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- Gestisce “solo” Punti, Linee e Poligonalali chiuse, in forma semplice o multipla.

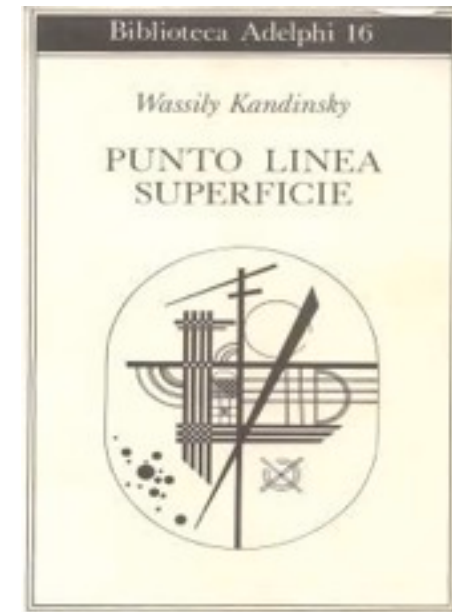
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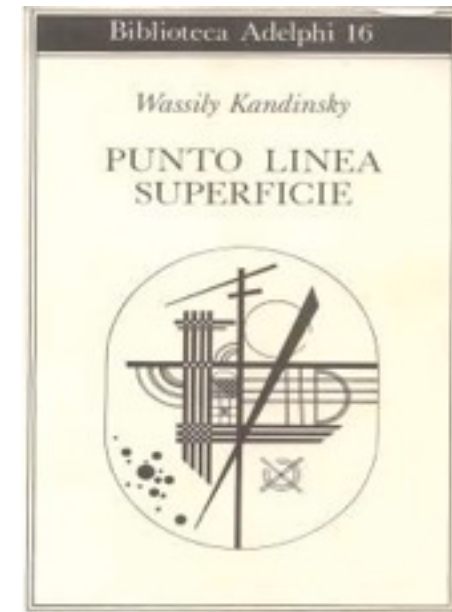
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- Gestisce “solo” Punti, Linee e Poligoni chiusi, in forma semplice o multipla.
- Associa ad ogni “entità” sopra descritta un “record informativo”, ovvero dati associati a quella specifica entità.



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- Aggiunge il concetto di “topologia”, mettendo in relazione le entità tra di loro, secondo operatori logici booleani (intersezione, unione, appartenenza)



SIMPLE

MULTI

POINT



LINESTRING



POLYGON



(1)

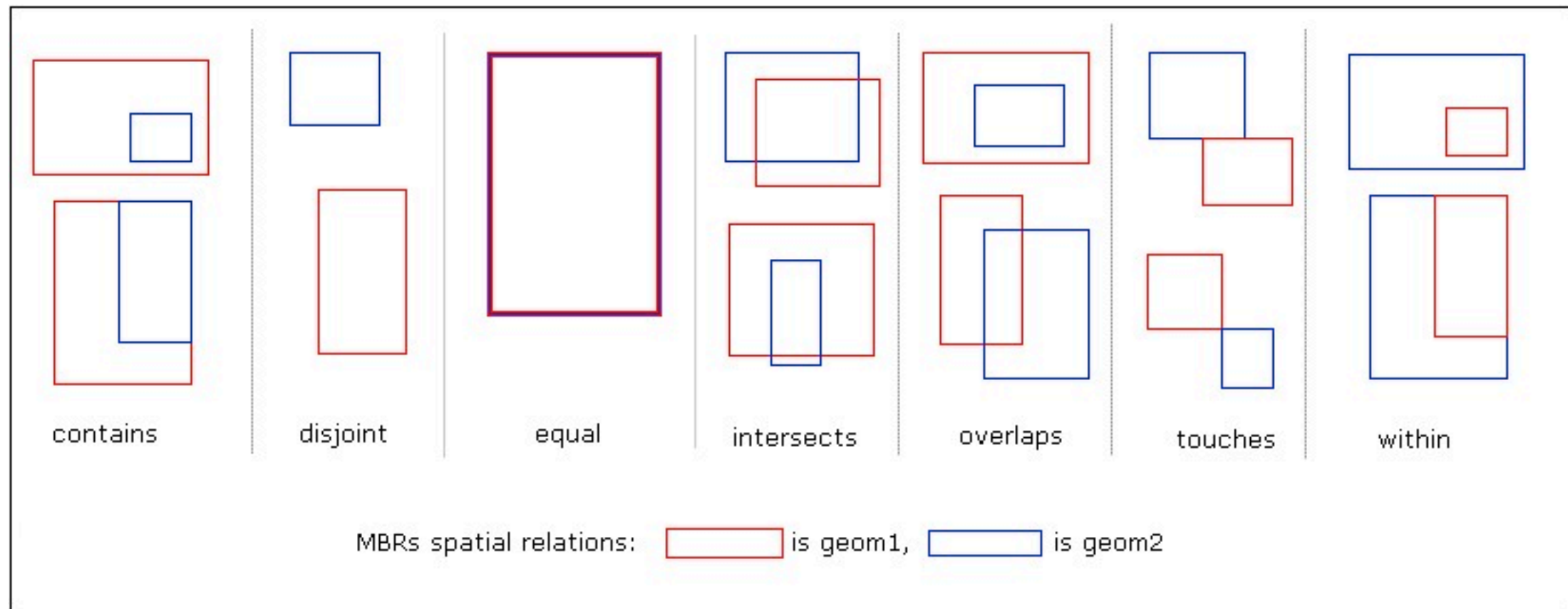


(2)

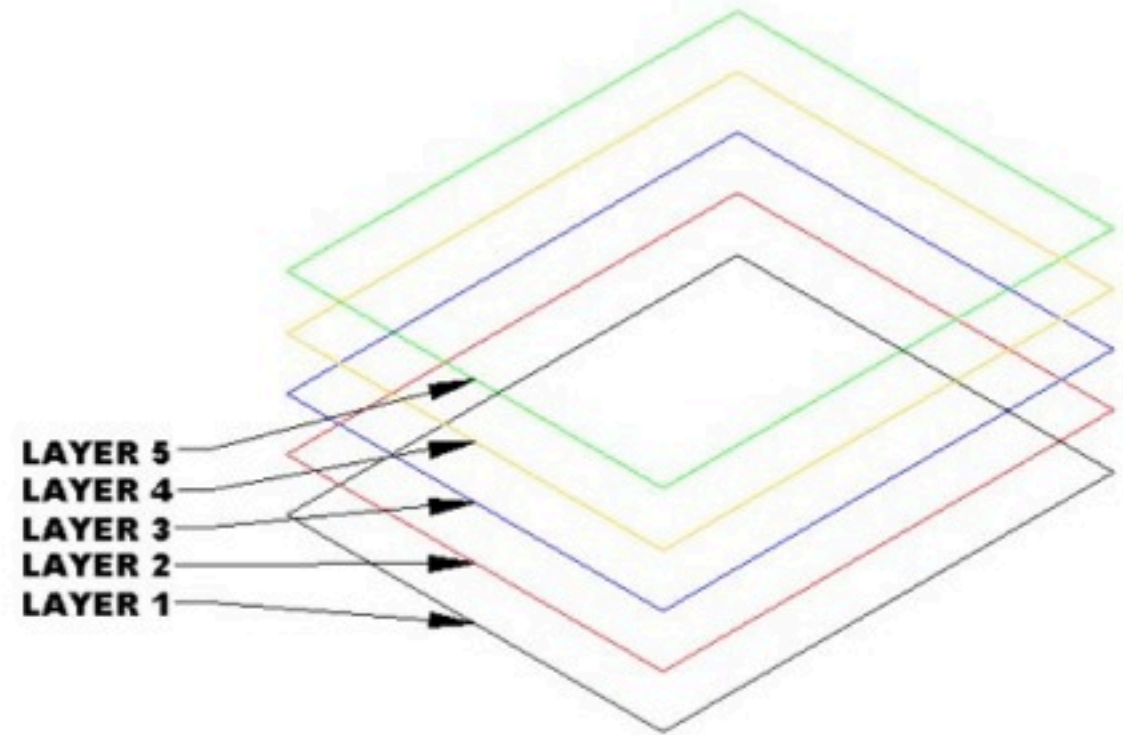
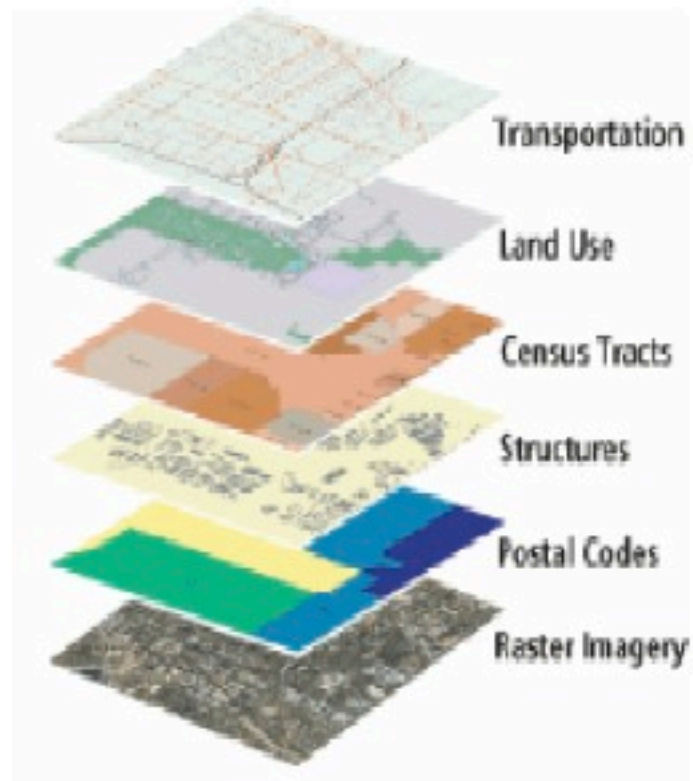
OpenGIS spatial objects (W_{ell}K_{nown}T_{ext})

- POINT(0 0)
- LINESTRING(0 0,1 1,1 2)
- POLYGON((0 0,4 0,4 4,0 4,0 0),(1 1, 2 1, 2 2, 1 2,1 1))
- MULTIPOINT(0 0,1 2)
- MULTILINESTRING((0 0,1 1,1 2),(2 3,3 2,5 4))
- MULTIPOLYGON(((0 0,4 0,4 4,0 4,0 0),(1 1,2 1,2 2,1 2,1 1)), ((-1 -1,-1 -2,-2 -2,-2 -1,-1 -1)))
- GEOMETRYCOLLECTION(POINT(2 3),LINESTRING(2 3,3 4))

Relazioni topologiche



Tematismi, vestizioni e mappa.

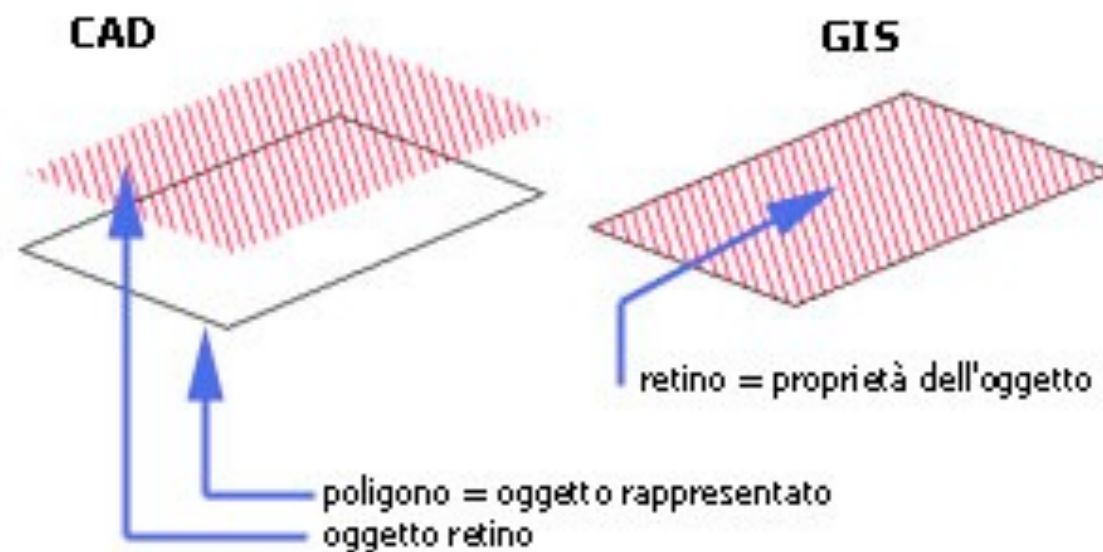


Associazione entità-livello

1 - molti

1 - 1

.... vestizioni



Nel Cad il “retino” è un oggetto, nel Gis una proprietà

Tabelle, database e interrogazioni

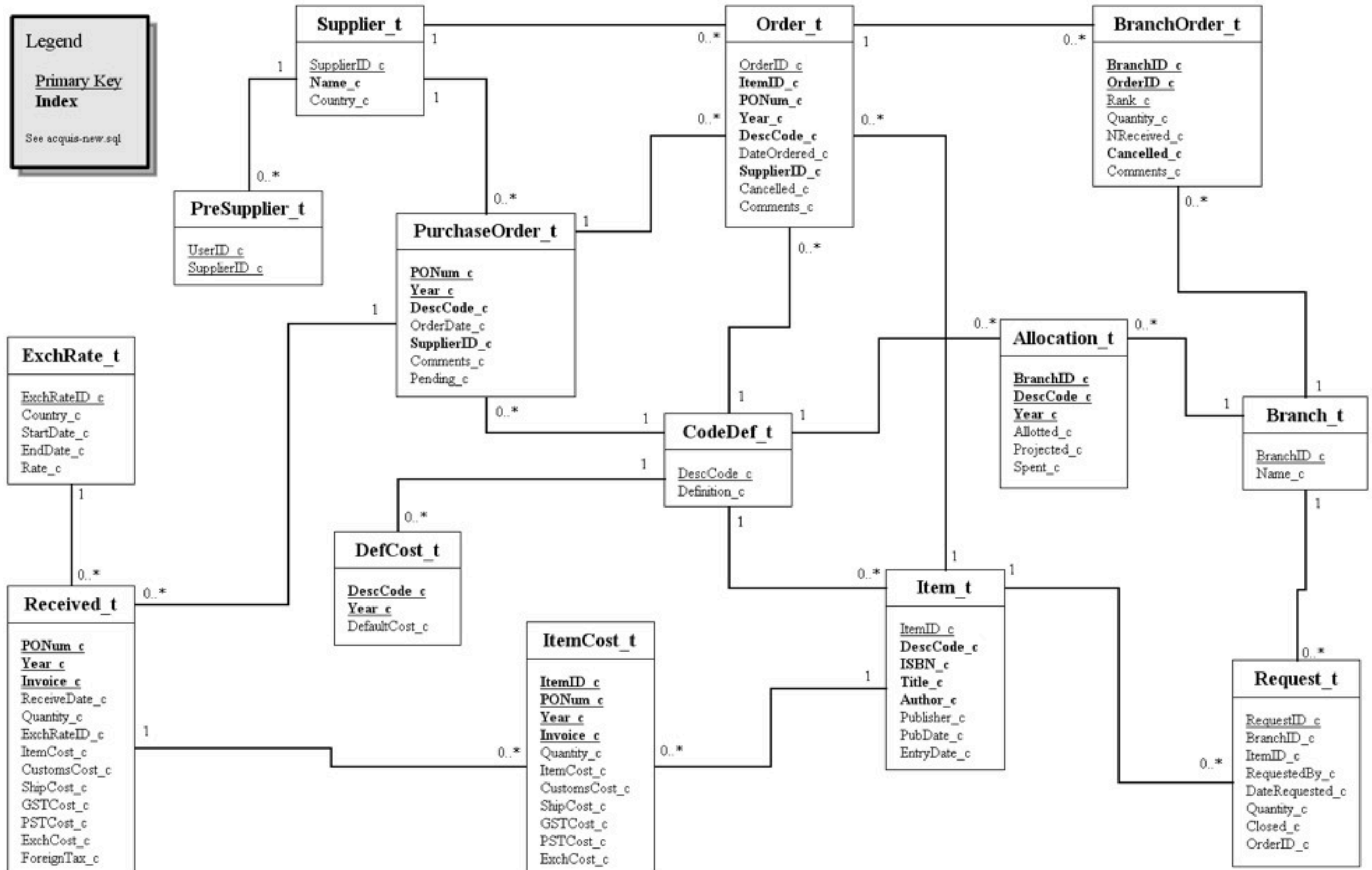
Tabella degli attributi - catpol (37051 elementi)

	comune	foglio	mappale	tipo
0	A859	78	ACQUA	0
1	A859	78	ACQUA	0
2	A859	78	ACQUA	0
3	A859	78	ACQUA	0
4	A859	78	ACQUA	0
5	A859	78	ACQUA	0
6	A859	78	ACQUA	0
7	A859	78	STRADA	0
8	A859	78	203	0
9	A859	78	204	0
10	A859	78	1	0
11	A859	78	13	0
12	A859	78	32	0
13	A859	78	57	0
14	A859	78	200	0
15	A859	78	201	0
16	A859	78	202	0
17	A859	78	67	0
18	A859	78	72	0
19	A859	78	60	0
20	A859	78	197	0
21	A859	78	196	0
22	A859	78	198	0
23	A859	78	193	0
24	A859	78	19	0
25	A859	78	9	0
26	A859	78	37	0

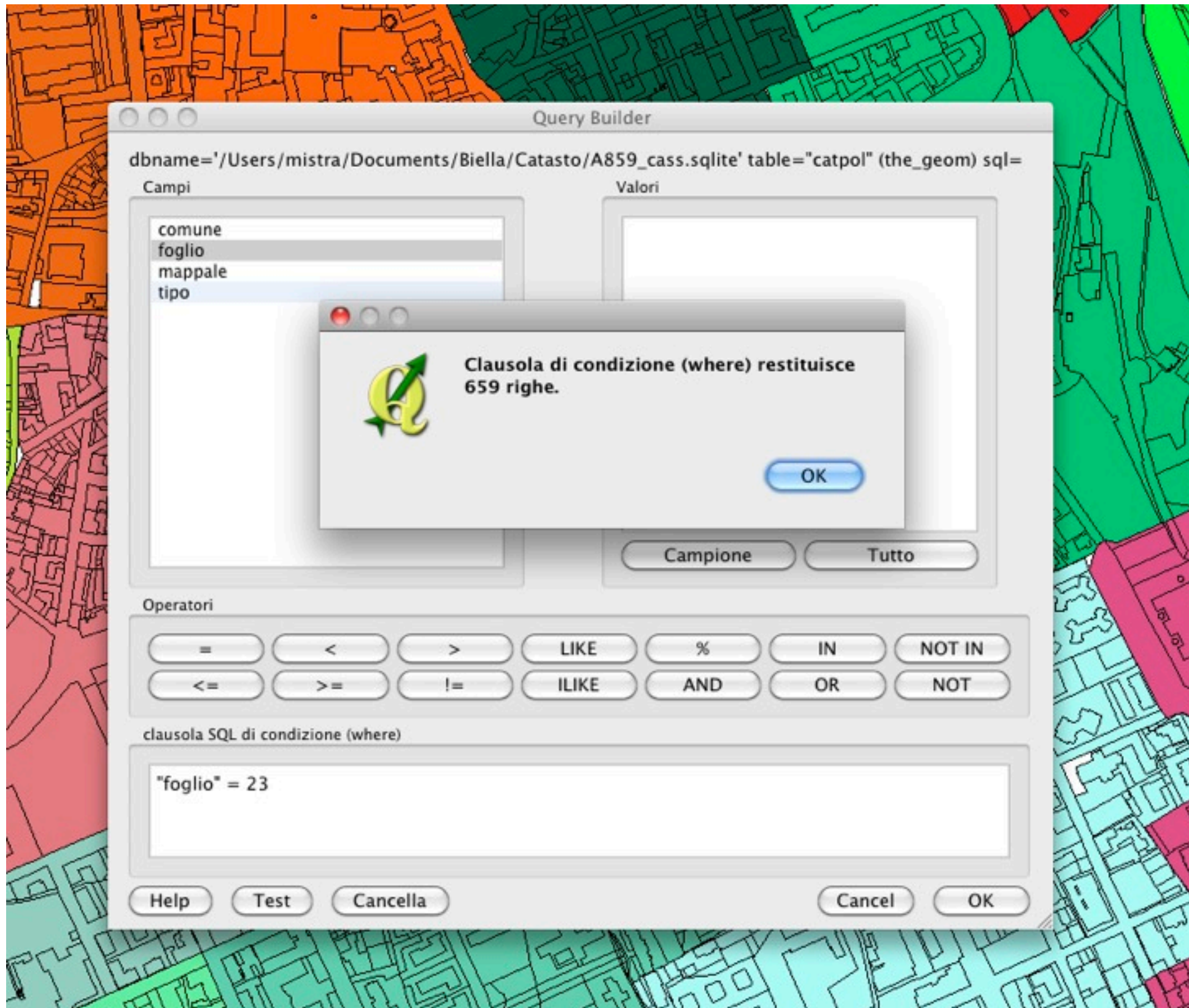
Cerca in

☐ Mostra solo i record selezionati ☐ Cerca solo i record selezionati

... database....




... e query.






Quantum GIS. Presentazione.

www.qgis.org



Quantum GIS



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The Quantum GIS project is pleased to **announce** the release of the QGIS version 1.6.0. Sourcecode and binary packages are available from the **download area**.

Quantum GIS

Version 1.6.0

"Copiapó"

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git - Poll

How do you feel about QGIS moving away from SVN and over to GIT?

☐ Great idea! Please do it!

☐ I don't mind either way.

☐ I don't use code check outs or even know what the question means.

☐ Please don't do this!

Welcome to the Quantum GIS Project

Quantum GIS (QGIS) is a user friendly Open Source Geographic Information System (GIS) licensed under the [GNU General Public License](#). QGIS is an official project of the [Open Source Geospatial Foundation \(OSGeo\)](#). It runs on Linux, Unix, Mac OSX, and Windows and supports numerous vector, raster, and database formats and functionalities.

Learn more about QGIS

Quantum GIS provides a continously growing number of capabilities provided by core functions and plugins. You can visualize, manage, edit, analyse data, and compose printable maps. Get a first impression with some [screenshots](#) and a more detailed [feature list](#).

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Free! 

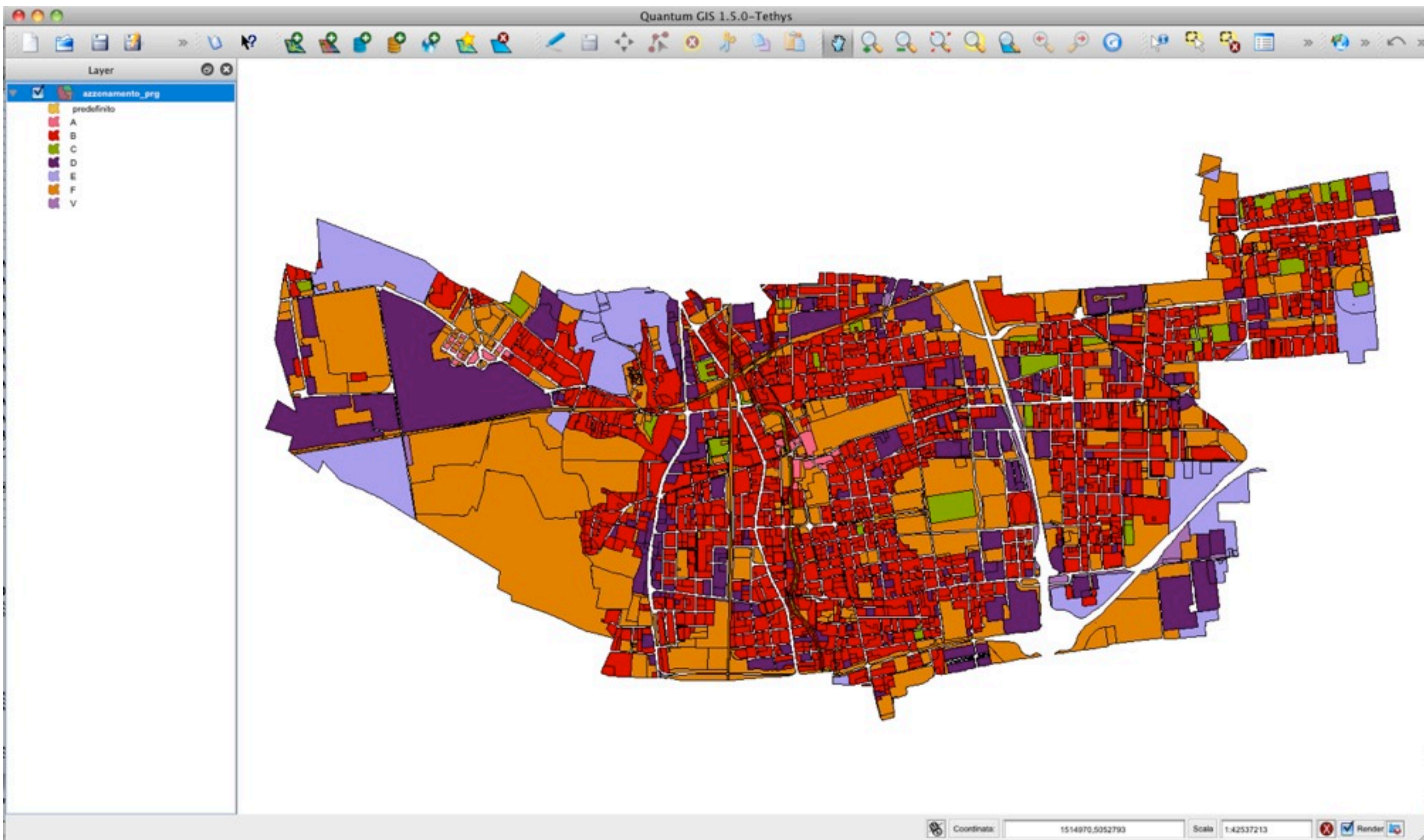
Want to learn even more?

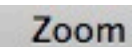
Check the latest [User Guide](#) or learn how you can customize QGIS to fit your needs with our [API Documentation](#) and [PyQGIS Cookbook](#).

How to contribute

Quantum GIS is a volunteer driven project. We welcome contributions in the form of code contributions, bug fixes, bug reports, contributed documentation, advocacy and supporting other users on our [mailing lists](#) and the [QGIS Forum](#). If you are interested in actively supporting the project, you can find more information under the development menu and on the [QGIS Wiki](#). We also welcome [financial contributions](#) in the form of sponsoring and funding.

Il desktop di QuantumGIS





Chiudi