vis.gl
SIGGRAPH 2018 Update
Our Frameworks

A suite of open-source visualization frameworks

KEPLER.GL
- React components for Mapbox GL JS
- GET STARTED

DECK.GL
- Large-scale WebGL-powered Data Visualization
- GET STARTED

LUMA.GL
- An editing framework for deck.gl
- VIEW DOCS
- START EDITING

NEBULA.GL
Beyond Frameworks
kepler.gl
An Open Source Geospatial Data Exploration Tool
A stack of deck.gl layers
A Mapbox GL base map
Layer Configurator

Data Filters

React User Interface
Optimized Loading & Processing of Data

Polished Interactions

Iterations of Visual Design
Add data to map by drag and drop files
Free form filtering with time playback
On the fly geo aggregation with 3D visualization
Explore origin-destination correlations with brushing
Kepler.gl - Road to Open Source
Successive waves of refinement over more than 2 years

1 Mostly “generic” internal application
2 Major Refactoring
3 UI Redesign
4 Deck.gl Upgrades
Import Kepler.gl Into other Apps

Data Visualization Team, Uber
vis.gl: New Frameworks
# H3 - Hexagonal Geospatial Indexing System

<table>
<thead>
<tr>
<th>System</th>
<th>Index representation</th>
<th>Cell shape</th>
<th>Projection system</th>
</tr>
</thead>
<tbody>
<tr>
<td>H3</td>
<td>64 bit integer</td>
<td>hexagon</td>
<td>Icosahedron face centered gnomonic</td>
</tr>
<tr>
<td>S2</td>
<td>64 bit integer</td>
<td>rectangle</td>
<td>Cube face centered quadratic transform</td>
</tr>
<tr>
<td>Geohash</td>
<td>alphanumeric string</td>
<td>rectangle</td>
<td>None, encodes latitude and longitude</td>
</tr>
</tbody>
</table>
NEBULA.GL
An editing framework for deck.gl

VIEW DOCS

START EDITING
From Viewing to Editing

```javascript
import { GeoJsonLayer } from 'deck.gl';

const layer = new GeoJsonLayer({
id: 'geojson-layer',
data
});
```

```javascript
import { EditableGeoJsonLayer } from 'nebula.gl';

const layer = new EditableGeoJsonLayer({
id: 'geojson-layer',
data,
mode: this.state.mode,
onEdit: ({ updatedData, updatedMode }) => {
    this.setState({
        data: updatedData,
        mode: updatedMode
    });
});
```
Future Directions
Stay tuned...