

Creating an animation of battle from old maps in GIS

Abstract

The bachelor thesis is focused on options of creating animation of battle in GIS. At the beginning of theoretical part is analysis of relation between time and cartography, including main methods of its visualization in maps, issues of cartographic animations and its creation in specific GIS software. Next part explains issues of battle maps and analyses the battle at Chotusice and old basemaps.

In practical part, there is established methodic procedure of creating animation of battle from old basemaps in ArcMap and QGIS. The results are two animations of battle at Chotusice which are used to compare options, advantage and disadvantage of both used softwares. At the end is told and explain which of these software is better for creating animation of battle.

Keywords: animation, animation of battles, old maps, Open GIS, QGIS, ArcMap