

OPENGEOFICTION

Drawing a collaborative fictional world using the OSM software

(to participate in building KHAIWOON please contact "isleño" via INBOX)

OVERVIEW

- 1) Introduction:** Why making fictional maps?
- 2) History:** Personal approach and geofictional evolution
- 3) Opengeofiction project:** description and technical issues

WHY FICTIONAL MAPS?

Maps are **fascinating**

Making maps is like **telling a story**

Like literary work, any **mapmaking** can be based upon **existing places** or upon **fictional ones**

Thus, **making fictional maps** is like **telling a story about fictional places** in a geographical way

Geofiction: creating maps of fictional places, but in a „realistic“ environment



JOHANNES' GEOFICTION HISTORY

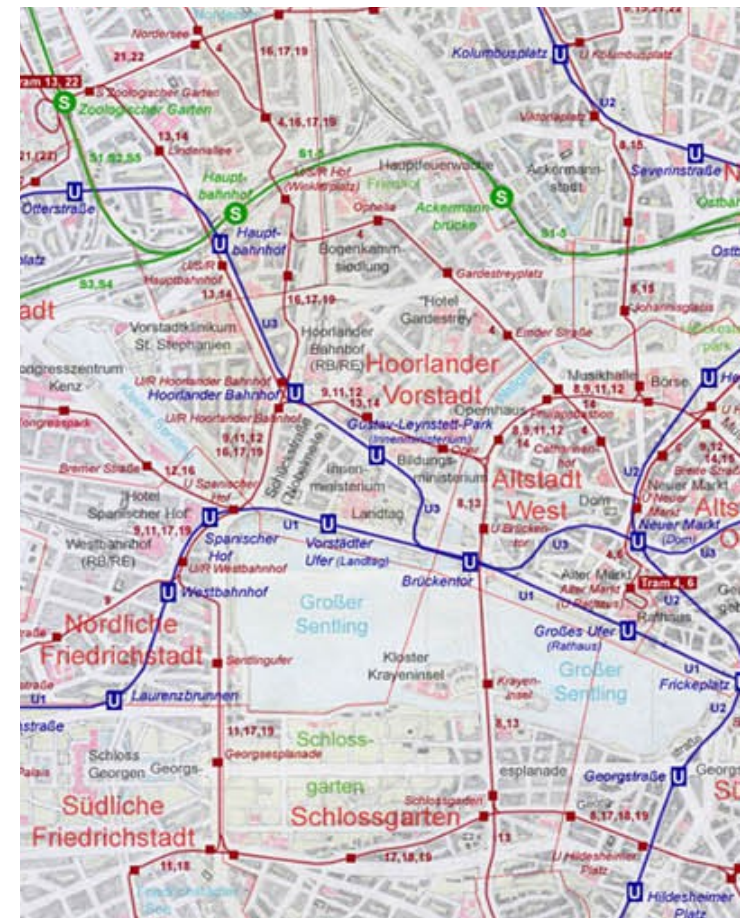
Already made some **simple fictional maps** as a child

First **hand-drawn maps** with „printed city map“ style in early teenage period (scales 1:15,000, 1:20,000 and 1:25,000)



JOHANNES' GEOFICTION HISTORY (2)

Large project 2000-2007: **Kenz**, a city located on fictional islands in the Elbe estuary



JOHANNES' GEOFICTION HISTORY (3)

Late 1990's: first attempts to draw **digital (vector-based)** maps, many obstacles

Finally since 2009: **Forberg, Wittersberg** and **Tarott**, cities drawn in **Adobe Illustrator**

In 2010: Orlent (same technique, but using **Inkscape**)

In 2013: Tarott still unfinished, file too large (too many layers/labels)

Looking for other solutions, idea to use OSM software in the future





Urban Geofiction | Your guide to i... +

urbangeofiction.stadtkreation.com

Google

URBAN GEOFICTION

Your guide to imaginary urban places...


Aaby Anchester As-Perdenoy Avaranchi Borroland Delta Enteve Esnrecej Forberg Gramen Holstenhafen Holzwerda Hyman's Cities Jagemünd Kaalst Kalm Karenz Katsburg Kenz Konthuan Largenthaine Latina Lejewpord Levingrand Los Angeles Mauzlande Milerno Millionenstadt Newark Newburg Novo Guimarães Orient Paltialar Piora Pinscher Reedsburg Roantra Tarott Tiner Trignon Untitled #1 Wittersberg Yasheu Yogo Yordam

SEARCH

Latest articles

NEW PROJECT INCLUDED: PINSCHER BY OWEN READING

Author: [admin](#) | 16.12.2013



INFO

- > About
- > Geofiction
- > News
- > Cities (all)
- > Cities by J. Bouchain
- > Cities (fragments)
- > Countries
- > Countries (other authors)
- > Urban Legends

A new, wonderfully detailed, computer-drawn addition to the urban geofiction collection: The city of Pinscher by Owen Reading with many different maps (e.g. a city centre map, a public transport

THILO'S GEOFICTION HISTORY (3)

Culmination in a **58-sheet set depicting a single country** (Roantra), 20 years ago

Long break until work continued in **digital form**

Creation of a **digital elevation model** of Roantra using NASA WorldWind



THILO'S GEOFICTION HISTORY (4)

Idea of using **OSM** as a tool for **fictional mapping**

One day, **single buildings** were mapped in **OSM**. (That was when first thought: this might be suitable for my purposes)

Discovered **urbangeofiction.stadtkreation.de**, Johannes' online collection of fictional maps by himself and other people

Idea of **Opengeofiction** as a collaborative fictional world based upon OSM

OPENGEOFICTION TIMELINE

2011: **failed attempt of installing OSM software** on Windows

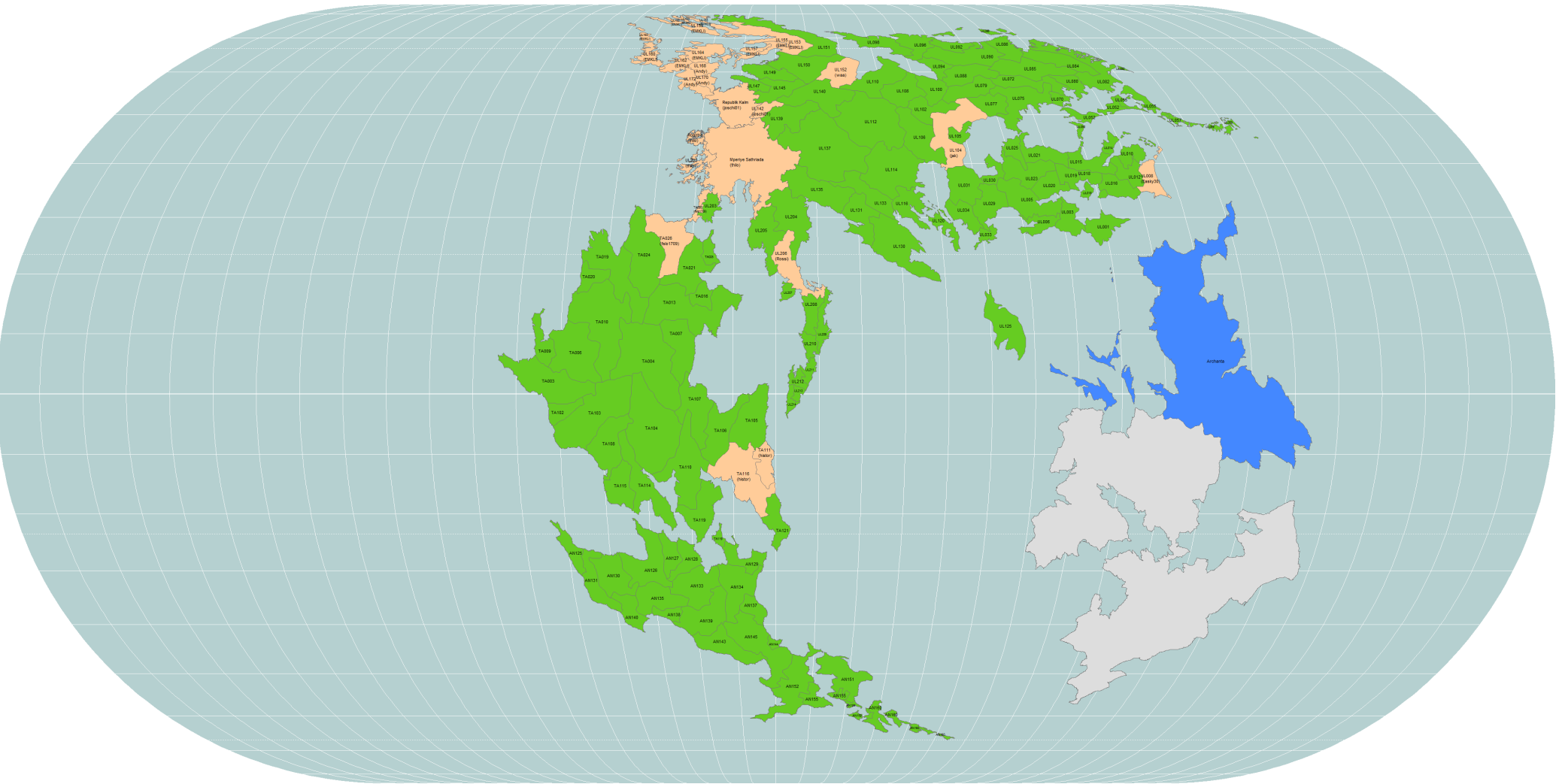
November 2012: **working VMWare**

December 2012: **first OGF server** up and running

September 1, 2013: **open** to the general public

November 5, 2013: **first wave of signups**, triggered by an article on *www.popsci.com*

November 9, 2013: **second wave of signups**, triggered by a posting on *Reddit (/r/worldbuilding)*



OPENGEOFICTION TIMELINE (2)

Early 2014: **free territories became scarce**, many users signed up and never started drawing

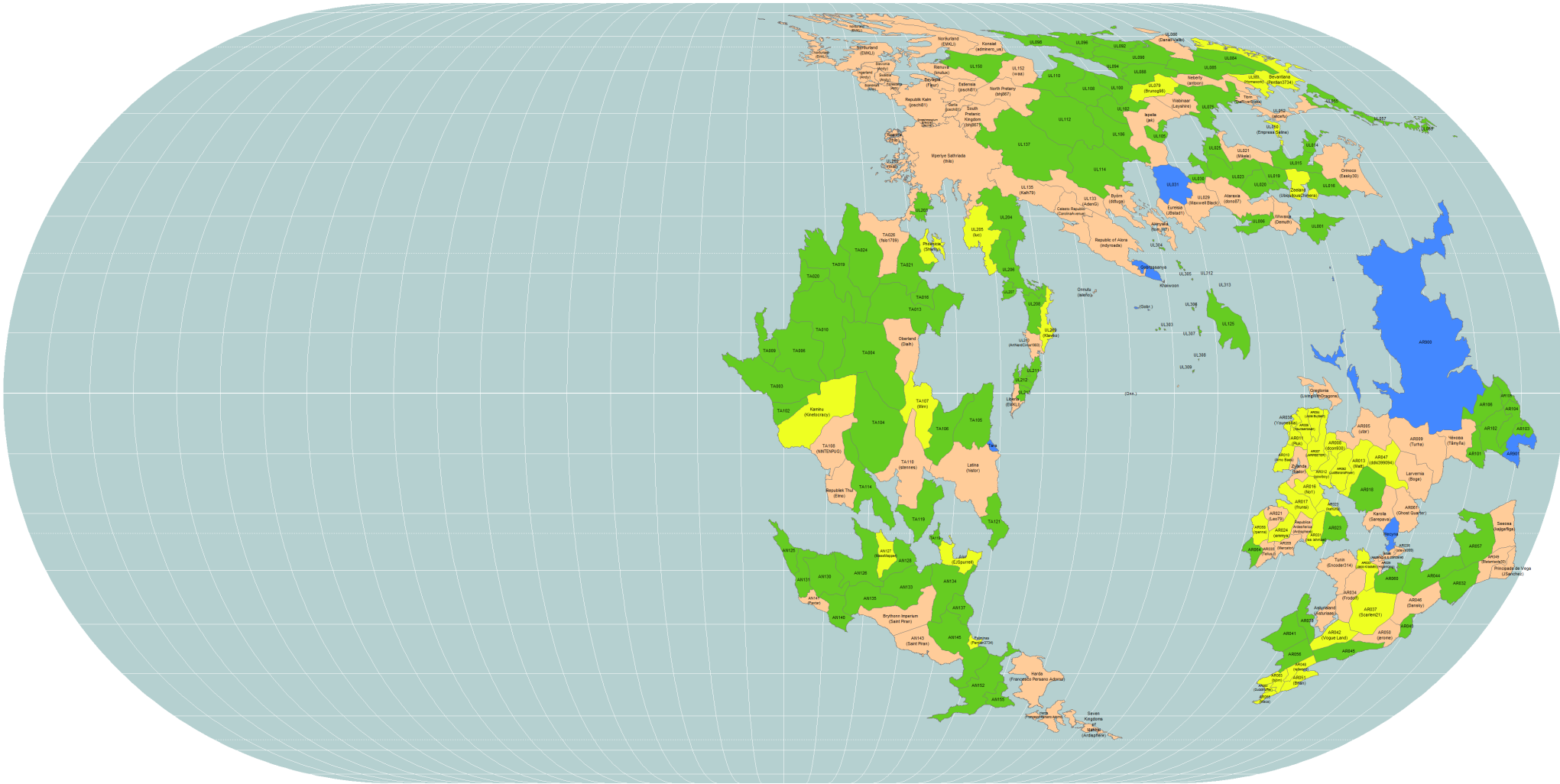
Two strategies to handle this problem

- 1) Draw a **new continent** (which led to problems, see later)
- 2) implement a **withdrawal process** for orphaned territories

February 28, 2014: **first round of territory retractions**

March 23, 2014: migration to **new server**

June 30, 2014: **second round of territory retractions**



PARTICIPATION TERMS

Basically there are **two modes of participation**

- as a **territory owner**
- editing in the "**free for all**" areas

And there's a "middle ground" between those two: "**community territories**"

The **rules** for those are still **evolving**

We already had one **major change**

- when we started, each user could **claim a territory immediately**
- now there's a **waiting period of two weeks** for new users

OPENGEOFICTION ARCHITECTURE

PostgreSQL database, of course

Rails Port running on Apache / mod_passenger

osmosis for diff exports (every 5 min)

osm2pgsql

Mapnik / mod_tile / renderd

OSMCoastline, running every 4 hours

Everything on a **single virtual server**, 8G RAM

Previous configuration: 2G RAM, complete export/import every 2 hours, which sometimes caused problems

SOME NUMBERS

6.5 million nodes

370,000 ways

3,800 relations

97 assigned territories

60 assigned territories (presumably as of **June 30**)

408 registered users

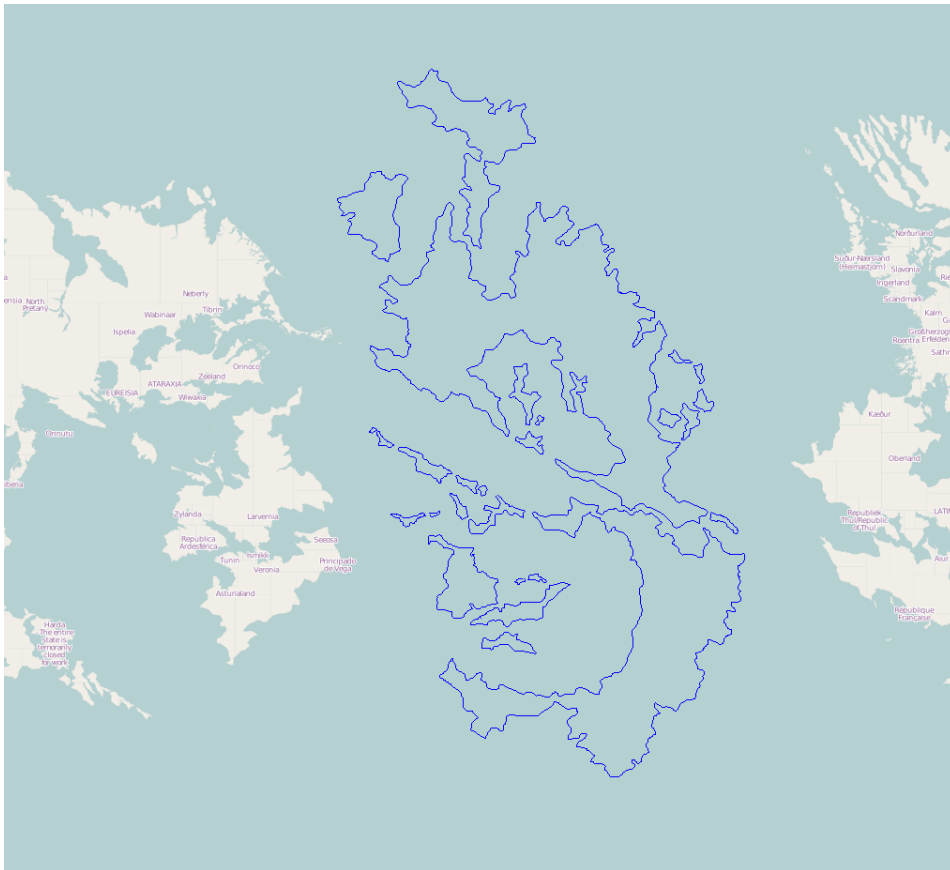
~ 40 active users

On average, **1 new signup per day**, but only **1 new active user every 2 weeks**

OBSTACLES OF CREATING A NEW CONTINENT

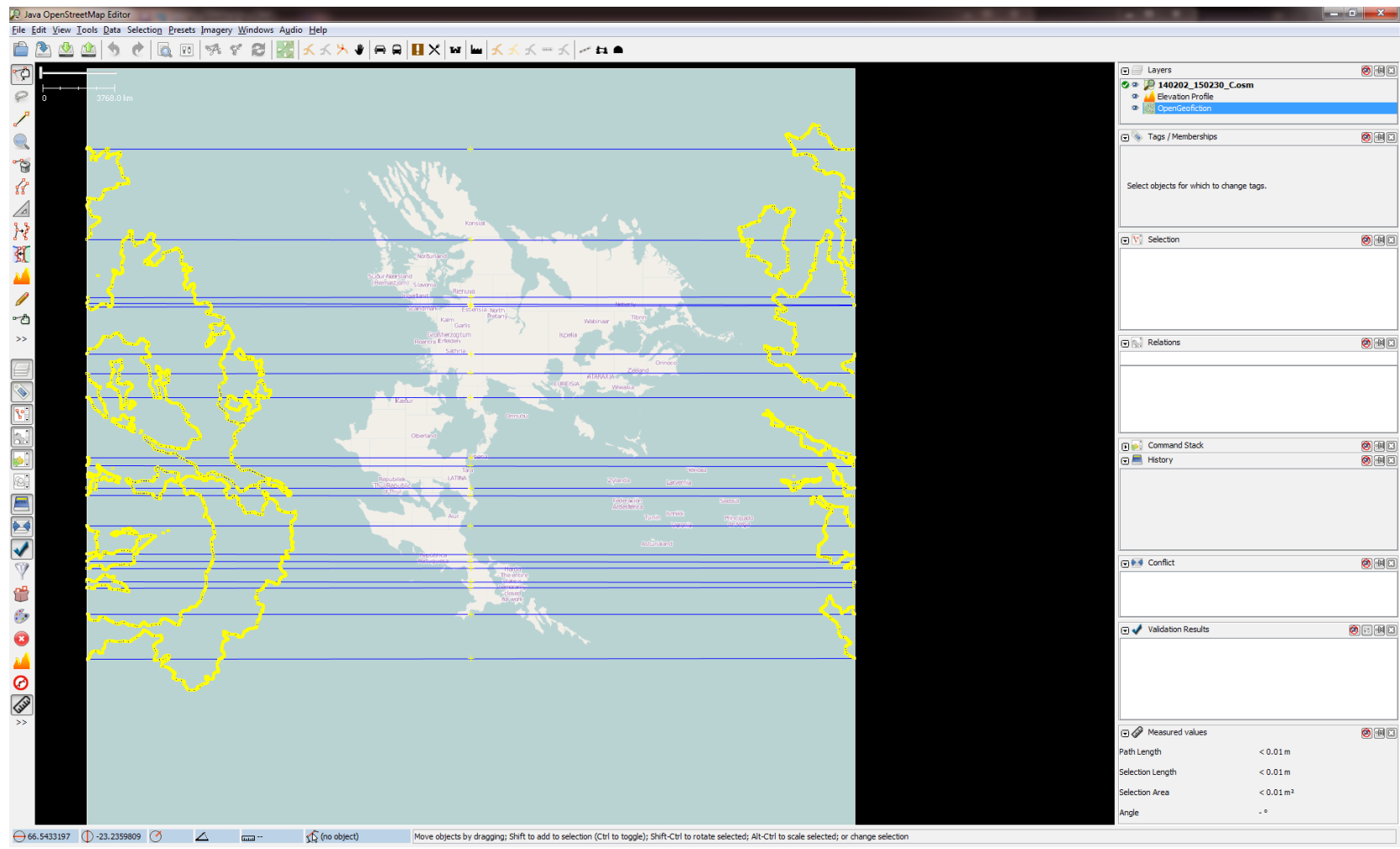
New continent drawn with **graphics program**

Output converted to **.osm file**



OBSTACLES OF CREATING A NEW CONTINENT (2)

How it looked when opened in JOSM:



OBSTACLES OF CREATING A NEW CONTINENT (3)

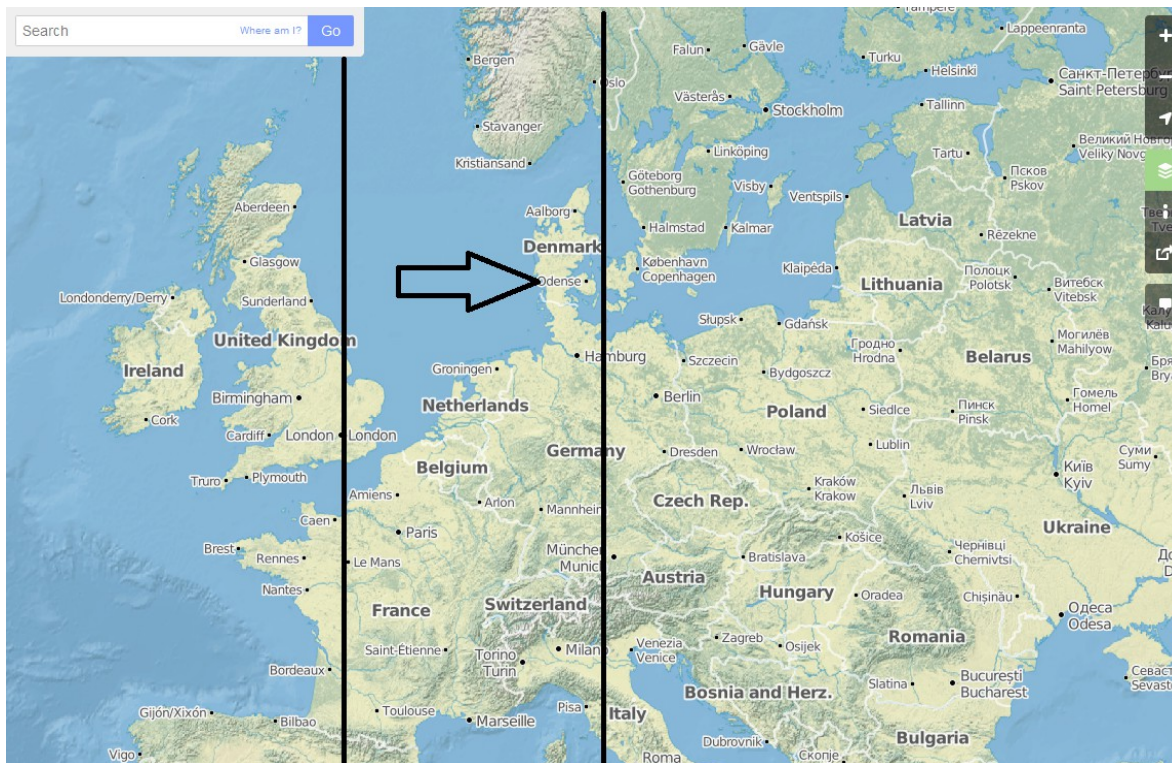
Not a JOSM problem, the **API can't handle it** either



OBSTACLES OF CREATING A NEW CONTINENT (4)

Fixing the software would be too **error-prone**

Better solution: **Shift** the prime meridian **11 degrees to the east** (from London to Florence)



OBSTACLES OF CREATING A NEW CONTINENT (5)

Here's **how to do it**:

```
UPDATE current_nodes SET longitude = longitude + 500000000;
```

```
UPDATE nodes SET longitude = longitude + 500000000;
```

```
UPDATE diary_entries SET longitude = longitude + 50;
```

```
UPDATE current_nodes SET tile = tile_for_point( latitude, longitude );
```

```
UPDATE nodes SET tile = tile_for_point( latitude, longitude );
```

ADVANTAGES OF USING OSM SOFTWARE FOR FICTIONAL MAPS

Converts creating fictional map into a **collaborative activity**

No need to decide beforehand on a certain **scale** or **map style**

Will never be finished, there will always be **room for more details**

DRAWBACKS

OSM editors are made for copying from **aerial images** or **GPS tracks**

It's very **hard** to get the **sizes of objects** right

Objects are displayed with **different size depending on latitude**

Wish to draw **large-scale objects** on my **graphics tablet**

Terrain (elevation) is **not handled by OSM** at all

PLANS FOR THE FUTURE

Complement the OGF maps by a **Wikipedia-style encyclopedia**

Develop a method to create **terrain information**

Add **new continents**

Thanks for your attention!

Interested? **Visit**

www.opengeofiction.net

or **contact us** at

info@opengeofiction.net