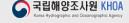
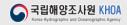


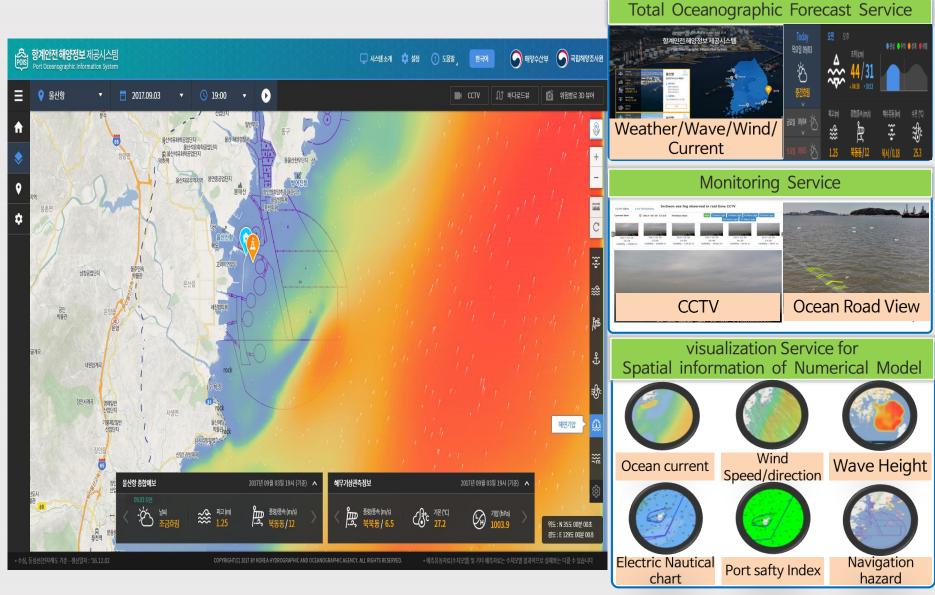


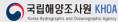
#### Background & Necessity Vission Essential Ocean information required to prevent and to respond promptly to marine accidents Effective Support for safe navigation and ports "Comprehensive marine information system for operation Safe marine activity and Harbor operation" Port Safety & Oceanographic Information Decision -Major ports High-Quality making and support of High risk Observated Port offshore & Predicted Authority waterways Data Output



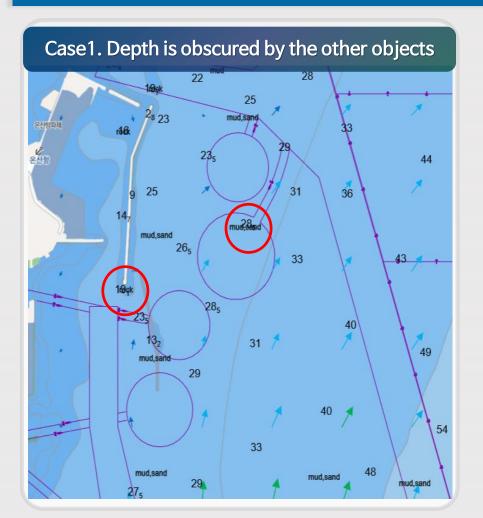
Service DataBase			
Ocean Currents		Predicted current (ROMS)	
		Observed current (HF-Radar)	
Depth Data		Water depth	
		Dynamic water depth	
Marine forecast		Isobath	
Predicted Data		Port Marine Safety Index	
		Sea Surface Temperature	
		Wind Speed/Direction	
Real-time observation Data		Atmospheric Pressure at Sea surface	
		Wave height	
Navigational hazards		Tidal/Ocean Buoy	
		Wrecks/Fish haven	
Other layers		Ocean forecast/Bottom sediments	
Data from Sea Fog Observation		Harbor limit/Navigation route	
		Weather Data/CCTV	

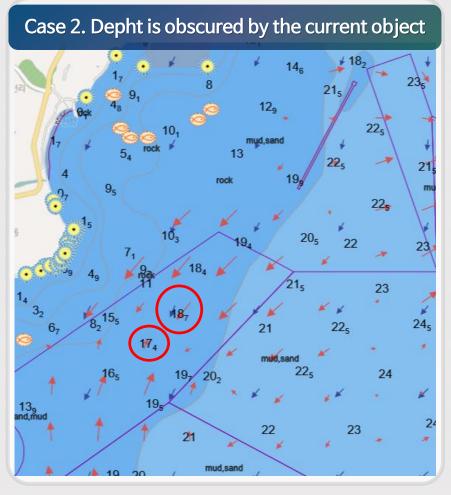




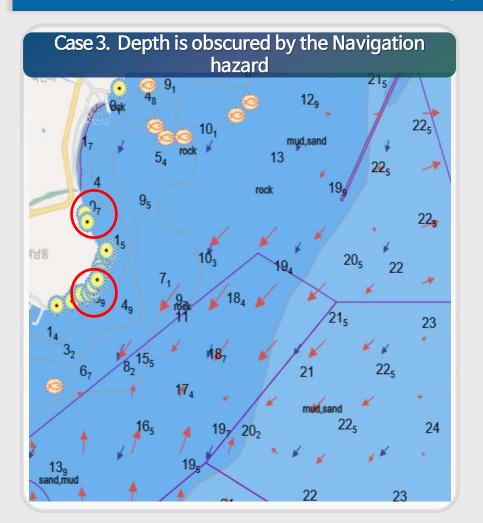


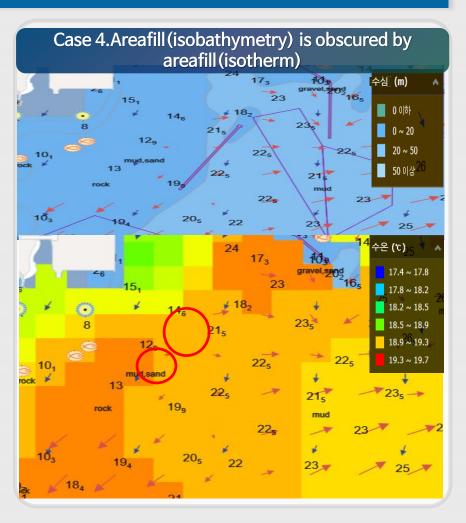
- When visualizing various marine spatial information
  - : Consideration interoperability between object (Not operability between product!!)

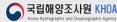




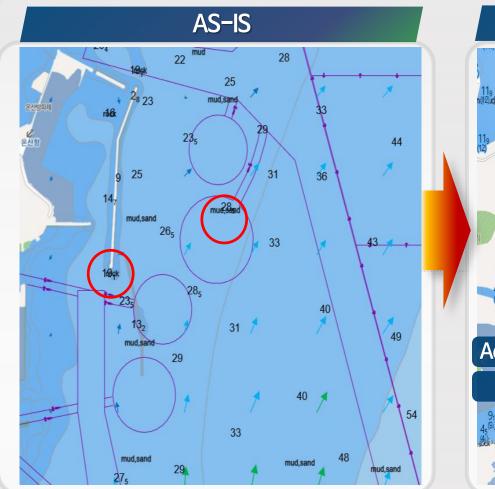
- When visualizing various marine spatial information
  - : Consideration interoperability between object (Not operability between product!!)



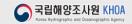




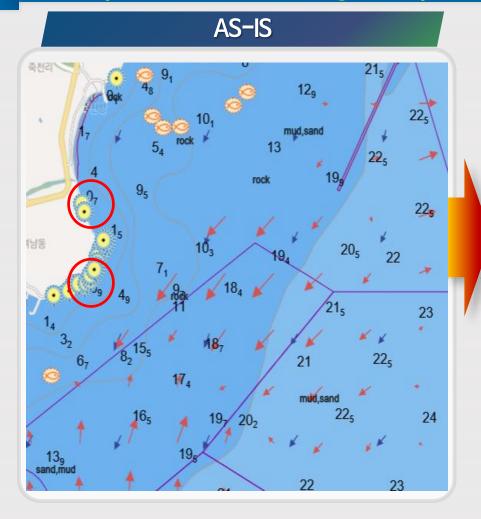
Visible processing results on POIS - case 1
 Adjust display color and style between oberlapping objects

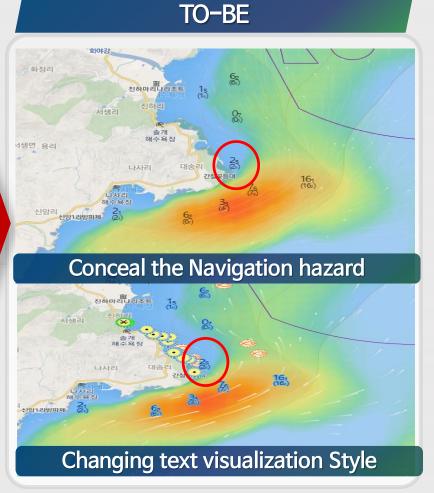


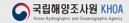




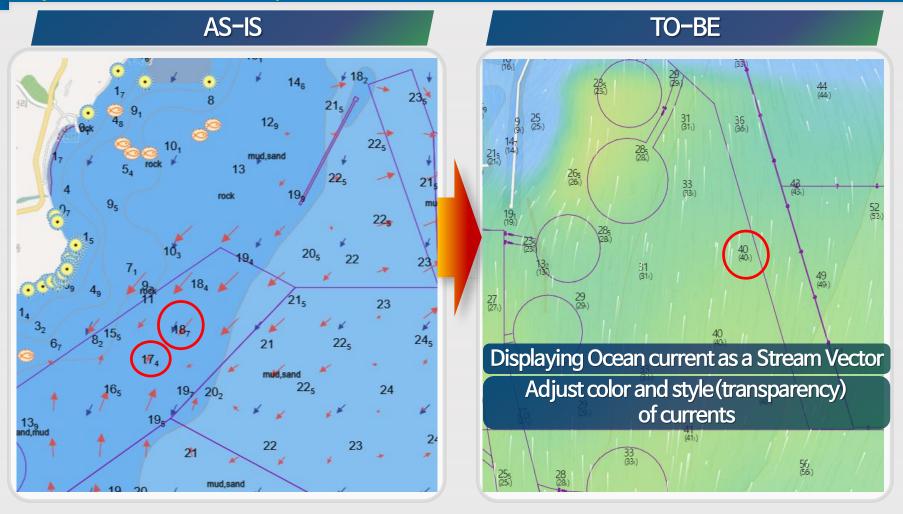
- Visible processing results on POIS case 2
- : Make symbols invisible or change the style of depth information

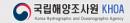






- Visible processing results on POIS case 3
- : Dynamic stream vector representation of ocean current visualization





#### **Conclusion**

#### **Display Priority**

Object Name	Feature Type	Display Priority
Water Depth	Text	Priority 0
Navigational hazards	Point	Priority 1
Harbor Limit Navigation route	Line	Priority 2
Ocean forecast	Point	Priority 3
Predicted current Sea Surface Temperature	Areafill	Priority 4
•••	•••	•••

Priorities with smaller numerical values will be processed first.

#### Overlay method between Objects

Example	Adjustment method
Water Depth (Text) + Bottom sediments (Text)	Bottom sediments Layer off
Water Depth + Predicted current (Depth is obscured by an arrow symbol)	<ol> <li>Conceal the arrow symbol</li> <li>Adjust water depth style         (Text -bold/inbox/outbox/halo/etc.)</li> <li>Visulization method (such as stream vector) and transparency adjustment</li> </ol>
Predicted current (Areafill) + Sea Surface Temperature (Areafill)	<ol> <li>Priority Adjustment</li> <li>Adjust to display only a single object</li> </ol>
Water Depth (Text) + Navigational hazards (Symbols)	Navigational hazards Symbols layer off

Interoperability between products as well as Interoperability between objects is required.

