In this model, different lines represent different elevations like a topographic map. Contour lines join together points with the same elevation. The distance between the lines (contour interval) shows the steepness of a landscape. The closer the lines are together, the steeper the slope of the hill.

Contour lines are used to show what the landscape looks like on flat maps. Different spacings and shapes on lines indicate three-dimensional features on the surface of Earth.
Make It Rain!

Make it rain by holding your hand with fingers spread out about a foot over the sand table.

Make It Drain!

Drain the basin by holding down the large red button on the wall.
The core of the Augmented Reality Sandbox is the software which creates the topographic overlay and water simulation. It utilizes the Kinect camera’s infrared (IR) sensors to “map” the movement of the sand in real time and then passes that data on to the computer, where it is processed and projected onto the sand surface.

The water flow is based on real-world equations, which can be adjusted to represent many different fluids such as water, lava or snow. Many other parts of the software are adjustable, which allows users to create scenarios to explore bathymetry, volcanoes, tsunamis, and much more.

Where It’s From

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For more information, please visit https://arsandbox.ucdavis.edu.