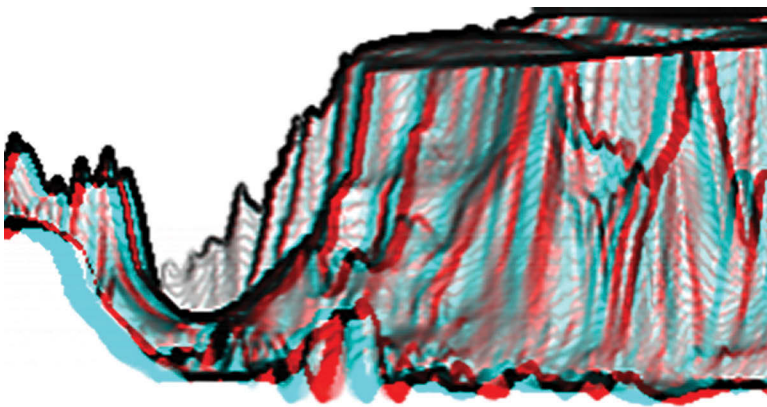
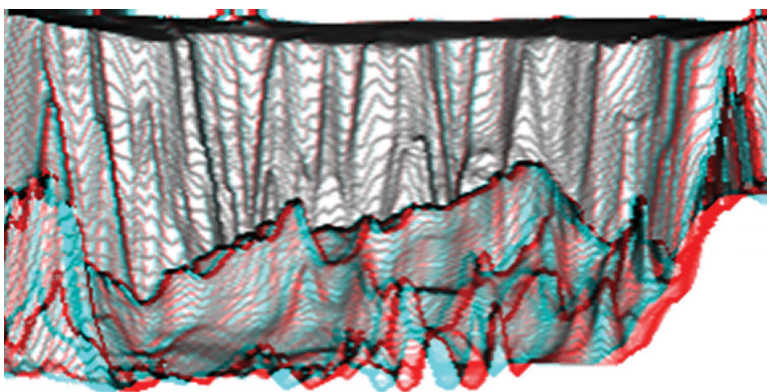


color figures

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a. Subset looking north through the opening into Condor Chasma.



b. Subset looking at the south wall of Mellas Chasma.

Figure 12. Subsets of the Valles Marineris $1/64^\circ \times 1/64^\circ$ DEM centered on the arrows shown in Figure 10 were converted to DDMs and induced with parallax before creating the left and right perspective slope images in the form of anaglyphs displayed above. Red-cyan glasses with red over the right eye are needed to view these images.

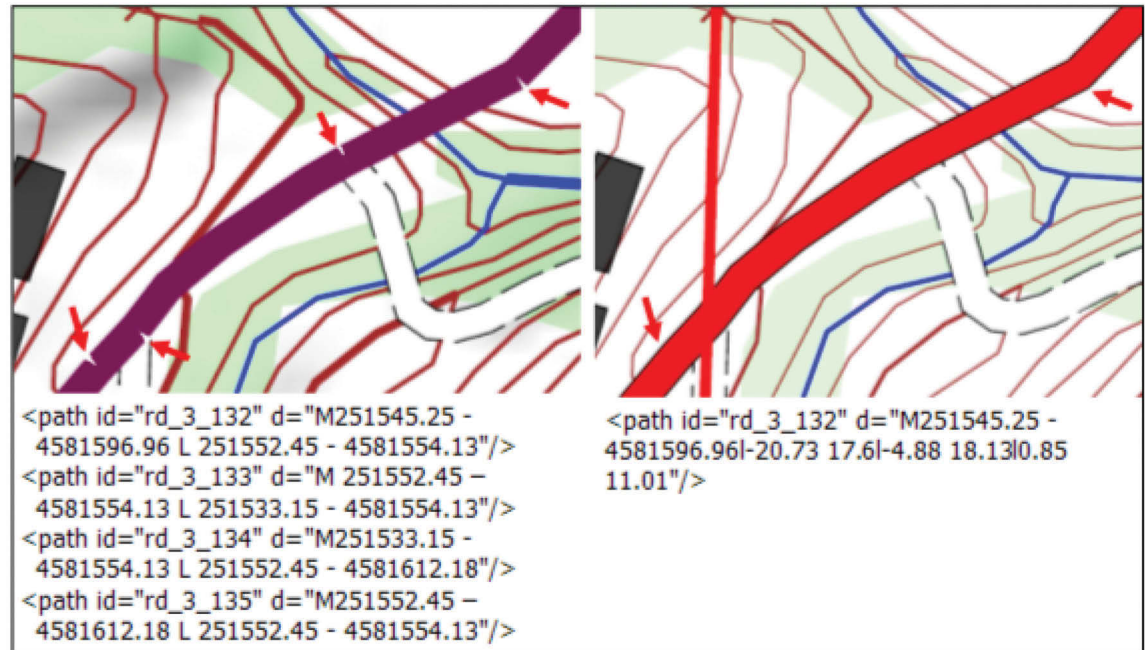


Figure 1. Inappropriate topological structure of DLG objects – unneeded number of vertices and breaks (on the left) instead of one solid line (on the right) – that have impact on the graphical representation and amount of SVG code.

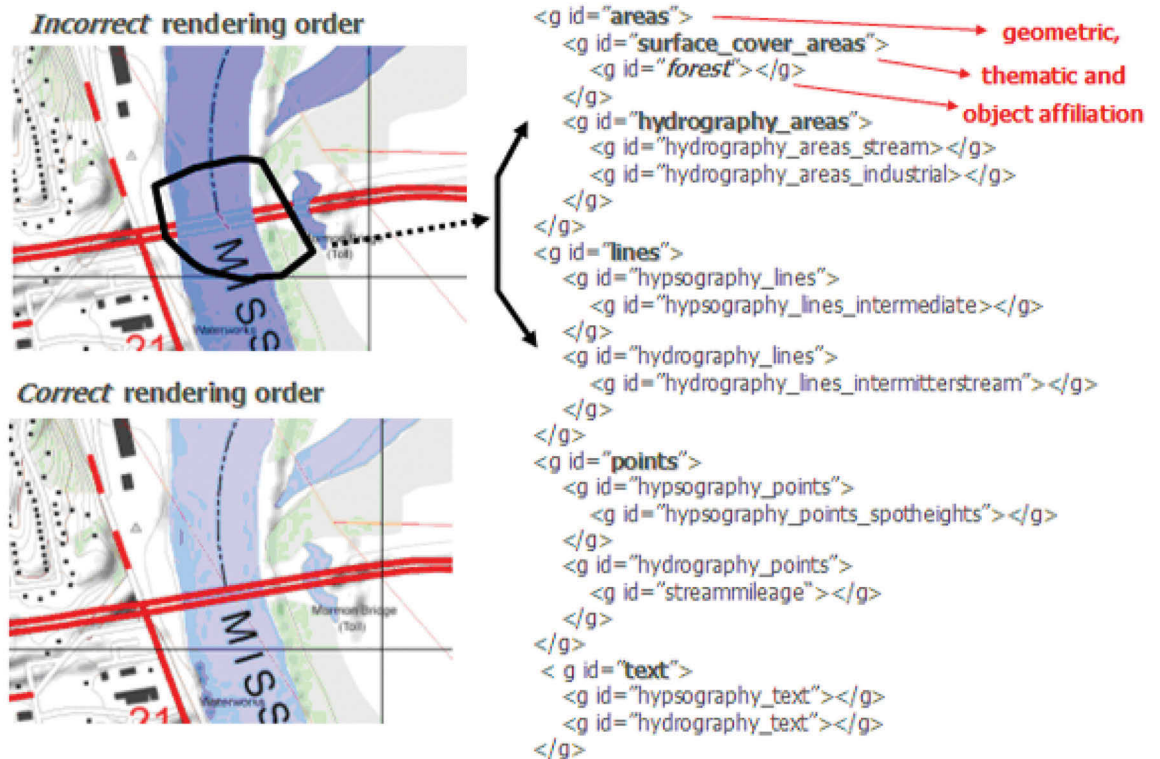


Figure 3. Example of the "overlap problem" caused by an incorrect hierarchical rendering object order with the proposed correct SVG code structure.

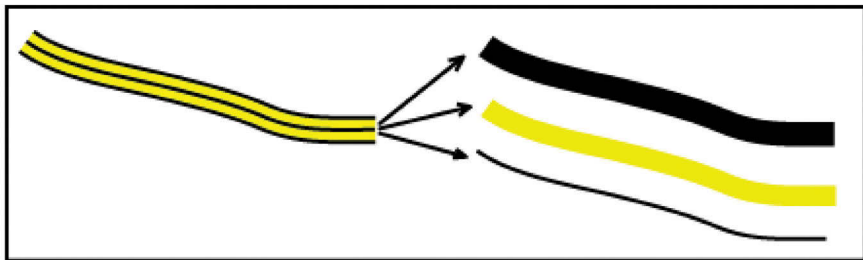


Figure 4. Multi-line composed of three styles as proposed by Neumann and Isakowski (2002).
















| | Map object | | Symbols after applying CSS Styles |
|--------------------------|---|---|---|
| Road – class1 |  |  |  |
| Road – class2 |  |  |  |
| Vertical control station |  |  |  |
| Horizontal control |  |  |  |
| Lake, pond |  |  |  |

Figure 5. Applying styles using CSS to create map symbology.

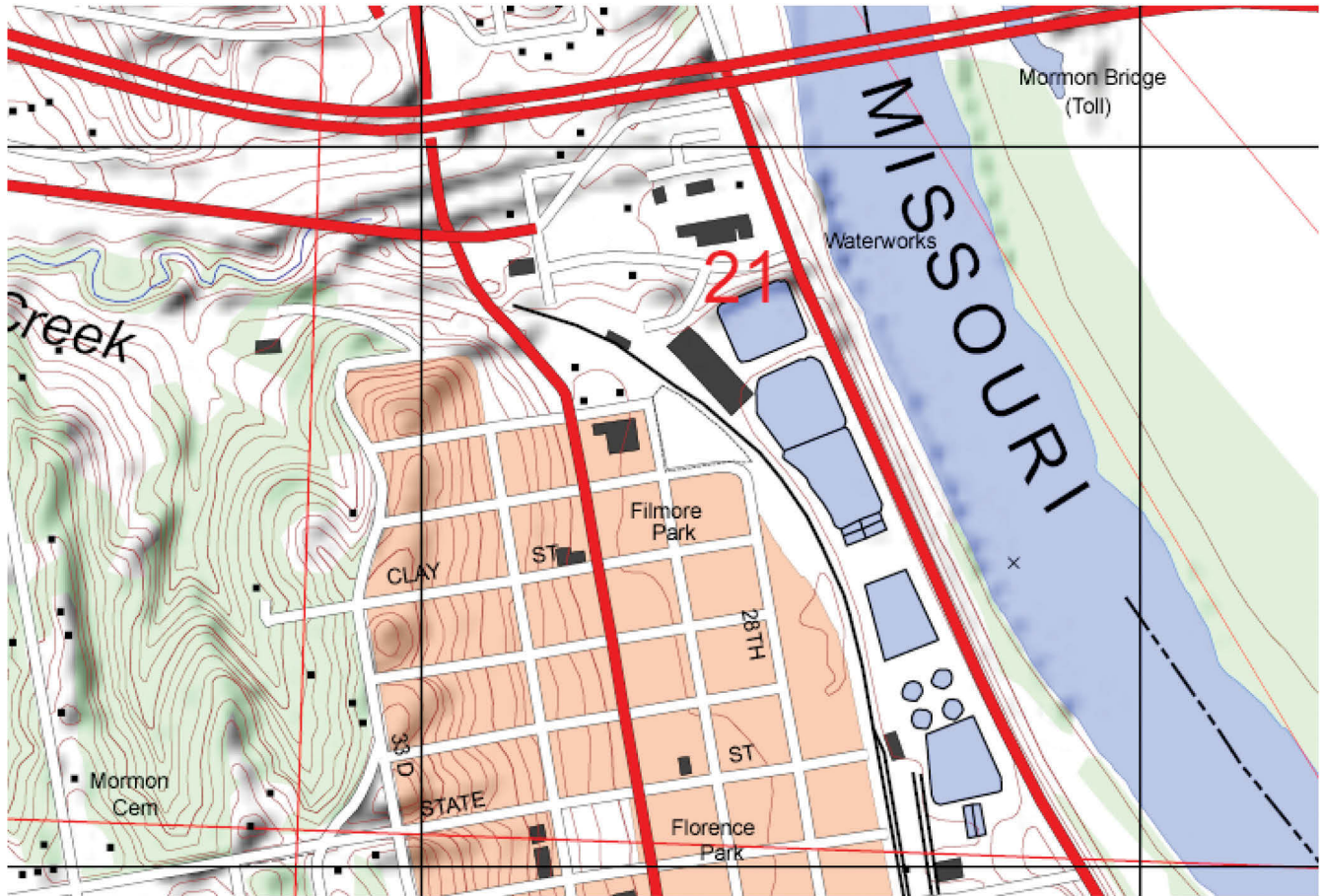


Figure 6. SVG provides considerable quality of graphics (detail associated with SVG).

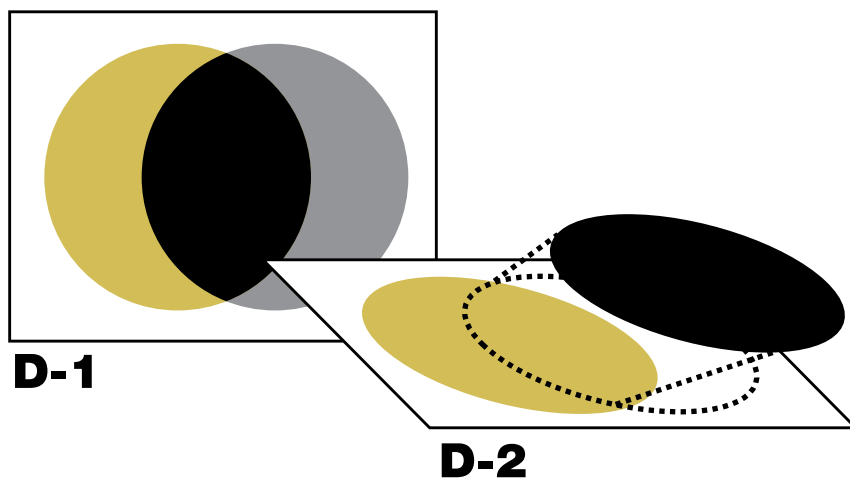


Figure 1. Note that the yellow circle isn't really a circle underneath it all.