

URBAN LAYERS

Exploring NYC's Urban Fabric

Urban Layers is an interactive visualization created by Morphocode that explores the structure of Manhattan's urban fabric.

The map lets you navigate through historical fragments of the city that have been

preserved and are now embedded in Manhattan's densely built environment.

The rigid archipelago of building blocks has been mapped as a succession of structural episodes starting from 1765.

ONLINE

<http://io.morphocode.com/urban-layers/>

TECHNOLOGIES

- Mapbox GL JS
- d3.js
- HTML5, CSS, jQuery
- Bootstrap, Font Awesome

DATA

Urban Layers is based on two data sets: PLUTO and the NYC Building Footprints.

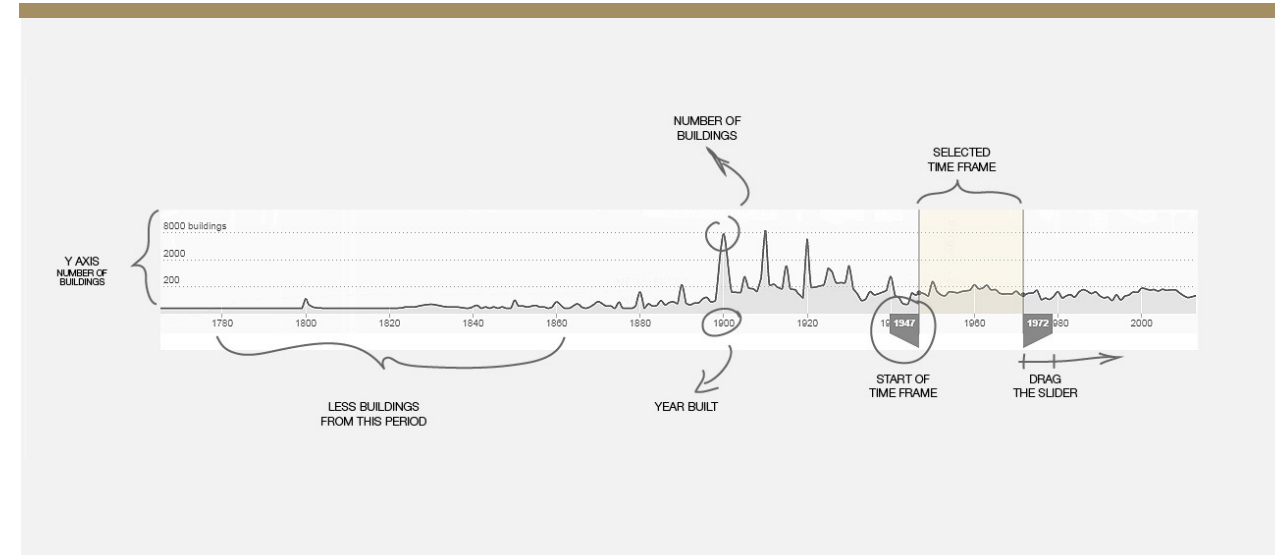
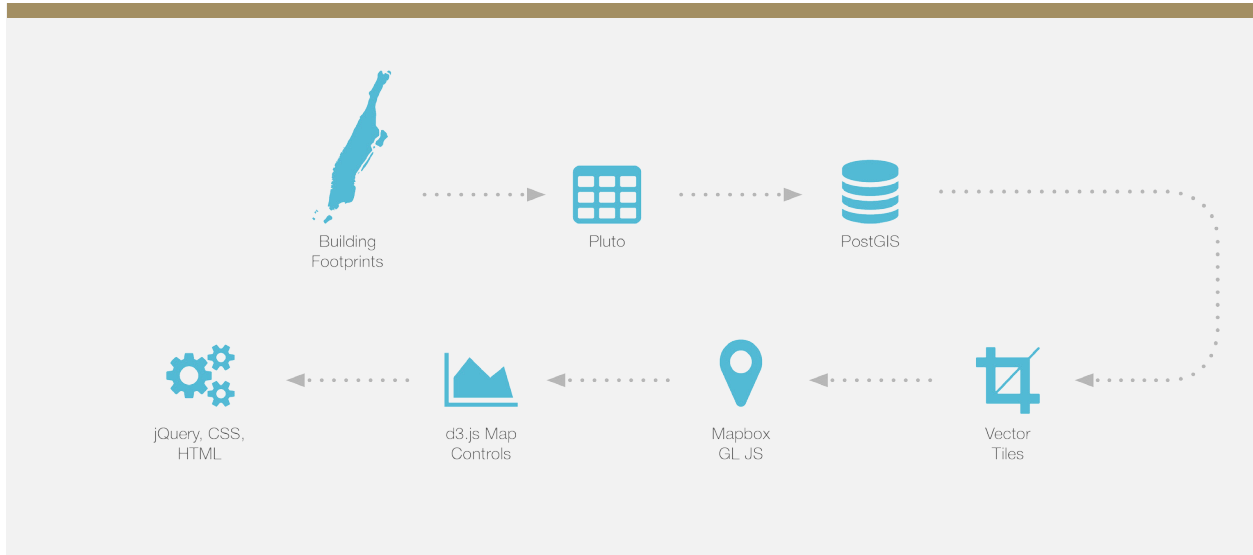
PLUTO contains various information about each building in NYC: year built, height, borough, etc. It was released to the public in 2013 and is considered a huge win for the open data community.



TOOLS

Urban Layers is empowered by Mapbox GL JS — a new technology based on WebGL that uses vector data both for storage and rendering.

This provides greater flexibility than standard solutions — the buildings are filtered and styled on the fly in the browser.



WEB DEVELOPMENT

The web layout was built using Bootstrap. JQuery was used to glue all components together.

d3.js was used to draw the Graph that shows when were current buildings of Manhattan built.

The X axis represents the year of construction, while the Y axis shows the number of buildings.

The Sliders based on jquery Draggable, allow you to isolate only buildings built during the selected time frame.

The color palette is based on colors from colorbrewer.

The map legend was built using advice from Chris Amico.

Intro.js was used for the introductory tutorial.

The Basemap is provided by Esri.

