Mapping how COVID-19 affected the main open-wheel motorsport series in the year of 2020

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Current animation and video technologies provide independent creators unique opportunities for the map-based storytelling. The sector of entertaining and educational digital videocontent with animated maps and goes high nowadayas.

For example, high-quality video-cartographic content from Vox (Vox Atlas rubric, devoted to geopolitical problems) gets an average of 1.5 million views on the YouTube [1]. The Wendover Productions videos about geographical problems of different countries, using animated maps as the main foundation of the content collect more than 8 million views [2].

We were extremely interested in attempting to create our own video content that would have possible spatial-factor. Since the coronavirus has impacted significantly on many life's aspects, we have chosen the topic of our interest — with our project we present the story of how the main open-wheel motorsport series' geography got disrupted.

In a nutshell

The final work of the project is presented as a 13-minute story about the events related to the impact of the coronavirus on the races of Formula 1 [3], Formula E and Indycar Championships. The plot is constructed mainly in a pre-known chronological order, concentrating on causal relationships.

The target audience of this content is independent from the age or gender. It is mainly created for those who may be potentially interested in motorsport or historical and journalistic investigations. The use of dynamic maps with effects of zoom, tracing, flows and pop-ups makes this video intriguing and interesting, enriching the spatial context of the problems that championships has faced. Along with the maps, various stock images, videos, music and screenshots from news websites are embedded in the video for a deeper understanding of the development of events by the viewers.

The video does not provide deep analysis regarding the direct influence of the COVID-19, but rather entertains or reveals for the masses the opportunity to see the scale and importance of global motorsport.

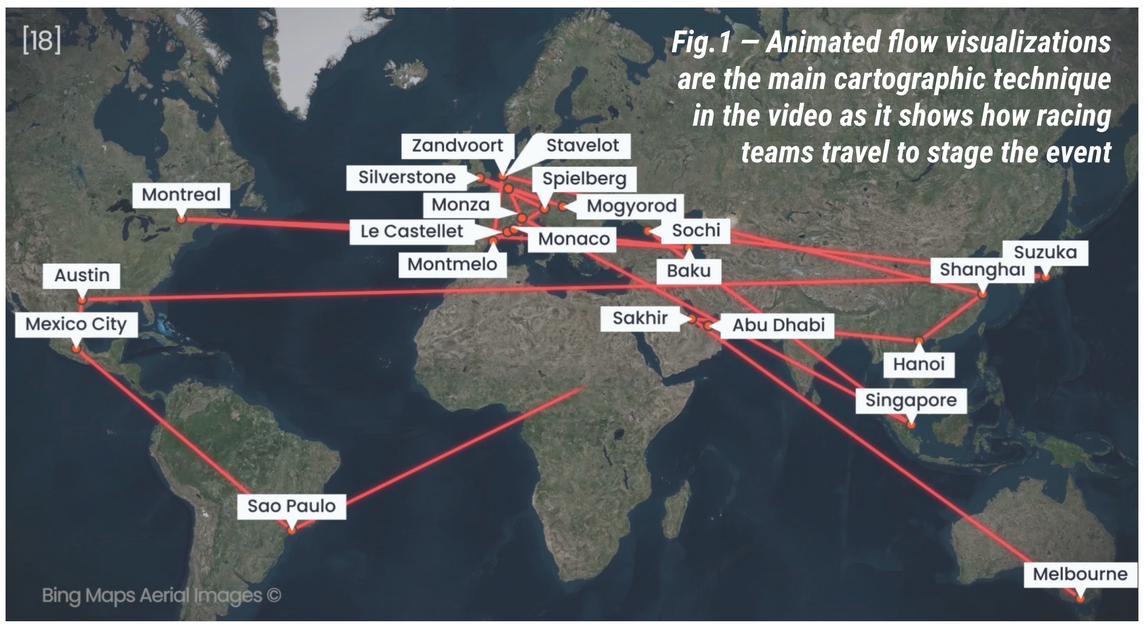

Fig.1 — Animated flow visualizations are the main cartographic technique in the video as it shows how racing teams travel to stage the event

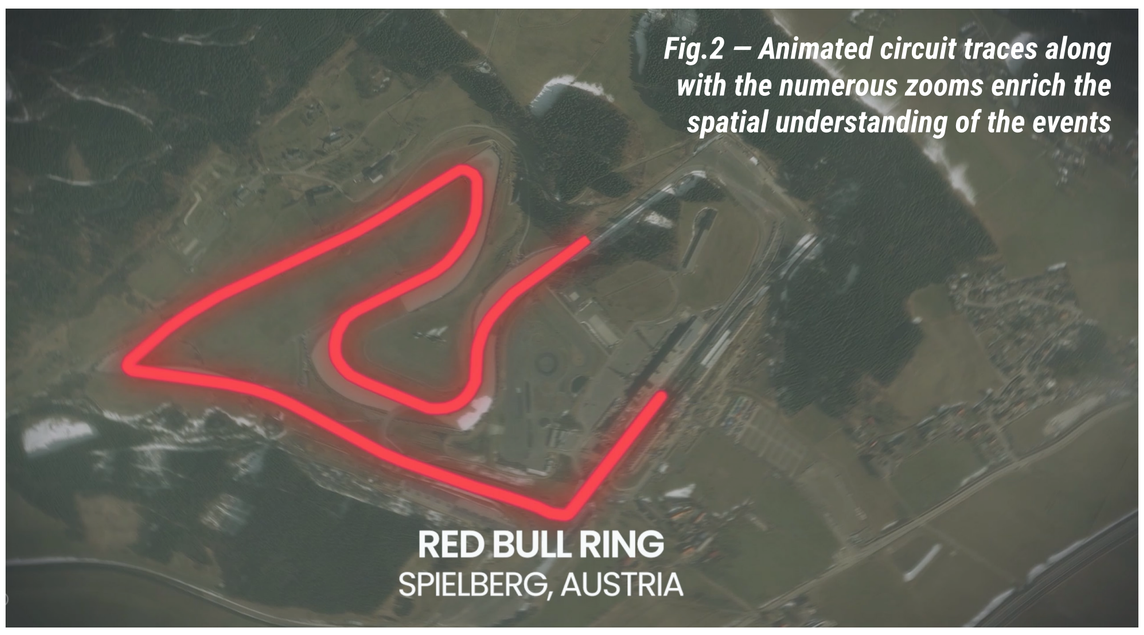

Fig.2 — Animated circuit traces along with the numerous zooms enrich the spatial understanding of the events

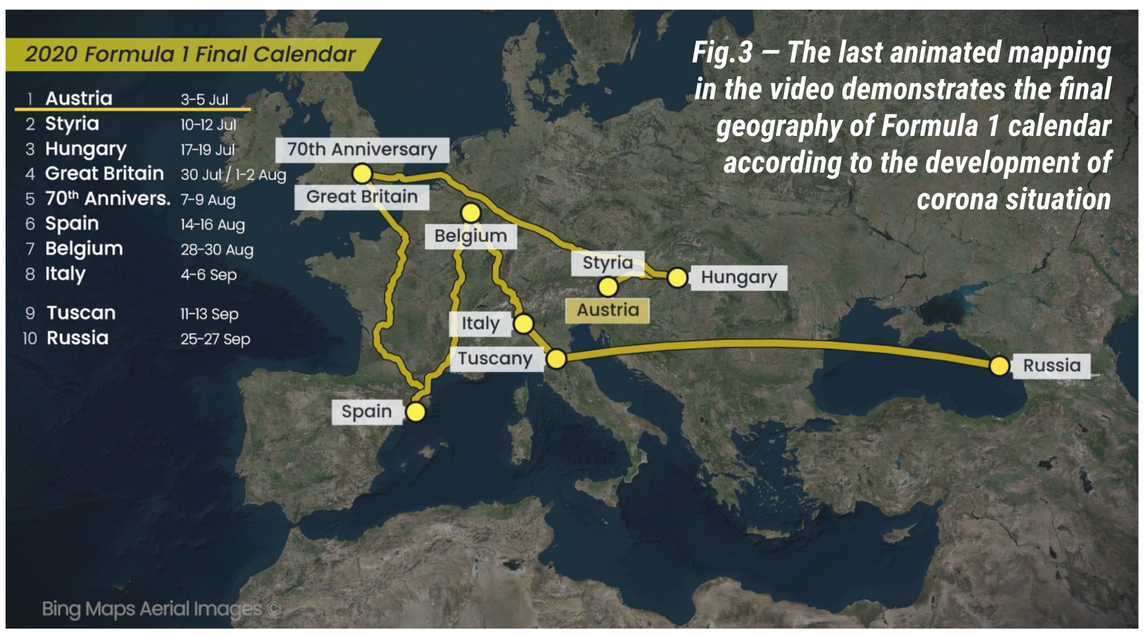

Fig.3 — The last animated mapping in the video demonstrates the final geography of Formula 1 calendar according to the development of corona situation

Software and Data

For animation we used the GeoLayers Plugins [4] in Adobe AfterEffects, Adobe Premiere Pro was used for final montage and renders.

Multiple news portals (in the description on YouTube) for the plot, OpenStreetMap for the geographical data and Johns Hopkins University for corona data were used.

Conclusion

With this project we have got through the creation process of the map-related video content (sketch — plot writing — data collection — visualization and montage — grinding — final render). We have obtained numerous skills related to the topic and we infer that the video animation technologies could be highly powerful for cartographers, artists, bloggers and creators.

Imprint

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Keywords

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QR code to the video

References

[1] www.vox.com

[2] www.wendoverproductions.com

[3] www.formula1.com

[4] www.aescripts.com/geolayers

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