# Article information:

Visualising sea level rises with Rayshader | by Jonathan Dickins | Medium
[https://medium.com/@jonathan.dickins90/visualising-sea-level-rises-with-rayshader-ce6014990f4d](https://medium.com/%40jonathan.dickins90/visualising-sea-level-rises-with-rayshader-ce6014990f4d)

# Article summary:

1. Global mean sea level has risen by about 20 centimetres since 1900, and the annual rate of increase is around 3 millimetres per year.

2. Rayshader is a R package that can generate and render three dimensional maps to visualise what a sea level rise might look like on the ground.

3. LiDAR data was used to map Bournemouth, UK, at 50cm resolution, which was then used with Rayshader to simulate different levels of sea level rise up to 4 metres in 2300.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article “Visualising Sea Level Rises with Rayshader” by Jonathan Dickins provides an interesting insight into how technology can be used to visualise the effects of sea level rises on coastal areas. The article is well written and provides clear explanations of the concepts discussed, as well as detailed descriptions of the methods used for visualisation. However, there are some potential issues with trustworthiness and reliability that should be noted.

Firstly, the article does not provide any evidence or sources for its claims regarding global mean sea level rises since 1900 or predictions for 2300. This information should be backed up with reliable sources in order to ensure accuracy and credibility. Additionally, while the article does mention possible risks associated with rising sea levels (such as flooding), it does not explore these risks in detail or discuss potential solutions or strategies for mitigating them.

Furthermore, while the article does provide a detailed description of how LiDAR data was used to map Bournemouth and simulate different levels of sea level rise up to 4 metres in 2300, it does not explore any other methods that could be used for this purpose or consider any potential limitations or drawbacks associated with using LiDAR data specifically. Additionally, while the author mentions that beach huts may be submerged if the worst case scenario comes to pass (i.e., a 4 metre rise in sea level), he does not discuss any other potential impacts such as loss of property or displacement of people living in coastal areas due to flooding.

In conclusion, while “Visualising Sea Level Rises with Rayshader” provides an interesting insight into how technology can be used to visualise the effects of rising sea levels on coastal areas, there are some potential issues with trustworthiness and reliability that should be noted before relying on its conclusions.

# Topics for further research:

* Global mean sea level rise since 1900
* Strategies for mitigating sea level rise
* Alternatives to LiDAR data for visualising sea level rises
* Impacts of sea level rise on coastal areas
* Displacement of people due to sea level rise
* Loss of property due to sea level rise

# Report location:

<https://www.fullpicture.app/item/ea50dbdbde9dc9d5d37a63a44d03b85e>