



# Wisconsin Land Information Association 2016 Pre-Conference Workshop Real-time Tile Caching in the Cloud

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Simple architectures are core to scalable systems. Every day on our mobile devices we interact with mapping systems that rely on a simple concept popularized by Google Maps back in 2005, cached map tiles, or "slippy maps". On ESRI's website there is an article titled "Tiles on a Cloud" dated 2009. Before that, in 2008, James Fee had a post called "ArcGIS Map Server Cache in Amazon S3" on his Spatially Adjusted site. The idea of using Simple Storage Service (S3), rather than a server, to store static map tiles is old news.

## **Instructor:**

Mark Korver, Amazon Web Services

## **Location:**

The workshops will be held on February 10, 2016 at the Osthoff Resort in Elkhart Lake, WI

## **Items Needed for Workshop:**

Laptop with wifi

## **Cost of Workshop:**

### **Members**

Half Day (3 hours) = \$75

Early Bird Registration = \$65 (\$10 savings)

### **Non-Members**

Half Day (3 hours) = \$100

## **Register Here:**

Information Coming Soon <http://www.wlia.org/>

**Seating Limited Register Now!**