Abstract

An algorithm was developed to link raster and vector based components of simulation models. A vector object is associated with a set of cells with which it is interacting. This allows one to run simulations over both the raster cells and the vector object, coupling the model components according to assigned rules of material and information transport. The method is used and tested in a spatial model of the Everglades landscape. The method can be extended for general object modeling in a rasterized landscape with dynamically altered object configurations.