**Cartography in Virtual Environments: The Role of Selected Visual Variables for Indoor Navigation**

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Abstract : The use of Virtual Reality (VR) in general and virtual geographic environments (VGEs) in particular is becoming more and more common. However, the use and usability of traditional cartographic graphical variables within such environments is still rather unclear. Presented speech briefly reviews the studies about the three-dimensional aspects of spatial visualization and defines the context for scientific as well as application development. Further, we present several empirical studies focusing on the role of colour hue, the level of realism within the VR environment, and graphical stimuli on the task (wayfinding) performance of users.