3D Population Density Mapping of Nepal

Using Rayshader for Advanced Geospatial Visualization

Pukar Bhandari

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## 1 Project Overview

This analysis demonstrates advanced geospatial visualization techniques using R’s rayshader package to create a stunning 3D population density map of Nepal. The project showcases the integration of high-resolution population data with topographic visualization methods, resulting in an interactive and informative representation of demographic patterns across Nepal’s diverse terrain.

**Key Technologies**: R, rayshader, sf, stars, magick  
**Data Source**: Kontur Population Dataset (400m H3 hexagon resolution)  
**Projection**: ESRI:102306 (Nepal Nagarkot TM)

## 2 Environment Setup

### Package Installation and Loading

# Core packages for geospatial analysis  
install.packages(c("tidyverse", "here", "sf", "tmap", "ggplot2", "mapview", "stars"))  
  
# Visualization packages  
install.packages(c("rayshader", "MetBrewer", "colorspace", "rayrender", "magick"))  
  
# Font handling  
install.packages("extrafont")

# Load required libraries  
library(tidyverse)  
library(here)  
library(sf)  
library(stars)  
library(rayshader)  
library(MetBrewer)  
library(colorspace)  
library(rayrender)  
library(magick)  
library(extrafont)

# Configure 3D rendering  
options(rgl.useNULL = FALSE)  
  
project\_crs <- "EPSG:6207"

## 3 Data Acquisition and Loading

### Population Hexagon Data

The analysis utilizes high-resolution population data from Kontur, provided in H3 hexagonal grid format at 400-meter resolution. This dataset offers superior granularity compared to traditional administrative boundary-based population estimates.

# Load population data (H3 hexagons at 400m resolution)  
nep\_hex <- sf::st\_read(  
 paste0(  
 "/vsigzip/",  
 here::here("posts/nepal-population-density/data/kontur\_population\_NP\_20220630.gpkg.gz")  
 )  
) |>  
 sf::st\_transform(project\_crs)

Reading layer `population' from data source   
 `/vsigzip/D:/GitHub/ar-puuk.github.io/posts/nepal-population-density/data/kontur\_population\_NP\_20220630.gpkg.gz'   
 using driver `GPKG'  
Simple feature collection with 122809 features and 2 fields  
Geometry type: POLYGON  
Dimension: XY  
Bounding box: xmin: 8911286 ymin: 3041698 xmax: 9818046 ymax: 3562066  
Projected CRS: WGS 84 / Pseudo-Mercator

# Load administrative boundaries  
nep\_admin <- sf::st\_read(  
 paste0(  
 "/vsigzip/",  
 here::here("posts/nepal-population-density/data/kontur\_boundaries\_NP\_20220407.gpkg.gz")  
 )  
) |>  
 sf::st\_transform(project\_crs)

Reading layer `sql\_statement' from data source   
 `/vsigzip/D:/GitHub/ar-puuk.github.io/posts/nepal-population-density/data/kontur\_boundaries\_NP\_20220407.gpkg.gz'   
 using driver `GPKG'  
Simple feature collection with 4902 features and 5 fields  
Geometry type: MULTIPOLYGON  
Dimension: XY  
Bounding box: xmin: 80.05862 ymin: 26.34776 xmax: 88.20153 ymax: 30.44694  
Geodetic CRS: WGS 84

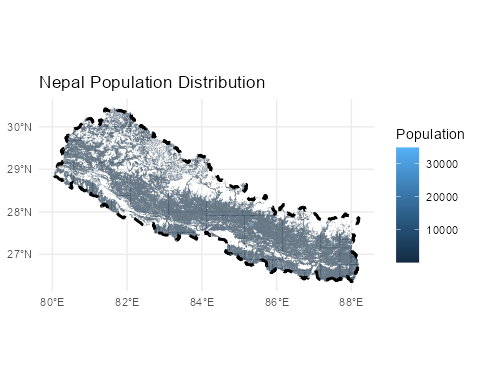
# Create unified Nepal boundary  
nepal\_boundary <- nep\_admin |>  
 sf::st\_geometry() |>  
 sf::st\_union() |>  
 sf::st\_sf() |>  
 sf::st\_make\_valid()

|  |
| --- |
| Note |
| **Data Sources**: - **Population Data**: [Kontur Population Dataset](https://data.humdata.org/dataset/kontur-population-nepal) - **Administrative Boundaries**: [Kontur Boundaries Dataset](https://data.humdata.org/dataset/kontur-boundaries-nepal) - **Coordinate Reference System**: EPSG:6207 for accurate representation of Nepal’s geography |

## 4 Data Processing and Visualization Setup

### Initial Data Exploration

# Preliminary visualization to verify data quality  
ggplot2::ggplot(nep\_hex) +  
 ggplot2::geom\_sf(ggplot2::aes(fill = population), color = "gray66", linewidth = 0) +  
 ggplot2::geom\_sf(data = nepal\_boundary, fill = NA, color = "black",  
 linetype = "dashed", linewidth = 1) +  
 ggplot2::theme\_minimal() +  
 ggplot2::labs(title = "Nepal Population Distribution",  
 fill = "Population")



### Raster Conversion and Matrix Preparation

The conversion from vector hexagon data to raster format is essential for rayshader’s 3D rendering capabilities. This process involves calculating optimal dimensions while preserving the geographic aspect ratio.

# Calculate bounding box and aspect ratio  
bbox <- sf::st\_bbox(nepal\_boundary)  
  
# Define corner points for aspect ratio calculation  
bottom\_left <- sf::st\_point(c(bbox[["xmin"]], bbox[["ymin"]])) |>  
 sf::st\_sfc(crs = project\_crs)  
bottom\_right <- sf::st\_point(c(bbox[["xmax"]], bbox[["ymin"]])) |>  
 sf::st\_sfc(crs = project\_crs)  
top\_left <- sf::st\_point(c(bbox[["xmin"]], bbox[["ymax"]])) |>  
 sf::st\_sfc(crs = project\_crs)  
  
# Calculate dimensions  
width <- sf::st\_distance(bottom\_left, bottom\_right)  
height <- sf::st\_distance(bottom\_left, top\_left)  
  
# Determine aspect ratios  
if(width > height) {  
 w\_ratio <- 1  
 h\_ratio <- height / width  
} else {  
 h\_ratio <- 1  
 w\_ratio <- width / height  
}  
  
# Convert to raster with optimal resolution  
size <- 1000 \* 2.5  
  
pop\_raster <- stars::st\_rasterize(nep\_hex,  
 nx = floor(size \* w\_ratio),  
 ny = floor(size \* h\_ratio))  
  
# Create matrix for 3D rendering  
pop\_matrix <- matrix(pop\_raster$population,  
 nrow = floor(size \* w\_ratio),  
 ncol = floor(size \* h\_ratio))

## 5 Color Scheme Development

### MetBrewer Color Palette Selection

The visualization employs the “OKeeffe2” palette from MetBrewer, chosen for its warm earth tones that effectively represent population density while maintaining visual appeal and accessibility.

# Generate color palette  
color <- MetBrewer::met.brewer("OKeeffe2")  
  
# Create texture gradient with bias toward higher values  
texture <- grDevices::colorRampPalette(color, bias = 3)(256)  
  
# Preview color scheme  
colorspace::swatchplot(texture)



## 6 3D Visualization Rendering

### Interactive 3D Display

# Close any existing RGL windows  
rgl::close3d()  
  
# Generate 3D visualization  
pop\_matrix |>  
 rayshader::height\_shade(texture = texture) |>  
 rayshader::plot\_3d(  
 heightmap = pop\_matrix,  
 zscale = 250 / 2.5,  
 solid = FALSE,  
 shadowdepth = 0  
 )  
  
# Set optimal camera position  
rayshader::render\_camera(  
 theta = 0,  
 phi = 30,  
 zoom = 0.4,  
 fov = 90  
)

### High-Quality Rendering

The final rendering process utilizes rayshader’s advanced lighting system to create publication-ready visualizations with professional-grade quality and resolution.

outfile <- here::here("posts/nepal-population-density/plots/final\_plot.png")  
  
# Render high-quality image with timing  
{  
 start\_time <- Sys.time()  
 cat(crayon::cyan("Rendering started:", start\_time), "\n")  
  
 # Ensure output directory exists  
 if(!file.exists(outfile)) {  
 png::writePNG(matrix(1), target = outfile)  
 }  
  
 rayshader::render\_highquality(  
 filename = outfile,  
 interactive = FALSE,  
 lightdirection = 225,  
 lightaltitude = c(20, 80),  
 lightcolor = c(color[2], "white"),  
 lightintensity = c(600, 100),  
 width = 1980,  
 height = 1080,  
 samples = 300  
 )  
  
 end\_time <- Sys.time()  
 diff <- end\_time - start\_time  
 cat(crayon::cyan("Rendering completed in:", diff), "\n")  
}

Rendering started: 2025-08-31 10:19:01.603639

Rendering completed in: 5.89483489990234

## 7 Post-Processing and Annotation

### Geographic Labeling

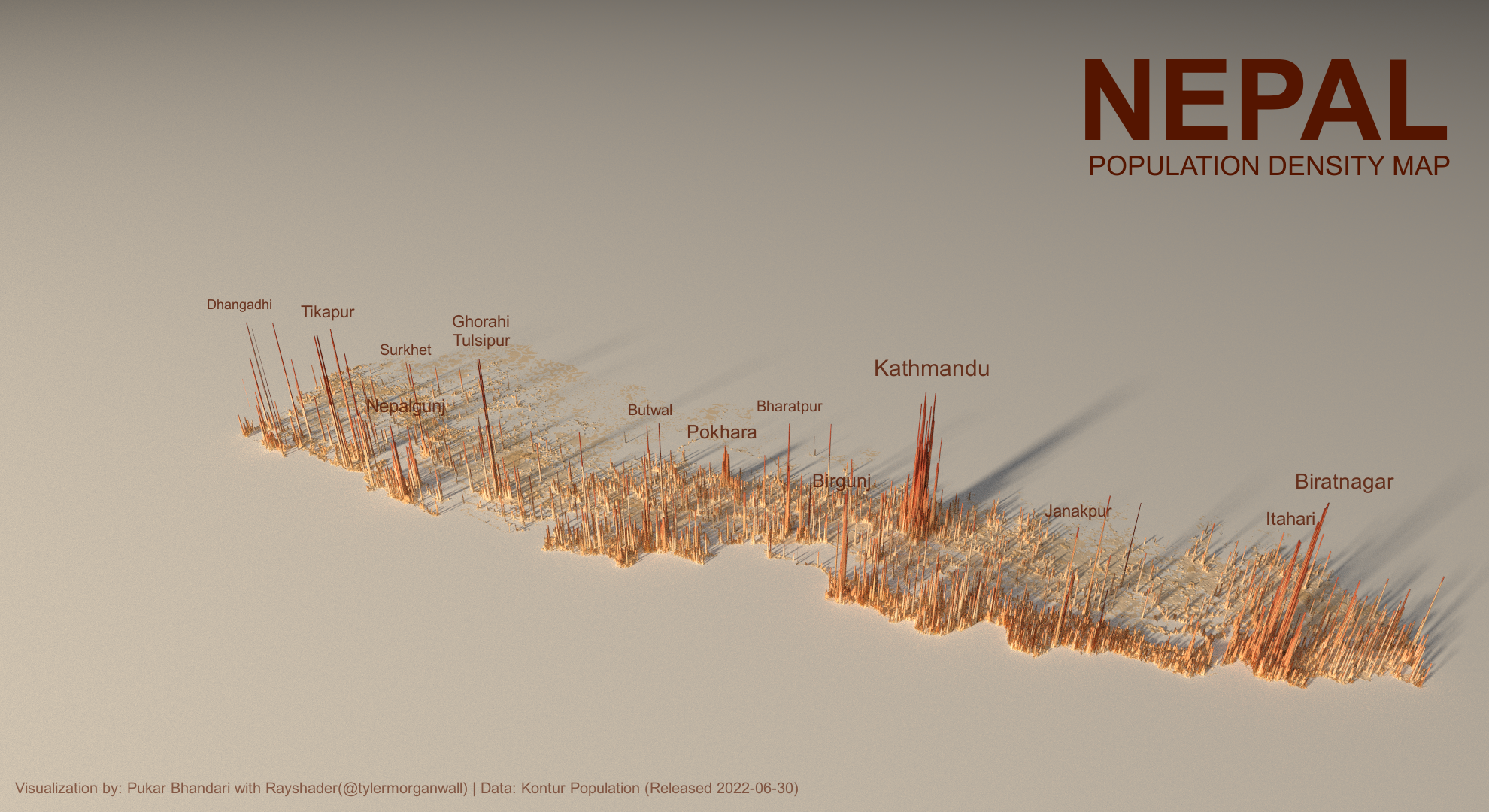
The final step enhances the visualization with strategic city labels and professional annotation using the {magick} package for image manipulation.

# Load rendered image  
pop\_raster <- magick::image\_read(  
 here::here("posts/nepal-population-density/plots/final\_plot.png")  
)  
  
# Define text styling  
text\_color <- colorspace::darken(color[7], .5)  
colorspace::swatchplot(text\_color)



# Import and load fonts  
extrafont::font\_import(  
 paths = here::here("posts/nepal-population-density/font"), prompt = FALSE  
)  
  
extrafont::loadfonts(quiet = TRUE)

# Add comprehensive annotations  
pop\_raster |>  
 # magick::image\_crop(gravity = "center", geometry = "") |>   
 magick::image\_annotate("NEPAL",  
 gravity = "northeast",  
 location = "+50+50",  
 color = text\_color,  
 size = 150,  
 # degrees = 0,  
 font = "Ananda Namaste",  
 weight = 700) |>  
 magick::image\_annotate("POPULATION DENSITY MAP",  
 gravity = "northeast",  
 location = "+50+200",  
 color = text\_color,  
 size = 36.5,  
 # degrees = 0,  
 font = "FuturaBT-Medium",  
 weight = 500) |>  
 # Major urban centers  
 magick::image\_annotate("Kathmandu",  
 gravity = "center",  
 location = "+250-50",  
 color = scales::alpha(text\_color, .8),  
 size = 30,  
 # degrees = -85,  
 font = "FuturaBT-Medium") |>  
 magick::image\_annotate("Pokhara",  
 gravity = "center",  
 location = "-30+35",  
 color = scales::alpha(text\_color, .8),  
 size = 25,  
 # degrees = -75,  
 font = "FuturaBT-Medium") |>  
 magick::image\_annotate("Biratnagar",  
 gravity = "east",  
 location = "+125+100",  
 color = scales::alpha(text\_color, .8),  
 size = 28,  
 # degrees = -75,  
 font = "FuturaBT-Medium") |>  
 # Regional centers  
 magick::image\_annotate("Birgunj",  
 gravity = "center",  
 location = "+130+100",  
 color = scales::alpha(text\_color, .8),  
 size = 25,  
 font = "FuturaBT-Medium") |>  
 magick::image\_annotate("Nepalgunj",  
 gravity = "center",  
 location = "-450+0",  
 color = scales::alpha(text\_color, .8),  
 size = 24,  
 font = "FuturaBT-Medium") |>  
 magick::image\_annotate("Janakpur",  
 gravity = "east",  
 location = "+500+140",  
 color = scales::alpha(text\_color, .8),  
 size = 22,  
 font = "FuturaBT-Medium") |>  
 # Additional urban areas  
 magick::image\_annotate("Itahari",  
 gravity = "east",  
 location = "+230+150",  
 color = scales::alpha(text\_color, .8),  
 size = 24,  
 # degrees = -75,  
 font = "FuturaBT-Medium") |>   
 magick::image\_annotate("Surkhet",  
 gravity = "center",  
 location = "-450-75",  
 color = scales::alpha(text\_color, .8),  
 size = 20,  
 # degrees = -75,  
 font = "FuturaBT-Medium") |>   
 magick::image\_annotate("Tikapur",  
 gravity = "west",  
 location = "+400-125",  
 color = scales::alpha(text\_color, .8),  
 size = 22,  
 # degrees = -75,  
 font = "FuturaBT-Medium") |>   
 magick::image\_annotate("Dhangadhi",  
 gravity = "west",  
 location = "+275-135",  
 color = scales::alpha(text\_color, .8),  
 size = 18,  
 # degrees = -75,  
 font = "FuturaBT-Medium") |>   
 magick::image\_annotate("Bharatpur",  
 gravity = "center",  
 location = "+60+0",  
 color = scales::alpha(text\_color, .8),  
 size = 20,  
 # degrees = -75,  
 font = "FuturaBT-Medium") |>   
 magick::image\_annotate("Butwal",  
 gravity = "center",  
 location = "-125+5",  
 color = scales::alpha(text\_color, .8),  
 size = 20,  
 # degrees = -75,  
 font = "FuturaBT-Medium") |>  
 magick::image\_annotate("Ghorahi\nTulsipur",  
 gravity = "center",  
 location = "-350-100",  
 color = scales::alpha(text\_color, .8),  
 size = 22,  
 # degrees = -75,  
 font = "FuturaBT-Medium") |>   
 # Professional attribution  
 magick::image\_annotate("Visualization by: Pukar Bhandari with Rayshader(@tylermorganwall) | Data: Kontur Population (Released 2022-06-30)",  
 gravity = "southwest",  
 location = "+20+20",  
 color = scales::alpha(text\_color, .6),  
 # degrees = 0,  
 font = "FuturaBT-Medium",  
 size = 20) |>  
 magick::image\_write(  
 here::here("posts/nepal-population-density/nepal\_population\_density.png"),  
 format = "png",  
 quality = 100  
 )



Population Density of Nepal

## 8 Technical Methodology

### Spatial Data Processing Pipeline

1. **Data Transformation**: Vector hexagon data converted to standardized coordinate reference system (Nepal Nagarkot TM - ESRI:102306)
2. **Rasterization**: Optimal grid resolution calculated to balance detail with computational efficiency
3. **Matrix Conversion**: Raster data transformed into height matrix for 3D rendering
4. **Texture Mapping**: Population values mapped to color gradients using perceptually uniform color spaces

### Rendering Specifications

* **Resolution**: 1980×1080 pixels for high-definition output
* **Sampling**: 300 samples for anti-aliasing and smooth gradients
* **Lighting**: Dual-source lighting system (directional + ambient)
* **Z-Scale**: Optimized vertical exaggeration (250/2.5) for clear population peaks

## 9 Results and Applications

This methodology produces publication-quality 3D population density visualizations suitable for:

* **Urban Planning**: Identifying population clusters and growth patterns
* **Infrastructure Development**: Targeting high-density areas for transportation networks
* **Emergency Response**: Understanding population distribution for resource allocation
* **Academic Research**: Visual communication of demographic data

## 10 Conclusion

This workflow demonstrates the power of combining modern R packages for geospatial analysis with advanced 3D visualization techniques. The resulting maps provide intuitive understanding of Nepal’s population distribution patterns, highlighting the concentration of people in the Terai region and major urban centers while showcasing the relatively sparse population in mountainous areas.

The methodology is transferable to other geographic contexts and can be adapted for various demographic or infrastructure planning applications in transportation and urban development projects.

*Want to contribute or suggest improvements? Visit the project repository at:* <https://github.com/ar-puuk/Population-Density-Maps>