



Natural Colour: (Combination 432)

The “Natural” Colour scheme uses the RGB scale to combine red, green, and blue to show a more “natural” display of the region. This scheme is used as a default and will be used to show comparisons for other colour schemes.



Urban Area Outlines (Combination 764)

The “Urban Area Outlines” colour showcases the more developed areas (grey) compared to the more natural vegetation-dense zone (green). This colour scheme can show how far out a town/city is developed, where roads and highways spread from the town/city, and the shape and border of towns/cities when compared to vegetation. In this image you can see the more developed area near the waterfront in the North-Eastern region and the more West you move, the less populated with infrastructure the areas are.





Agriculture (Combination 652)

The “Agriculture” colour showcases more dense vegetation (green) compared to less dense (such as man-made infrastructure – purple). This colour scheme showcases the spread of vegetation more so than man-made infrastructure, it could show forested area, open plains, or farmland as opposed to concrete, gravel, asphalt, etc. When compared to the Natural Colour scheme it is easier to see the separation from vegetation, development, and even water sources.



Land/Water Interface (Combination 564)

The “Land/Water Interface” colour shows the separation between water (dark blue) and land area (oranges to blues). When compared to the Natural Colour scheme it is easy to see the differences between land and water due to the opposite and contrasting colours orange versus dark blue. This scheme works because it shows landlocked rivers/streams/ponds as well as bigger bodies of water due to the rules of colour and the colour wheel. Contrasting colours are used to highlight or emphasize differences, and on the colour wheel blue is on the opposite spectrum of orange.