

S-100 Portrayal Harmonization Project

A Conceptual Study on ENC Colours & Symbols

Presented by KHOA

1. Conduct **a literature review** of current practices, guidelines, and regulations related to the combined portrayal of safety-of-navigation and nautical chart data.
2. Identify **successful examples/demonstrations** of harmonizing the portrayal of safety-of-navigation and nautical chart data.
3. Develop **proposed guidelines** for harmonizing the portrayal of safety-of-navigation and nautical chart data based on the results of the *SMART e-Navigation Project*.
4. **Propose guidelines** for harmonizing the portrayal of safety-of-navigation and S-101 ENC data for consideration and subsequent adoption or incorporation in the relevant items in **the IHO work plan**.

- Portrayal harmonization guidelines should address, at least the following:
 - a. Simplicity of presentation
 - b. Be as intuitive as possible
 - c. Be acceptable to the mariner
 - d. Enable the type or source (and hence user confidence level) of underlying data to be easily distinguished
 - e. Provide flexibility in what the mariner can display according to the task and the situation
 - f. Distinguish between static and dynamic chart and safety-of-navigation information (including radar overlay, ARPA, AIS, AtoNs, tides, STM, etc.)

“ A Study on the Development of ENC Colors and Symbols for S-101

As a basic research project in 2018, a draft form of **symbol design application guide and production process** were developed. Since then, we have continued to study symbol design and establish a guide for colours and symbols, and try to find out some challenges in terms of display issues.

- SVG creation using KHOA SVG Generator – Applied to ENCs to monitor and identify issues
- Case study on 10 point symbols such as buoys and wrecks



Development of design application guides and draft production processes

Symbol Design Guide



Symbol Production Process



“ 10 Representative Point Symbols Design



Before

Design similar to the existing symbols

등부표	부표	등입표	입표

Easy portrayal design for ENCs

등부표	부표	등입표	입표

A simplification plan

등부표	부표	등입표	입표

In twilight & night mode

등부표	부표	등입표	입표

등부표	부표	등입표	입표

Symbol color and lines & colors

Day(白) Mode	Dusk(黃昏) Mode	Night(黑) Mode
#5cb547 R:92/G:181/B:71 #5cb547 R:92/G:181/B:71 #5cb547 R:92/G:181/B:71 #5cb547 R:92/G:181/B:71	#93C956 R:147/G:201/B:86 #F37365 R:243/G:115/B:101 #E4EBF7 R:228/G:235/B:247 #F7D95C R:247/G:227/B:92	#3C955 R:147/G:201/B:86 #F37365 R:243/G:115/B:101 #C4CEEB R:196/G:206/B:232 #F5C988 R:236/G:91/B:136

Day(白) Mode	Dusk(黃昏) Mode	Night(黑) Mode
0.6 pt #41A61 R:65/G:24/B:97	0.6 pt #E4EBF7 R:228/G:235/B:247	0.6 pt #C501EB R:199/G:216/B:235

Day(白) Mode	Dusk(黃昏) Mode	Night(黑) Mode
0.5 pt #ED1272 R:237/G:22/B:114	0.5 pt #F5C988 R:236/G:91/B:136	0.5 pt #95284B R:150/G:39/B:72

- Developed a guide for colors and lines thickness, taking into account the visibility and attention of symbols in accordance with the environment of day (low), twilight (yellow) and night (night) mode provided in ENCs.



10 Representative Point Symbols Design

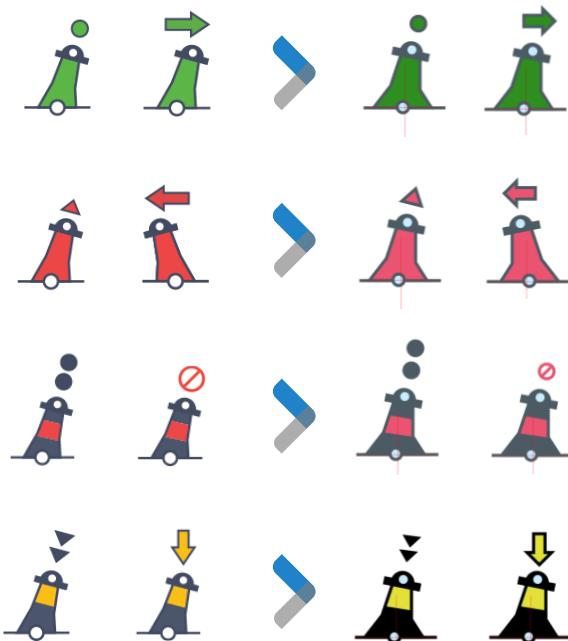
As a pilot project in 2018, 10 representative symbol symbols were produced in two styles – simplified plans for small-scale, and electronic products in three different styles (day, night and twilight mode).

설명		기존 심볼	Day(낮) Mode	Dusk(сум) Mode	Night(밤) Mode	Simplified
설명	등화, 등대 네비게이션 표지판, 조간 표지판 등 등장하는 등화, 등대와 같은 구조물					
	화면표지 1. 조간 표지판에 등화가 표시되어야 한다. 2. 조간 표지판에 등화가 표시되어야 한다. 3. 조간 표지판에 등화가 표시되어야 한다.					
	유현표지 1. 조간 표지판에 유현 표지판에 표시되어야 한다. 2. 조간 표지판에 유현 표지판에 표시되어야 한다. 3. 조간 표지판에 유현 표지판, 터널, 철교 등 등장해야 한다.					
	제한 항로 우선 제한 항로 우선 표지판에 표시되어야 한다.					
	우현 항로 우선 우현 항로 우선 표지판에 표시되어야 한다.					
	방위표지(등) 1. 조간 표지판에 방위 표지판에 표시되어야 한다. 2. 조간 표지판에 방위 표지판, 등을 등장해야 한다. 3. 조간 표지판에 방위 표지판과 출구·출구·통과·통과 표지판이 표시되어야 한다.					
	방위표지(A) 1. 조간 표지판에 방위 표지판이다. 2. 조간 표지판에 방위 표지판, 소나무 등 등장해야 한다. 3. 조간 표지판에 방위 표지판과 출구·출구·통과·통과 표지판이 표시되어야 한다.					
	방위표지(B) 1. 조간 표지판에 방위 표지판이다. 2. 조간 표지판에 방위 표지판, 청소년, 청소년 등 등장해야 한다. 3. 조간 표지판에 방위 표지판과 출구·출구·통과·통과 표지판이 표시되어야 한다.					
	방위표지(찌) 1. 조간 표지판에 방위 표지판이다. 2. 조간 표지판에 방위 표지판, 청소년, 청소년 등 등장해야 한다. 3. 조간 표지판에 방위 표지판과 출구·출구·통과·통과 표지판이 표시되어야 한다.					
	고정 경계 표지 정지된 위치 또는 주체 표지, 터널, 철교 등에 표시되어야 한다.					

설명		기존 심볼	Day(낮) Mode	Dusk(сум) Mode	Night(밤) Mode	Simplified
설명	전자해도 심볼 시안 수정디자인 - 개선안 (종이 해도나 기존 전자해도 유저들의 혼란을 피하기 위해 기존심볼과 최대한 유사하게 제작)					
	전자해도 심볼 시안 수정디자인 - 개선안2 (최상지도 쉽게 정보의 내용을 파악할 수 있도록 최대한 직관적인 표현)					
	제한 표지 1. 조간 표지판에 제한 표지판에 표시되어야 한다. 2. 조간 표지판에 제한 표지판, 청소년 등 등장해야 한다.					
	제한 표지 1. 조간 표지판에 제한 표지판에 표시되어야 한다. 2. 조간 표지판에 제한 표지판, 청소년 등 등장해야 한다.					
	제한 항로 우선 제한 항로 우선 표지판에 표시되어야 한다.					
	방위표지(등) 1. 조간 표지판에 방위 표지판이다. 2. 조간 표지판에 방위 표지판, 청소년 등 등장해야 한다. 3. 조간 표지판에 방위 표지판과 출구·출구·통과·통과 표지판이 표시되어야 한다.					
	방위표지(A) 1. 조간 표지판에 방위 표지판이다. 2. 조간 표지판에 방위 표지판, 청소년 등 등장해야 한다. 3. 조간 표지판에 방위 표지판과 출구·출구·통과·통과 표지판이 표시되어야 한다.					
	방위표지(B) 1. 조간 표지판에 방위 표지판이다. 2. 조간 표지판에 방위 표지판, 청소년 등 등장해야 한다. 3. 조간 표지판에 방위 표지판과 출구·출구·통과·통과 표지판이 표시되어야 한다.					
	방위표지(찌) 1. 조간 표지판에 방위 표지판이다. 2. 조간 표지판에 방위 표지판, 청소년 등 등장해야 한다. 3. 조간 표지판에 방위 표지판과 출구·출구·통과·통과 표지판이 표시되어야 한다.					
	고정 경계 표지 정지된 위치 또는 주체 표지, 터널, 철교 등에 표시되어야 한다.					

“ Creation and Testing of Symbol SVG

Made two types of 10 symbols



Preparation of problems and improvement plans for SVG production tool portrayal limits

색상변경은 오로지 팔레트에서만 가능.
(*색상값으로) 색상변경이 불가하며 팔레트의 색상도 한정적.

-색상변경은 팔레트에서만 가능.
-다양한 색상을 사용하지 못해 일

비교
(* 다양한 모양을 구현하는데 어려움.)

(일러스트)

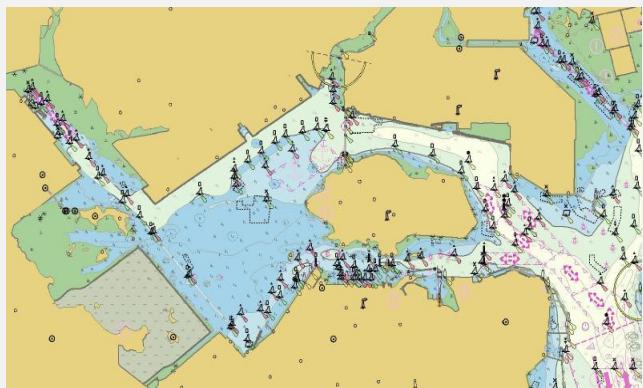
(02_v1.png) - 반원형태 구현불가

(02_v2.png) - 절은선을 연결하여 구현

-위에 02_v1.png는 원형을 이용한것이고,
02_v2.png는 폴리곤을 이용한 것입니다.

“ Basic Base Map Portrayal Study

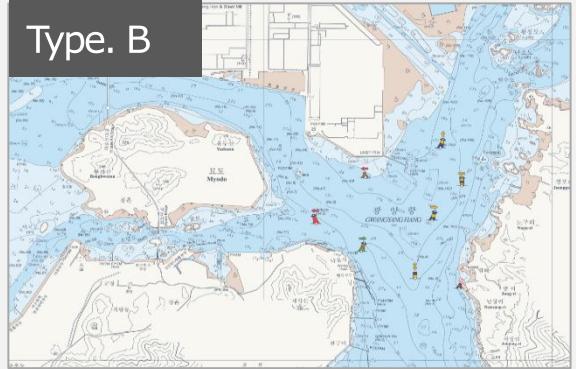
Daytime Mode



Type. A



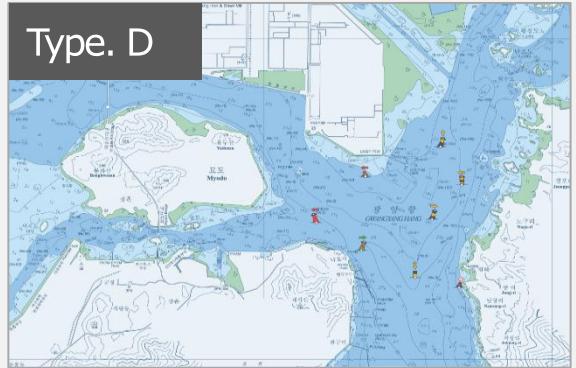
Type. B



Type. C

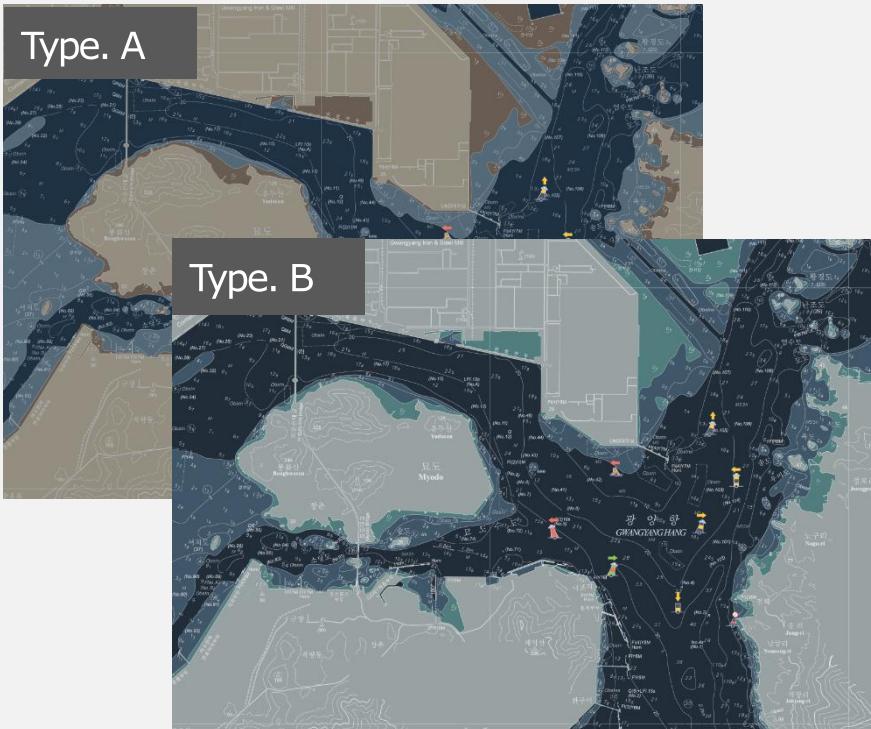


Type. D

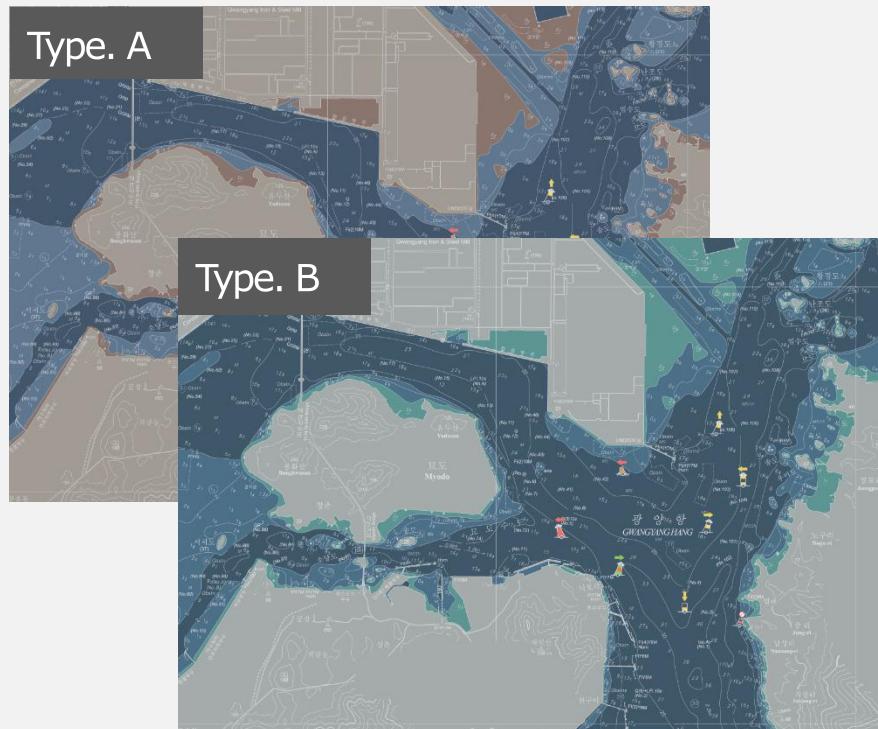


“ Basic Base Map Portrayal Study

■ Night Mode

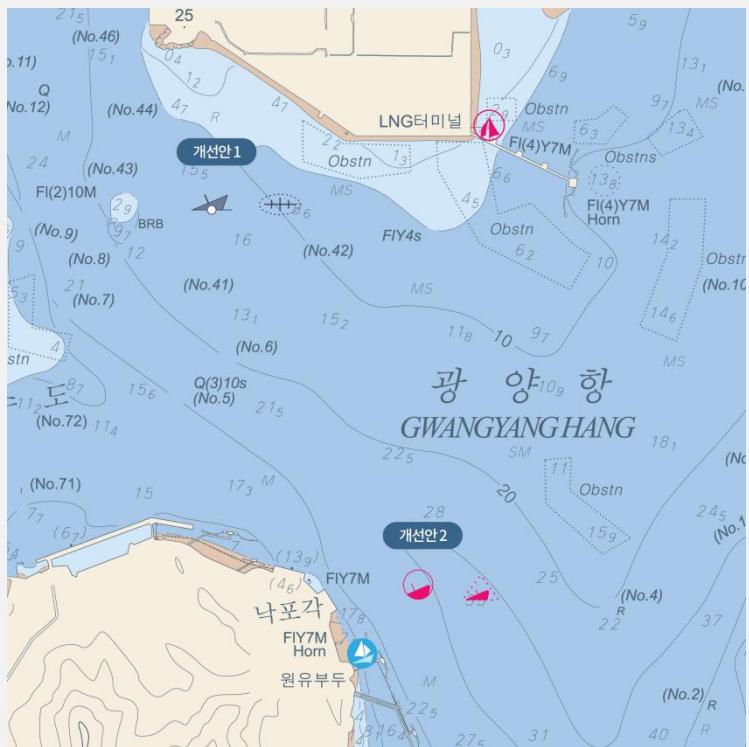


■ Twilight Mode





Point Symbol Style Study



- Various visual presentations such as exterior shapes and line styles, as well as solid and line styles
- Symbols need to be categorized – define the characteristics of each symbol, such as safety, direction, location and facilities, and establish appropriate color policies
- Overall, existing colors and shapes need to be discussed after establishing a new color guide.

Wreck



Existing Symbol



The form is inherited, but visually supplemented.



A conceptual study on the improvement of readability and intuitive meaning transfer.



Application of hazardous color for safety reasons.

Marina, Boat Harbor



Existing Symbol



The form is inherited, but visually supplemented.



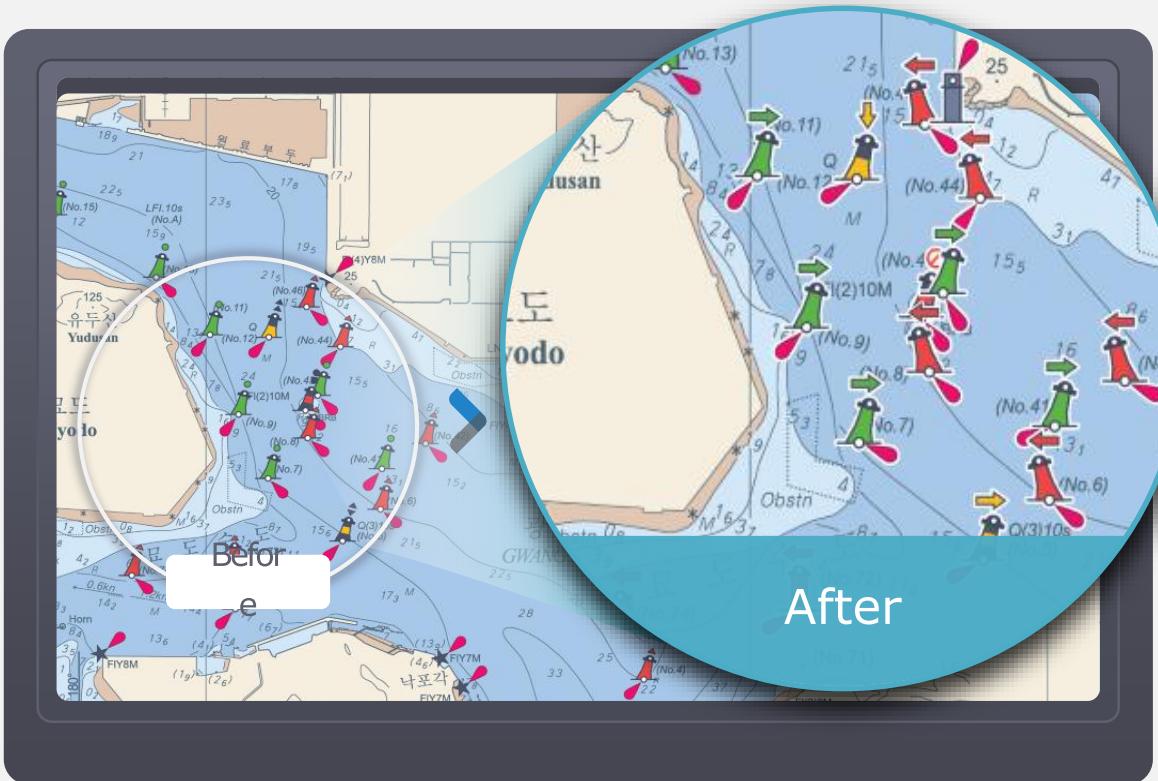
A conceptual study on the improvement of readability and intuitive meaning transfer.



Application of comfortable color in leisure symbolism.

“ Study on Regulation of Portraying Overlapping Symbols

A Study on Overlapping Symbol Portrayal



Improvement goal

- If existing symbols are overlapped on an ENC, add white lines to the rim of the symbol to increase legibility and clarity

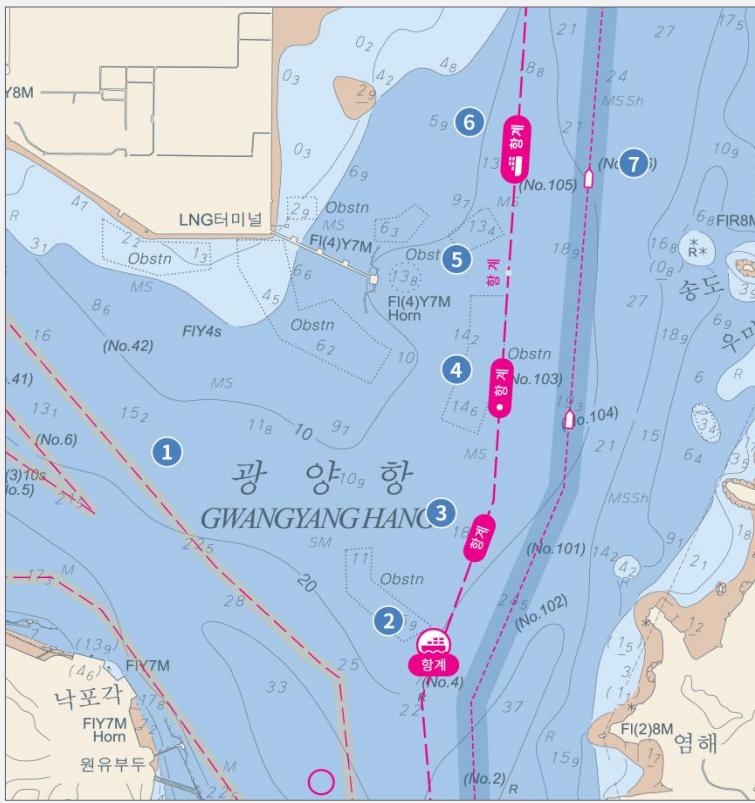


Color & Stroke

- RGB 100%, 100%, 100%
- 0.75pt

“ Line Symbol Basic Guide Study

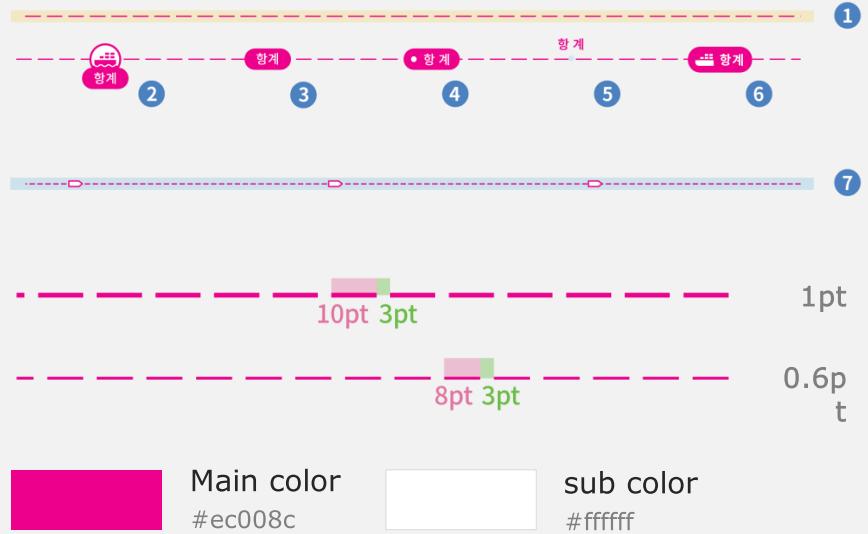
Area/line style



Harbor
limit

Ferry
route

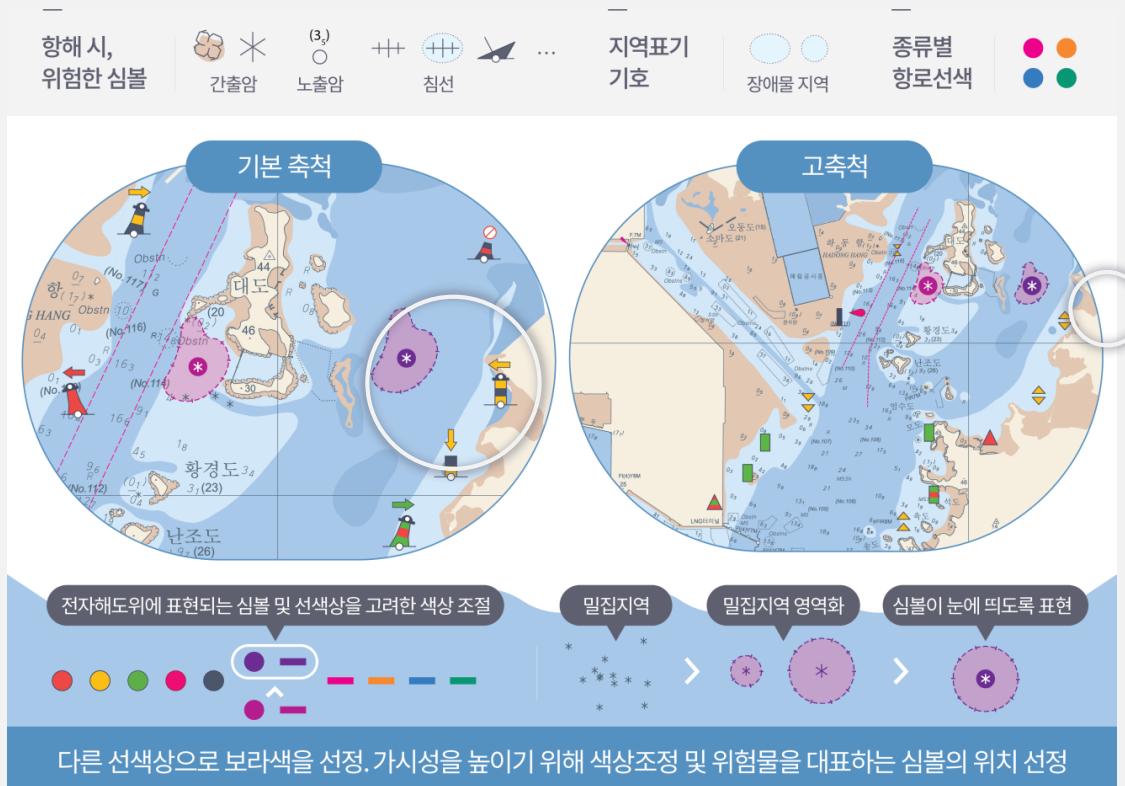
Line style



- Currently, existing color policies are maintained and forms & styles are being tested.
- When color policy is finalized in the future, various attempts are being prepared to take into account visibility.
- We're also studying portrayals that combine lines and polygons.

“ Area Symbol Portrayal Study

Caution Area Portrayal Study (Regulation, Colour and Symbol Layout)



Polygon symbol portrayal in hazardous area –
In case of rock which covers and uncovers

- Tried to color the colors of the lines of dangerous areas, obstacle areas and types of fairway symbols in order to distinguish the colors portraying the dangerous areas from other colors -> magenta or purple.
- When marking congested areas, a representative symbol is portrayed in the center. Conducted other visibility tests.

Line Color

- RGB 109%, 44%, 145%

Area Color

- RGB 236%, 0%, 140% / Alpha 30%
- Area colors are transparent so that purple is shown when portrayed on the sea.

“ 2018 Pilot Project

2018 Pilot Project

It is necessary to establish a foundation for policy direction and goals, although there have been more tasks found to be addressed than problem solving.

- Proposal of 3 types of 10 ENC symbols selected as the main symbol and pre-design by 3 modes.
- Created & tested 10 kinds of symbols made by design tools with SVG production tools.
- Created detailed proposal manuals, basic design guides, and symbol production process guides for each symbol.



1. Design attempt to portray from multiple perspectives beyond the limits of portraying traditional paper chart/ENC symbols.
2. Prototypes inherited the symbol form of traditional paper charts, then an intuitive prototype form was created for ENCs. Three-type prototypes of simplified simples on small-scale were developed and were suggested in daytime/night/twilight modes.
3. Identified the basic improvement directions for water depth, color representation of land, minimum size for readability of symbols, line splashing, and color regulation suitable for ENCs.
4. Prepared the foundation for improving the SVG production tools for ENCs by summarizing the limitations of producing appropriately designed symbols with SVG production tools.

“ Problems and Solutions of the Pilot Project in 2018

To improve the visual elements and UI/UX required for ENCs, categorization must precede by classifying the meaning and nature of each symbol and object. It is urgent to establish policies on how to visualize the data being portrayed.

Problems and Solutions of the Pilot Project in 2018

- Lack of information sharing on key symbols and data to portray
- SVG file application monitoring environment with real-world ENC viewer is poor
- Exposure to basic color guides and the need to establish policies based on the importance of categorization/portrayal by symbol meanings



• Establishing policies for data acquisition, analysis and performance use

- Information collection and analysis of each element of portrayal required for symbol and object portrayal.
- Select priorities by importance, then categorize symbols by characteristics and meanings.
- First of all, establish color policy and portrayal policy of base map that is based on all visual elements, then select priorities by importance, then categorize symbols by characteristics and meanings.
- Create basic guides for classified symbols and objects. Confirm color markers, line portrayals and symbol styles by referring to existing domestic/international policies.

• Advanced Production of SVG Symbols •

- The new symbol produced in 2018 has a problem that is different from the one designed for use on ENCs.
- Reflected the process of monitoring with the new ENC viewer in the production process.
- The current process is designed to rework design tools similarly in SVG Editor-> The shape and color of the symbol have limitations in portraying on SVG Editor-> Wrote down improvements and forwarded it to KRISO.

Thank You