

The Space between Art and Cartography

Start with your creative process.

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(What's yours?)

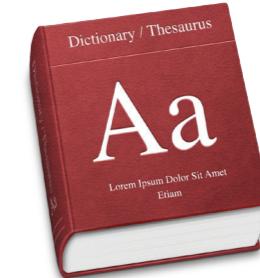
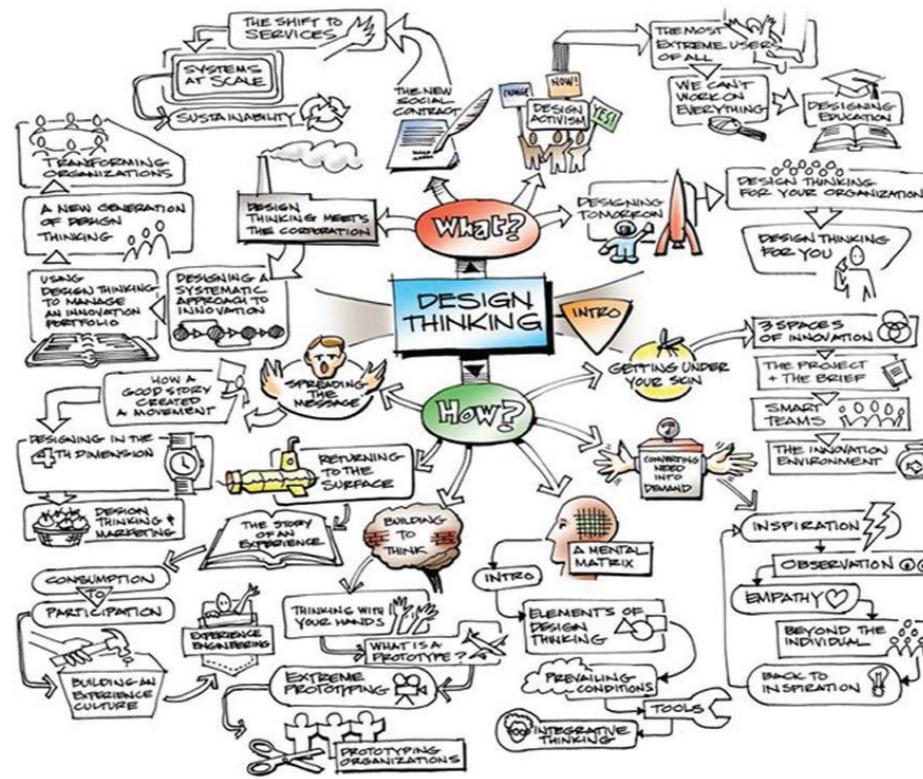
Creative Process

*Brainstorming
Sketching
Form-storming
Google
Dictionary
Wikipedia
Constraints*

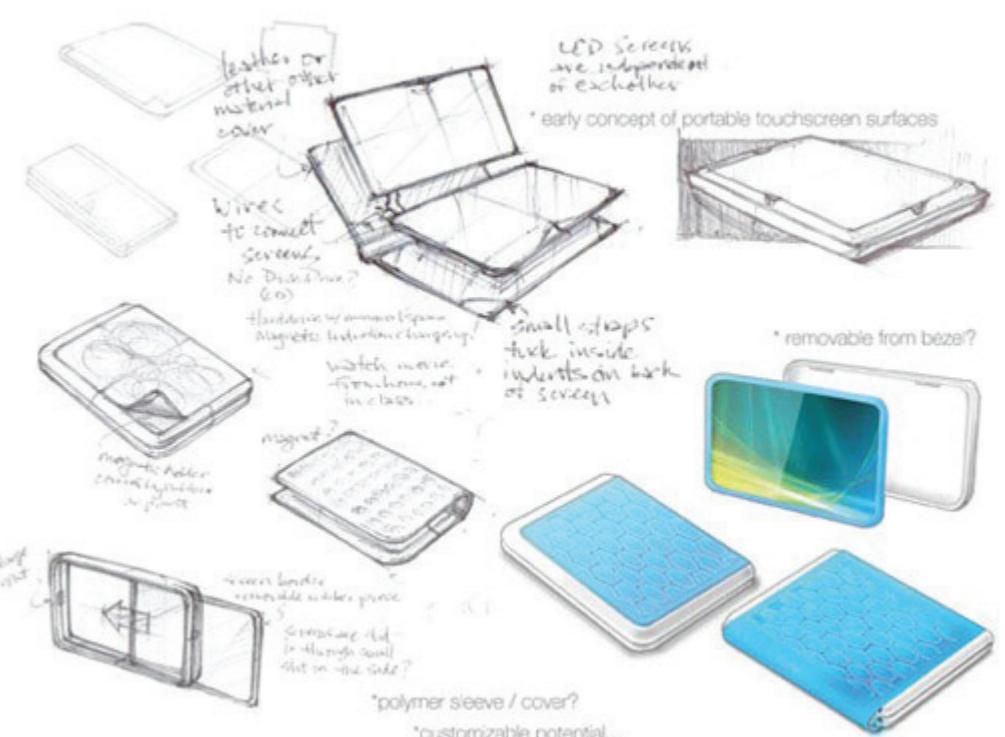
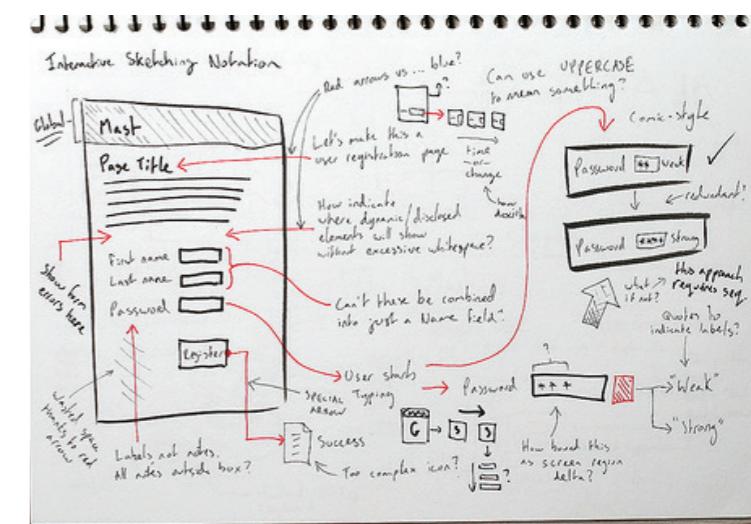


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3-Step Creative Process

1. Define

narrative, purpose, and goal

2. Explore

experimentation, form-studies, and making

3. Simplify

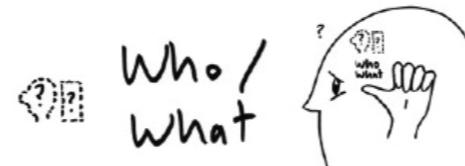
make it elegant and unique

Design Thinking Techniques

6 x 6 Rule

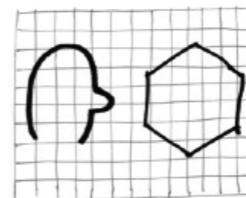
The master list of the 6 problem types and the corresponding 6 picture types.

SEE :



Who /
What

→ Qualitative
representation =



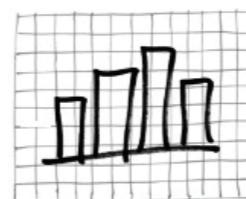
SHOW:

Portrait



How
much

→ Quantitative
representation =



Chart



Where

→ Position
in space =

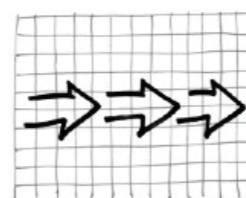


Map



When

→ Position
in time =

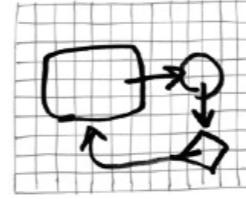


Timeline



How

→ Cause +
effect =

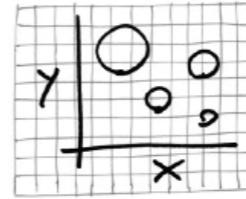


Flowchart



Why

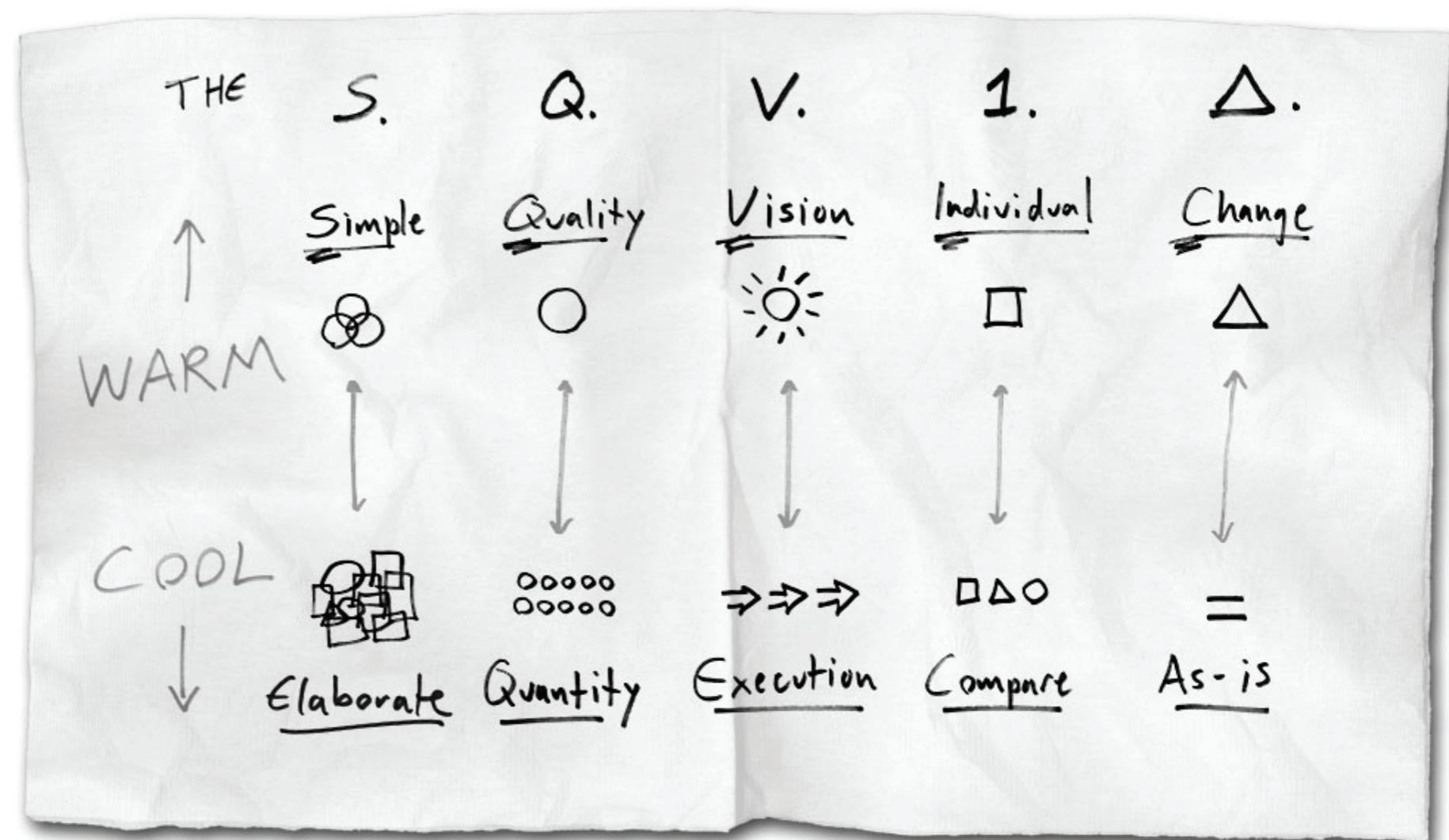
→ deduction +
prediction =



Multiple -
variable
plot

The SQVID

Imagining means seeing with our eyes closed; see what isn't there. The SQVID is the tool that shows us how.



The Visual Thinking Codex

The Codex combines the 6x6 and SQVID to create a single reference sheet for all picture types. Use this as a thinking template for your visual conceiving.

	S.	Q.	V.	I.	△-	
	simple elaborate	quality quantity	vision execution	individual comparison	change as-is	
1 who/what? (portrait)	 	 	 X	 X	 	
2 how much? (chart)	 	 	X 	X 	 	
3 where? (map)	 	 	 	 	 	
4 when? (timeline)	 	 	 	 	 	
5 how? (flowchart)	 	 	 	 	 	
6 why? (plot)	 	X 	 X	 	 	

The Back of the Napkin, Solving
Problems and Selling Ideas with Pictures
– Dan Roam, 2008

Project Examples

3D Prints USGS Earthquake Data for Napa Quake

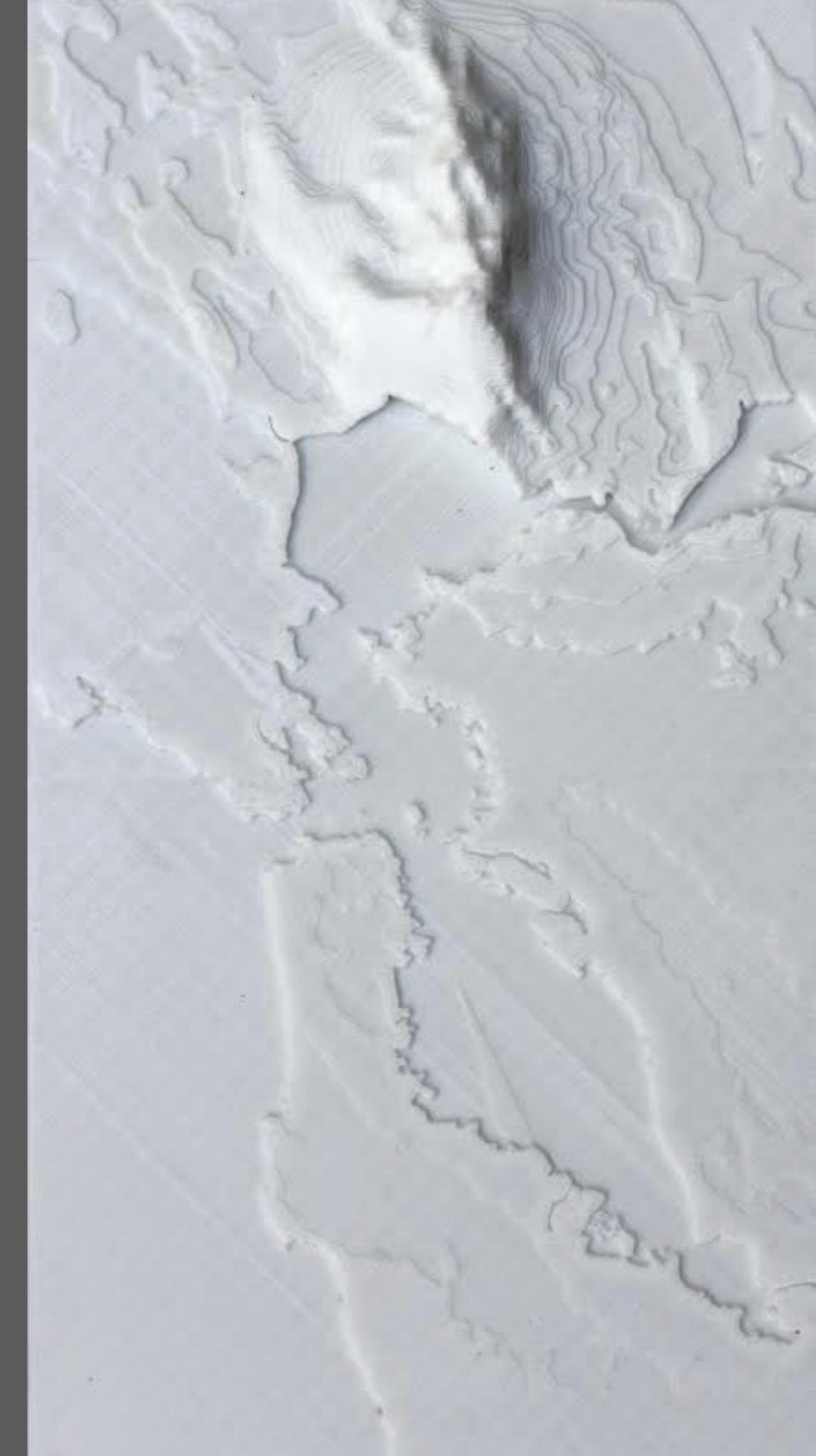


The completed 9-panel 3D print of the Napa earthquake.

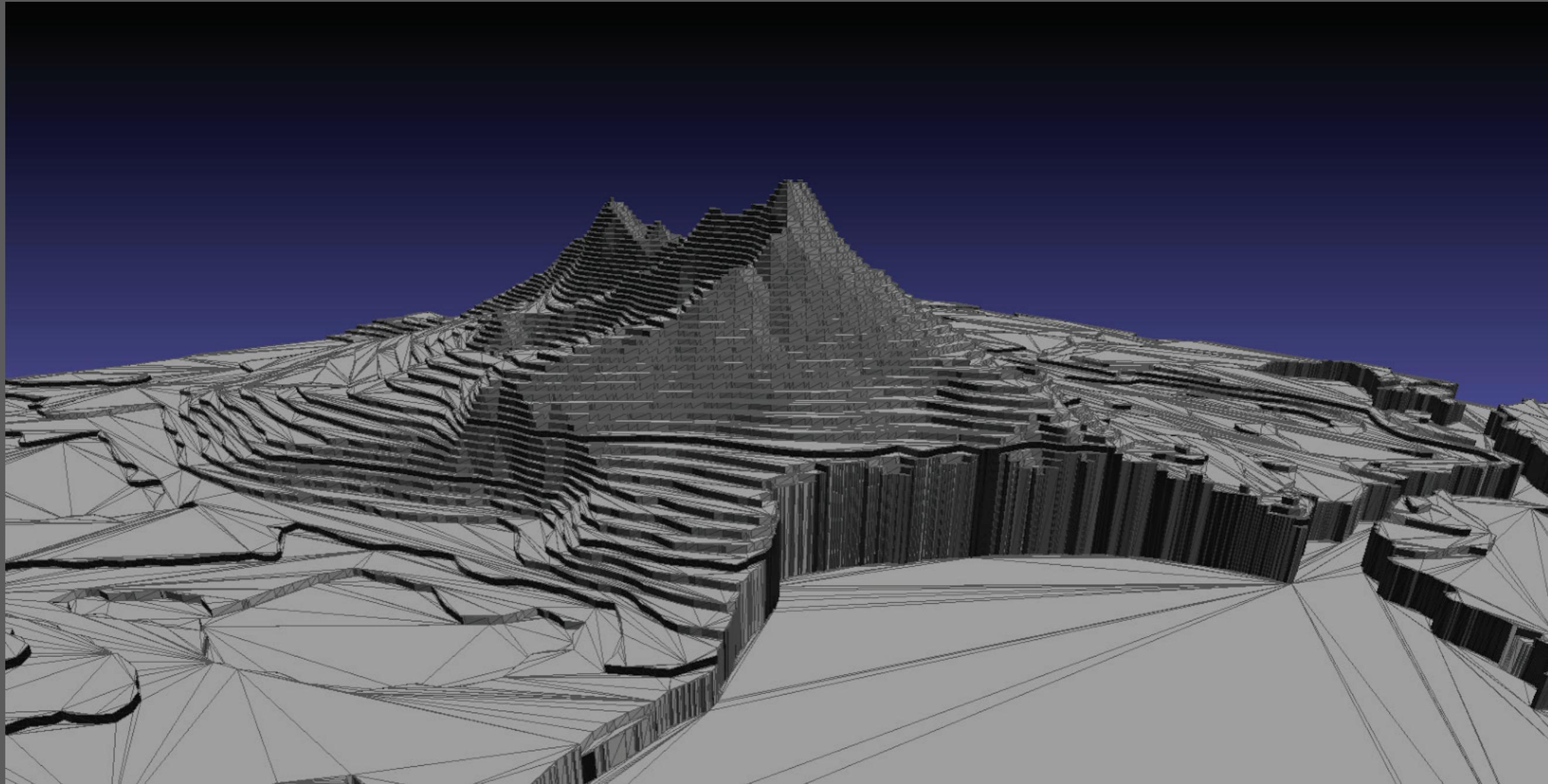
August 24 2014, residents of Napa, California, and surrounding areas, were awakened by one of their worst fears; an earthquake. The quake, which measured 6.0 on the Richter scale, struck at 3:20 AM local time, and was the largest to hit the San Francisco Bay area in the past 25 years. When all was said and done, there were an estimated 200 injuries, and damages are approaching the \$1 billion mark.

Doug McCune, was not only startled but it also got him curious as to how this quake had compared to some of the other large quakes that have hit the San Francisco area in the past. He decided to utilize his knowledge of 3D printing to do what we believe has never been done before; 3D print an earthquake.

<http://3dprint.com/14474/3d-printed-earthquake-napa/>



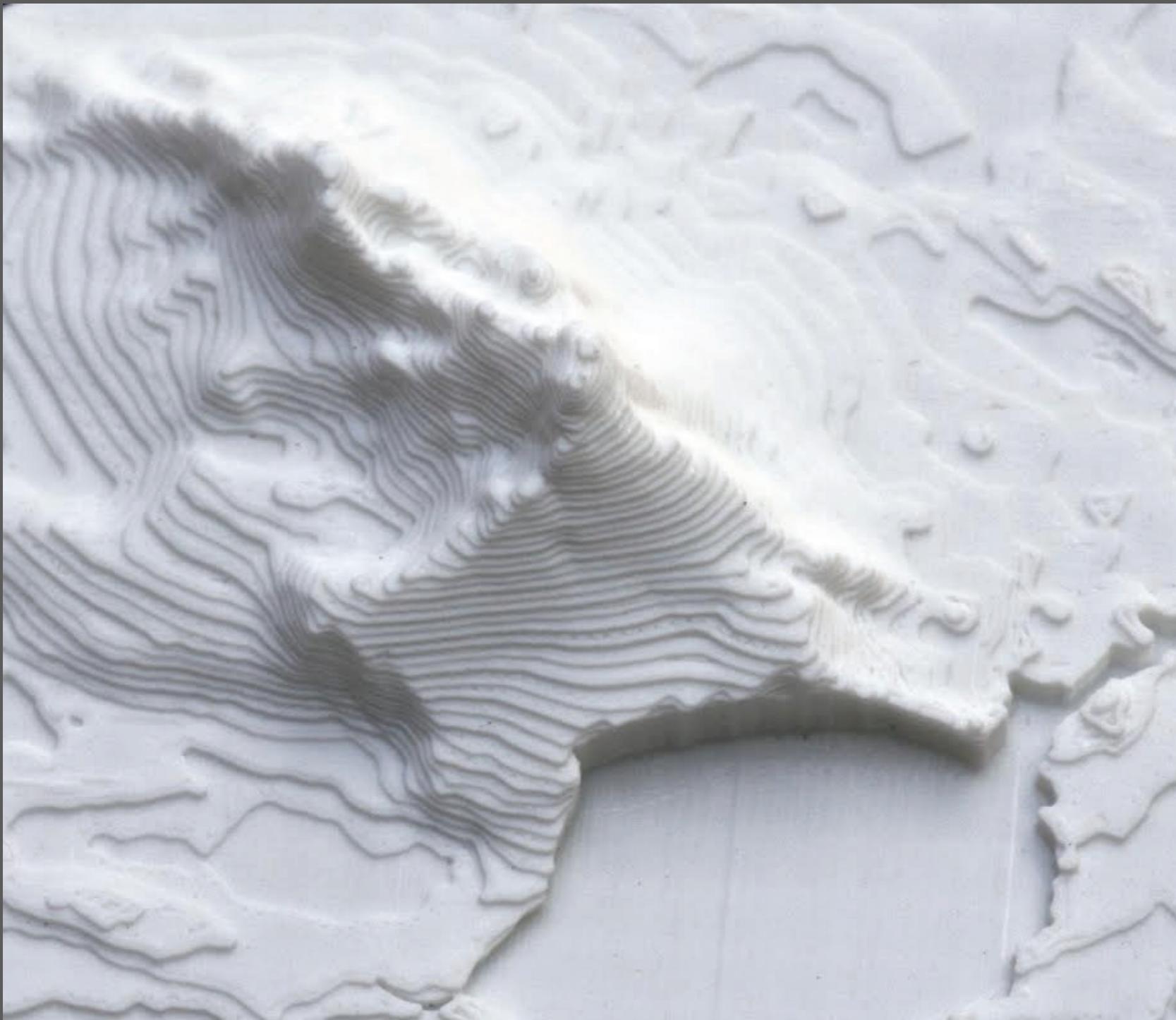
“So my workflow involves grabbing the source data from USGS, which is polygons showing how intense the shaking was at different points on the map, then processing that data with GIS software, and finally running it through my own software to convert it to a 3D model, based on that shaking intensity,” McCune said. “Then of course that model gets printed on the 3D printer I have in my garage.”



3D Model that McCune created of the Napa, California quake.

McCune has also made the software needed to convert the USGS data as well as other 2-dimension maps into 3D printable models available on his GitHub page.

<https://github.com/dougmccune/shp2stl>



3D Print Your GPS Track

Your favorite trail, road, race, climb, or route displayed as sculpture or print.



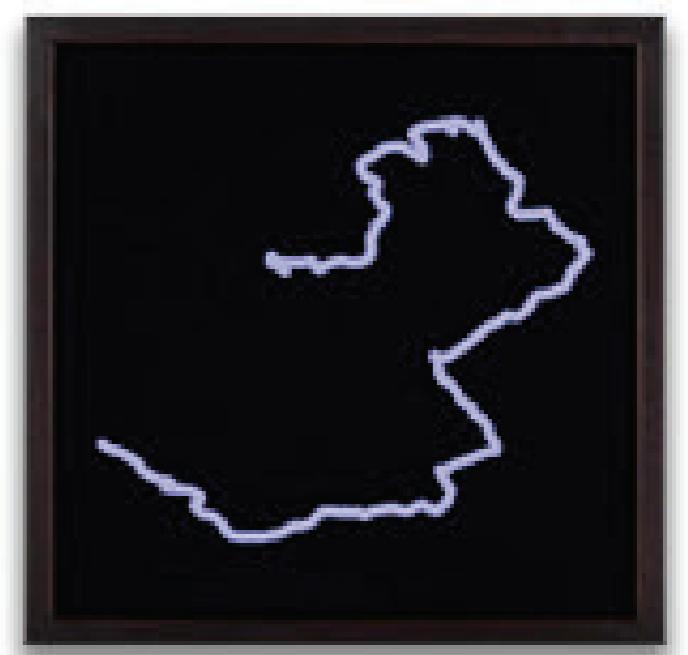
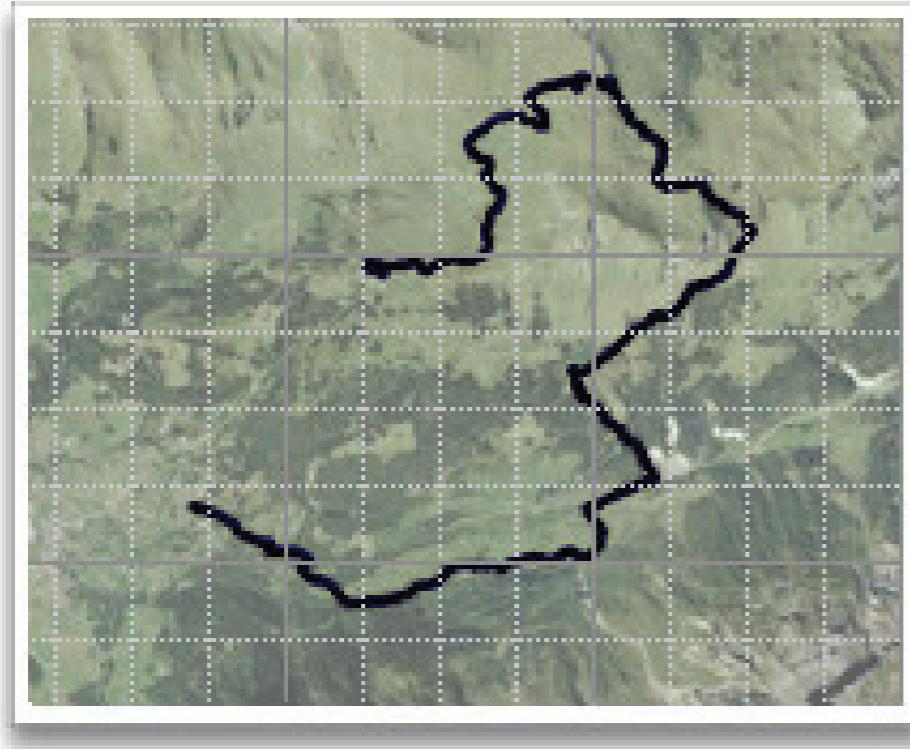
<https://www.kickstarter.com/projects/1937465901/your-most-memorable-adventure-displayed-as-persona>

Concept

To transform those travels into art that captures the essence of what we have accomplished by creating a memento of any route you take in life.

Design Process

We started with defining the basics of how a trail can be displayed. We removed all clutter from our maps until we were left with the most basic element. No paths that we did not take, no rivers we did not see, no mountains we did not climb. We then selected the best way to display this trail. We transformed the trail into sculpture and a more traditional canvas print.

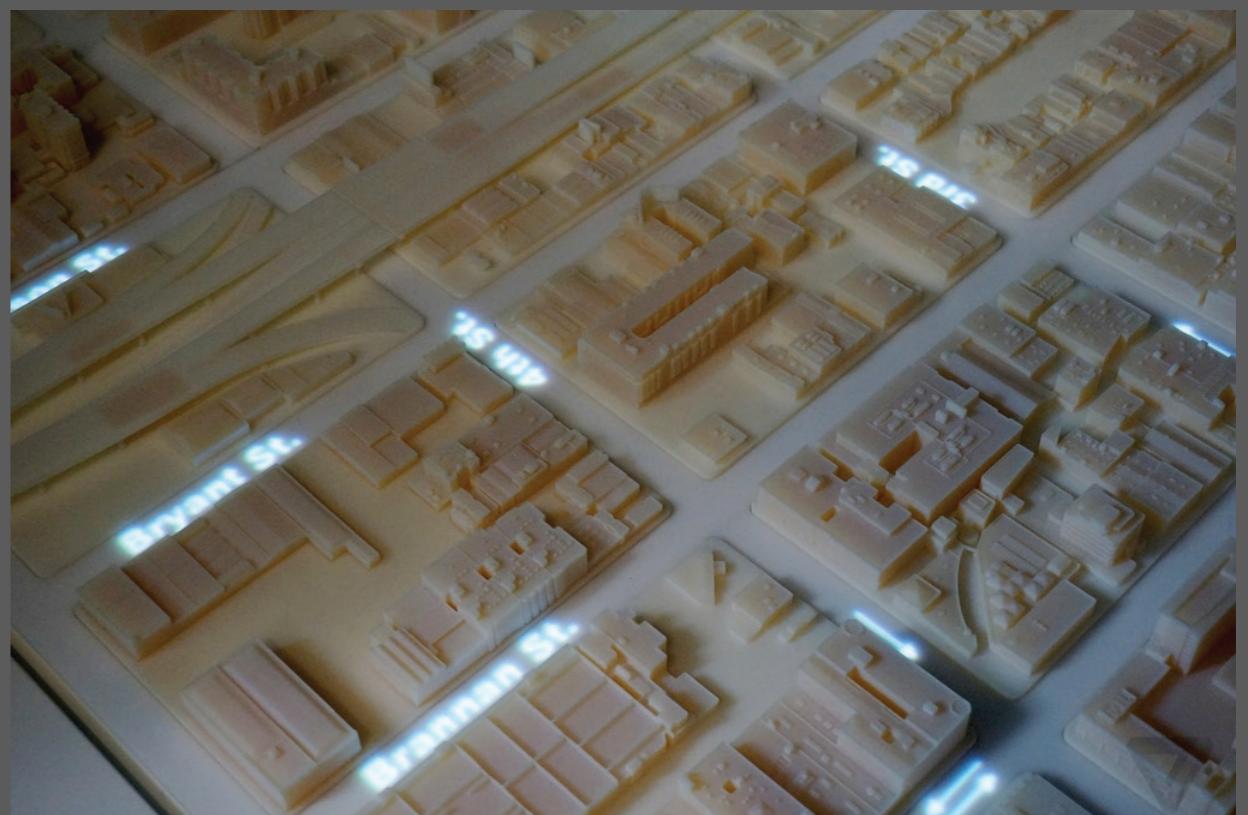
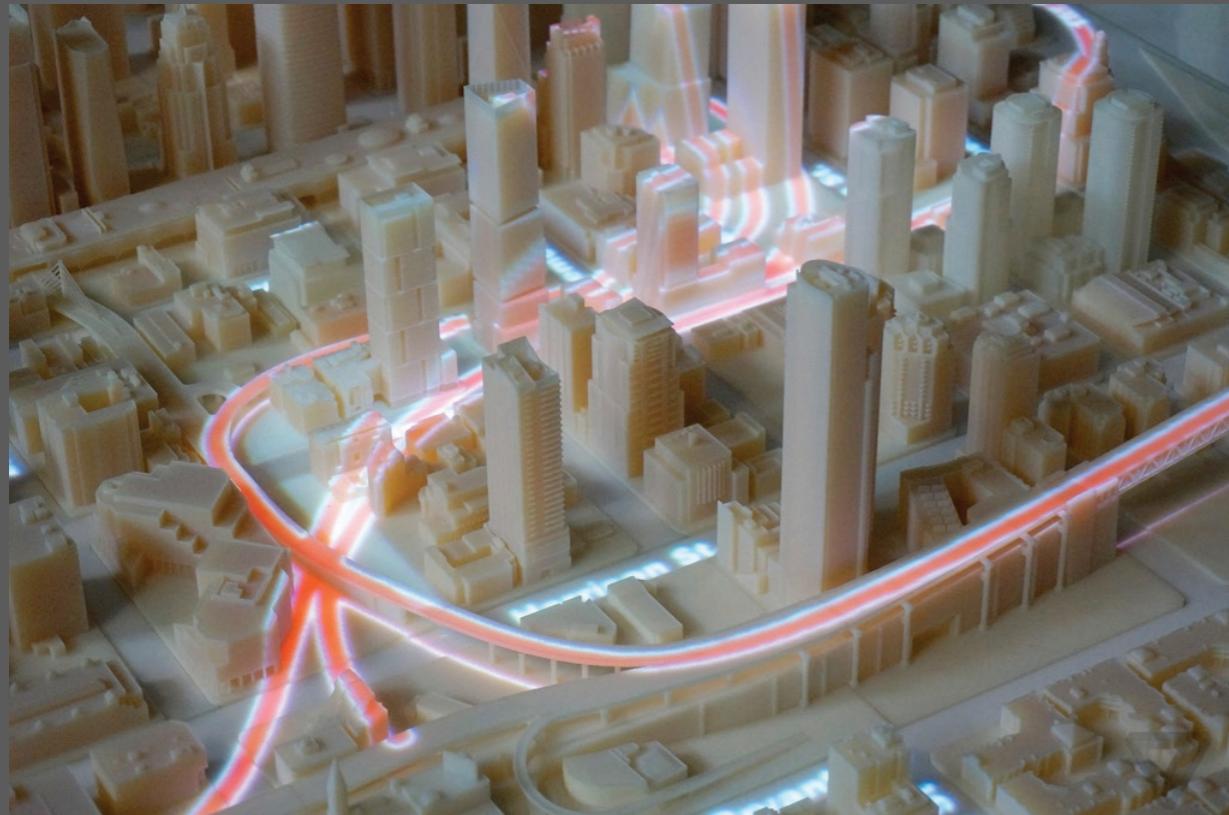


3D-printed model shows off San Francisco in amazing detail

AutoCAD maker Autodesk and creative marketing agency Steelblue created a massive, incredibly detailed 3D print of San Francisco's SOMA neighborhood. It encompasses more than 115 city blocks, mainly in the northeast part of San Francisco's 7-by-7 mile footprint.



The model becomes really useful with the addition of a projector mounted over the map: developers can overlay data like street maps, future subway lines, traffic patterns, or simply color outlines to highlight different parts of the city.



Beyond its utility for developers and urban planners, the map is an impressive piece of art in its own right — there's an incredible amount of detail in each of the dozens of blocks that make up this part of San Francisco. I happen to live in an area captured by the map, and the amount of detail poured into the buildings that I see every day when walking around the city truly brings the model to life.

<http://www.theverge.com/2014/5/30/5764978/this-massive-model-shows-off-115-blocks-of-san-francisco>

