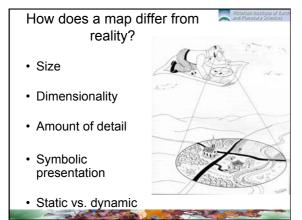


What is a map?

- "Art is a lie which makes us realize the truth." P. Picasso
- "So is a map." P. Muehrcke

(Map Use. 2nd ed. 1986)

"Map and reality are not, cannot be identical. No aspect of map use is so obvious yet so often overlooked. Most map reading mistakes occur because the user forgets this vital fact and expects a one-to-one correspondence between map and reality.



Map design

- Goals of Map Design
- Several goals of map design can be identified. These include:
 - Clarity
 - Order
 - Balance
 - Visual Contrast
 - Unity and Harmony
 - Visual Hierarchy.
- A well-designed map should achieve all of these goals.

Design - Clarity

- Conceptual clarity vs visual clarity

 Conceptual clarity map maker has a clear understanding of the phenomena being represented

 requires a clear statement of objectives

 understanding of the spatial patterns and processes to be represented on the map

 selection of important information

 - elimination of unnecessary detail inclusion of a legend that identifies the intended meaning of all symbols used on the map.
- Visual clarity translation of geographic features into graphic symbols

 A well conceived map may still be poorly executed if the choice of symbols used is not carefully considered
- Visual clarity of the map can be improved by following some simple design rules:

 - Avoid overlapping symbols and names.

 Use a small number of related symbols or patterns

 Use different shades of the same colour, or at least limit the number of colours on the map

- Use simple sans serif text styles
 Use symbols that are consistent with their conotative meanings

Design - Order

- Sequence in which map readers view components of the map.
- sequence in which map readers view components of the map.

 readers tend to read the map in the following order:

 title

 overall pattern

 map-legend

 peripheral data

 information such as marginal notes, scale and north arrow tend to be considered last

 Orderliness of the map
- Orderliness of the map

 - Is the map comfortable to look at?
 Is the information content of the map organized in a way that makes interpretation of the map easier?

 Order can be improved by:
- Using a small number of related colours, patterns or symbols
- Using plain patterns or pastel colours to fill large areas
 Using line patterns that are oriented in only one or two directions
- Avoiding line patterns that have the spacing between line approximately equal to the line width
- Organize the information presented on the map into a visual hierarchy in which the most important information is visually most prominent

Design - Balance

- · Balance refers to the overall layout of all map elements
 - The body of the map is the main focus of interest and should occupy as large a space on the page as possible
 - Other components that can be manipulated to achieve a balanced design
 - · title, legend, scale, north arrow, inset maps and border
 - Achieved by postioning the map elements relative to the visual centre of gravity of the map which tends to be slightly above the actual centre of the map
 - Balanced colours
 - no hard and fast rules for achieving a balanced

Design – Visual Contrast

- The clarity of the map derives in part from clear visual contrast between symbols used to represent different features
- Visual contrast is needed to give the eye a focal point and to make the map more interesting.

 variations in the weight of lines, the intensity of colours or shading patterns make the map more interesting
- Visual constrast can be based on any of the graphic variables:

 - shape size colour
 - value (intensity)
 - pattern or texture
- While visual contrast is necessary and can enhance the interpretability of the map, too much visual contrast can detract from the clarity and order of the map.

Design - Unity and Harmony



- · A well designed map should be pleasing to look
 - purpose should be clear at a glance
 - even if the map represents a complex spatial pattern that may require intensive study to fully understand.
- · Unity and harmony can be achieved by
 - using related symbols, colours and patterns and by keeping the map as simple as is consistent with the information being presented
 - If the map becomes too complex, consider representing the information as a series related maps

Design - Visual Hierarchy



- · The most important design decision is to ensure that the relative importance of the different pieces of information shown on the map are reflected in the choice of symbolization
- The visual hierarchy of a map can be enhanced by manipulating figure-ground relationships
 - eg Land vs Water
- · Thematic maps
 - enhance figure-ground relationships
 - emphasize the relative importance of different components of the map

Design Considerations



- general purpose topographic map gives each feature class relatively equal importance
- thematic maps have a more specific purpose and are designed to represent a particular spatial distribution
- Audience

 What level of map reading skills is the intended audience likely to have?
- Map Topic

 consideration of the information content of the map and the geographic region to be represented
- map projection
- - Format and Scale

 Maps often must be designed to fit the page size and shape requirements of the publications in which they are to appear.

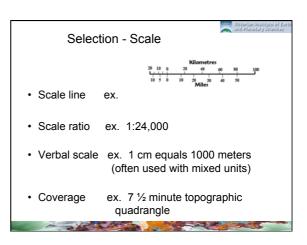
- **Production and Reproduction Methods**
 - Hardware and softw
 Output devices

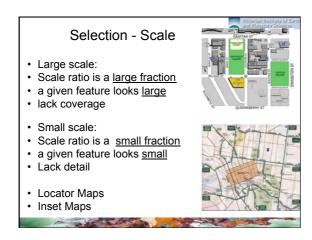
Making maps

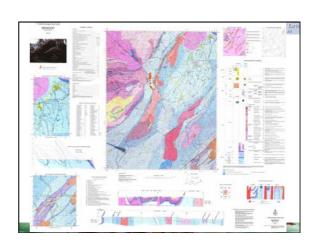


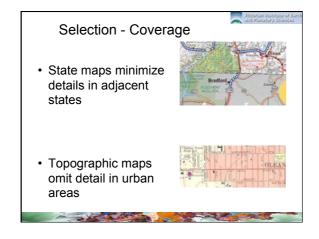
- 1. Selection
- 2. Simplification
- 3. Exaggeration
- 4. Symbolization

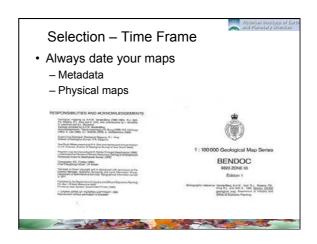
Selection • Purpose • Data availability • Size and scale of map – One of the most important choices – determines what can or cannot be included in the map

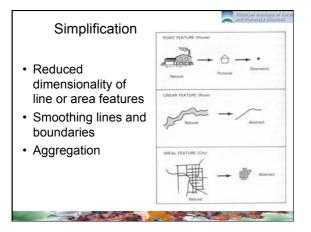


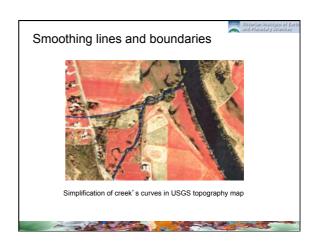


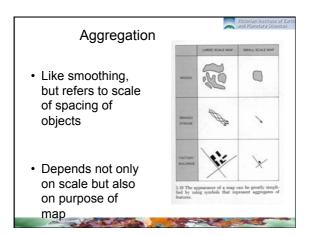


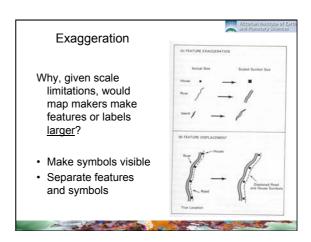


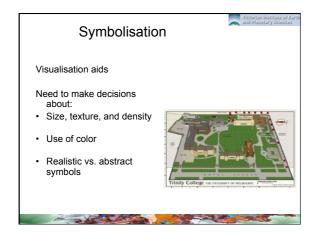


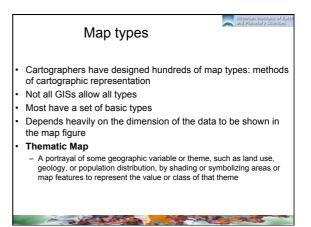










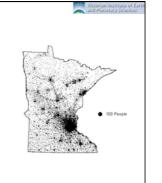


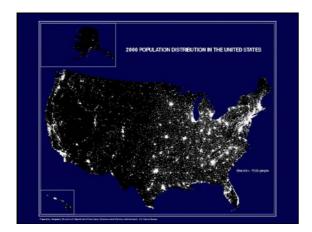
Thematic Map Types

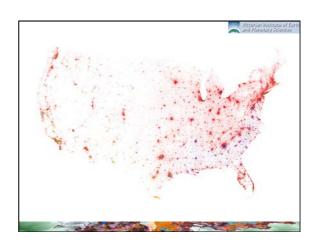
- Dot maps (same as "point symbol")
- · Graduated symbol
- · Chorochromatic (qualitative)
- Choropleth (quantitative)
- · Contour maps
- Flow maps
- · Pie chart or other chart maps
- Cartograms (value by area maps)
- Statistical Surfaces (3-D maps)

Dot map

- Discrete geographical data
- Qualitative or quantitative
- Symbol density representing value
- Symbols can be either picture or geometric symbols
- · Dot most often used





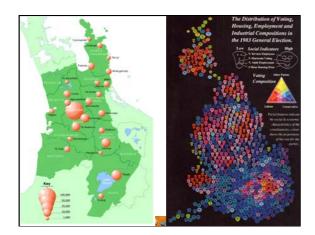


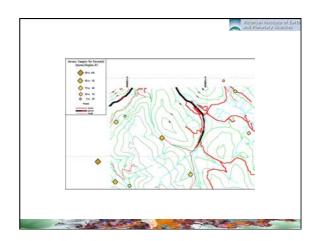
Proportional symbol map

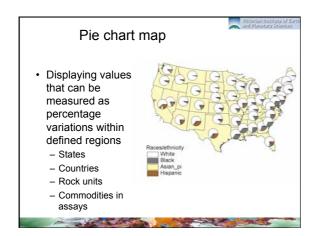
- Symbol size varies to represent measurable attribute for each region
- Needs a scale to be effective
 - Harvest yield by region
 - Population
 - Mineral field tonnage

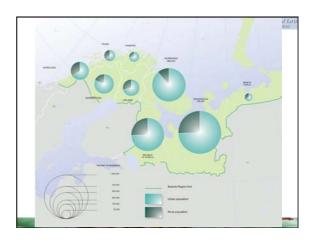


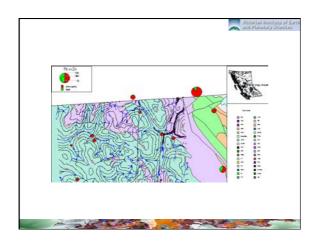


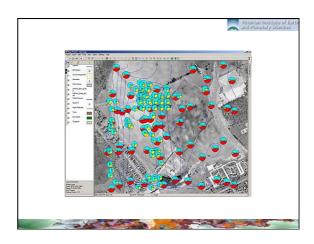




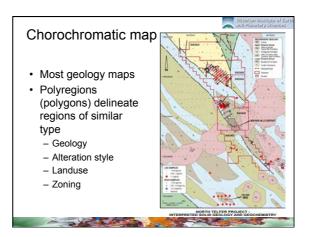


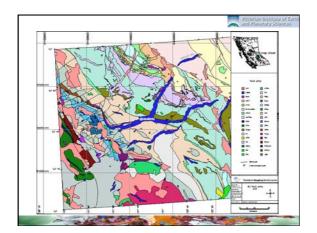


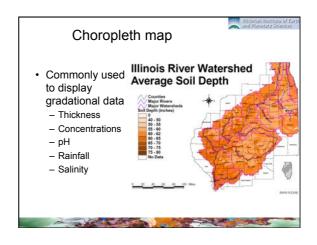


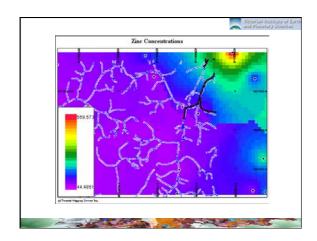


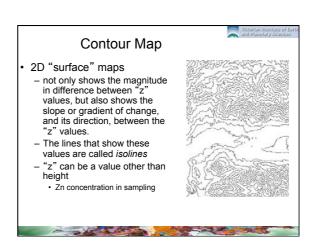




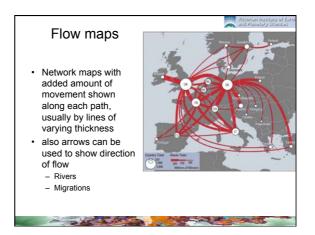


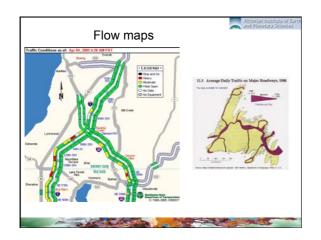


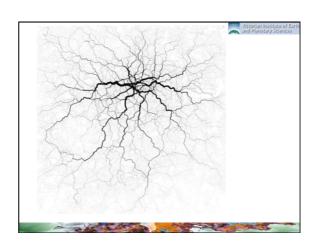


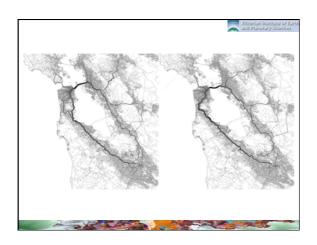


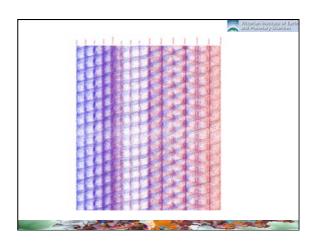


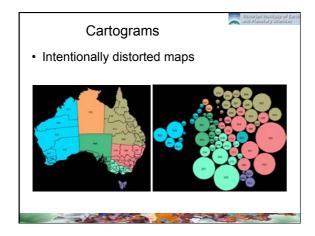


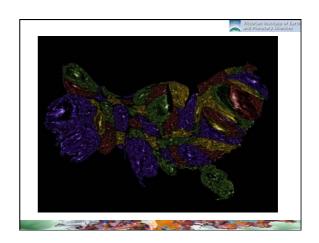


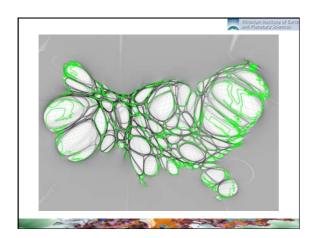


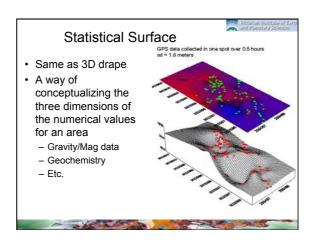


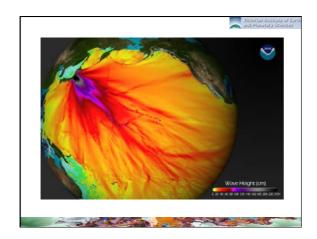


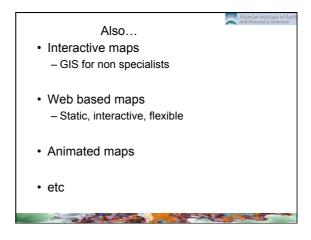


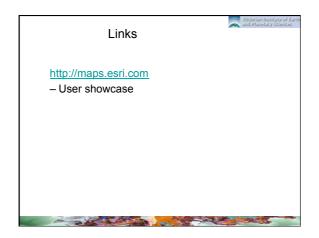


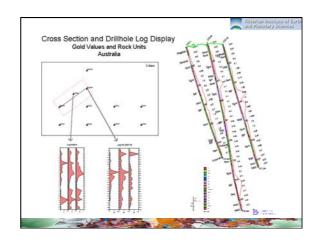


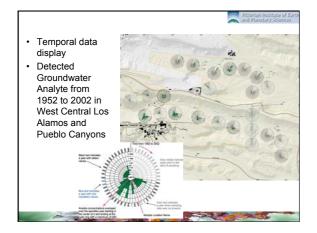


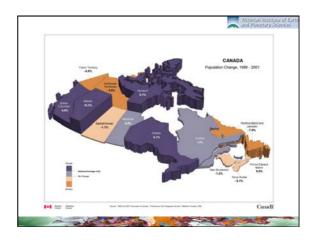


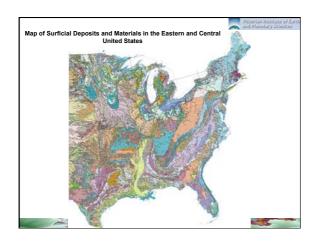


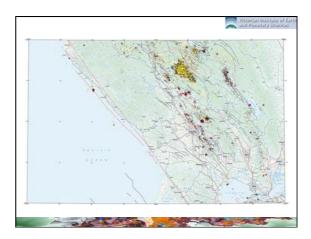


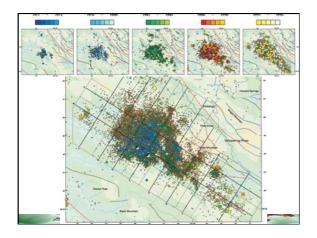


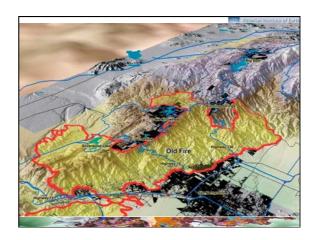




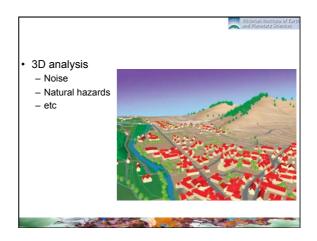




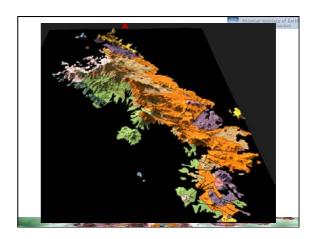


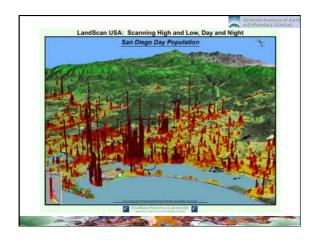


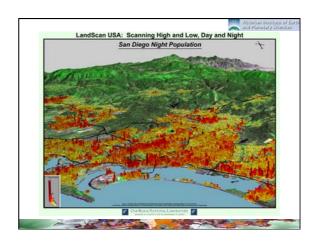


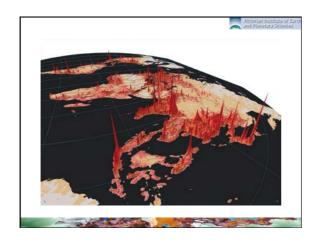


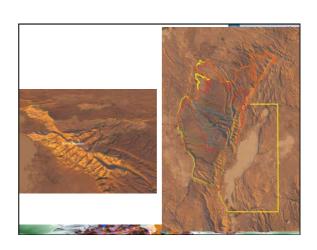


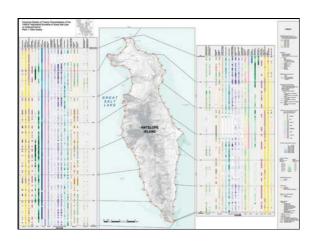


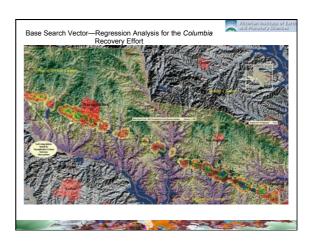


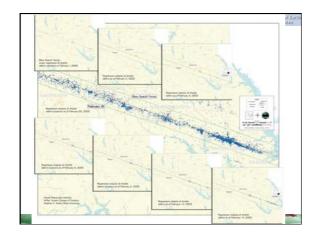


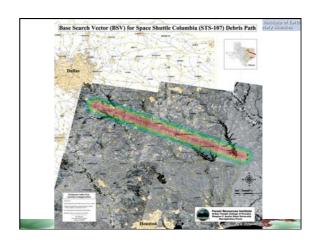


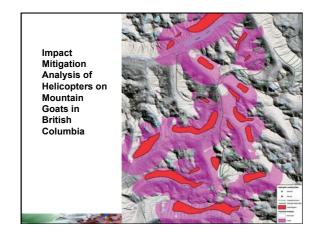


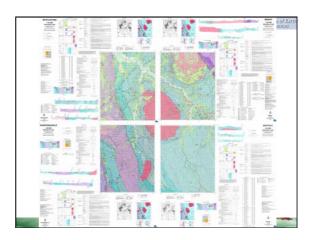






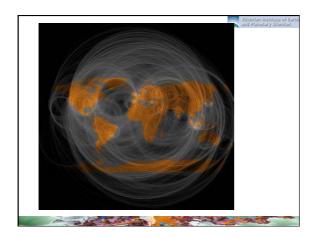


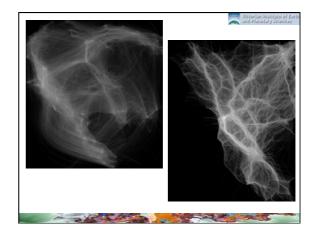












Last word on GIS

- GIS is a toolbox
- Tools vary with problem
- Many jobs require limited number but
 Spatial literacy is much more important Takes more than 1 class to learn how
- Will remain a growing field
- Shift from data input to analysis and presentation
- Scripting! (AML, Avenue, Visual Basic, Java, Perl, etc.)