

Esri Developer Summit

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Vector Tiles in the ArcGIS Platform

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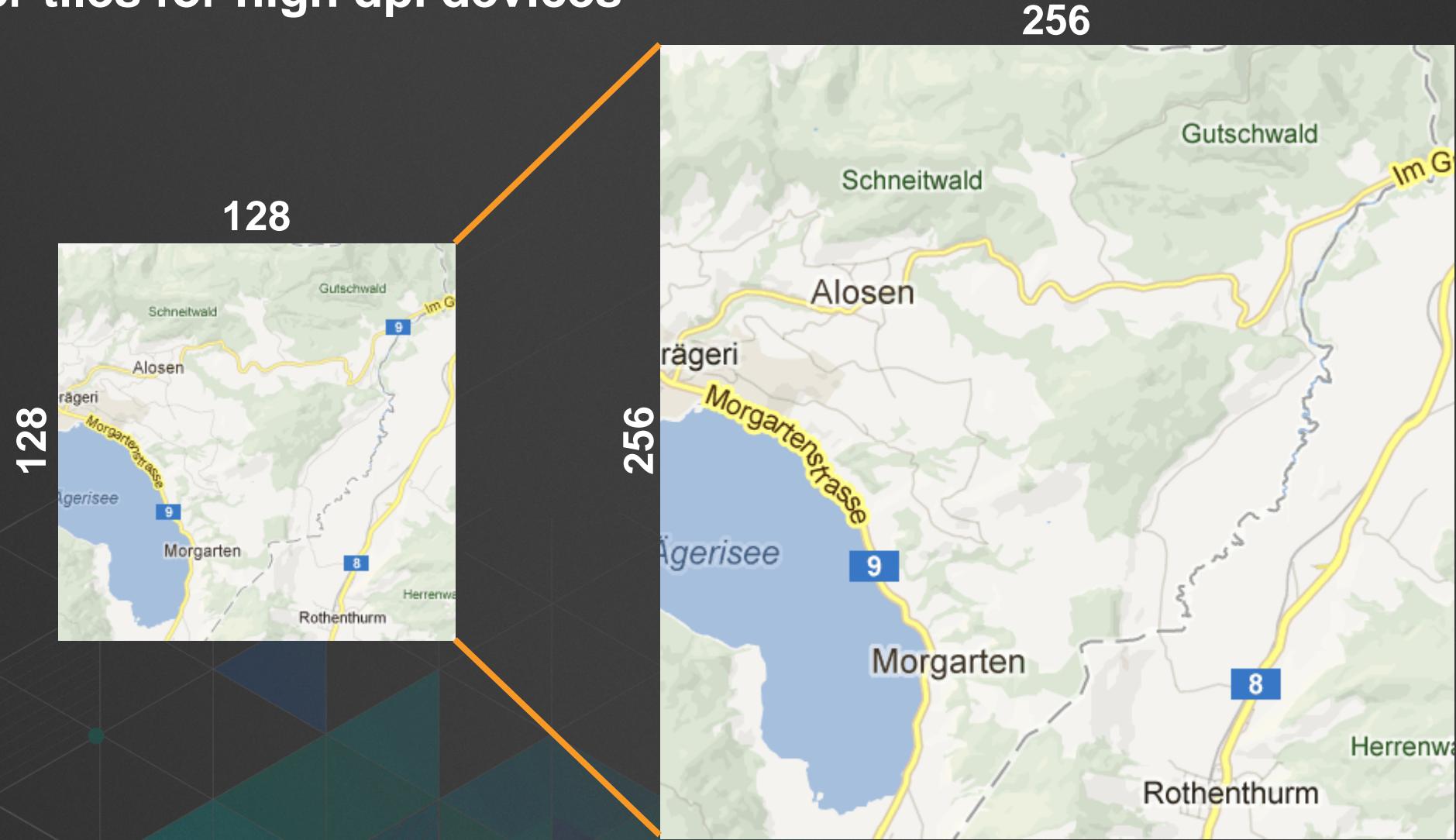
Overview

- Why vector tiles?
- Vector tiles in ArcGIS
- ArcGIS vector tile basemaps
- Consuming and styling vector tiles
- Overview of creating vector tiles
- Authoring a map for vector tiles
- Common questions

Web and mobile mapping over the last 10+ years

- Typically vector content (points, lines, polygons)
- Displayed on top of basemaps
- Since ~2005, basemaps have usually been raster tiles
- Dynamic updates of the map consist of two things:
 - Updating overlay content as drawn in client
 - Changing the basemap
- Paradigm is changing

Raster tiles for high dpi devices



Example from Google Maps

Why vector tiles?

Raster is Faster, but Vector is Corrector

– Joseph Berry

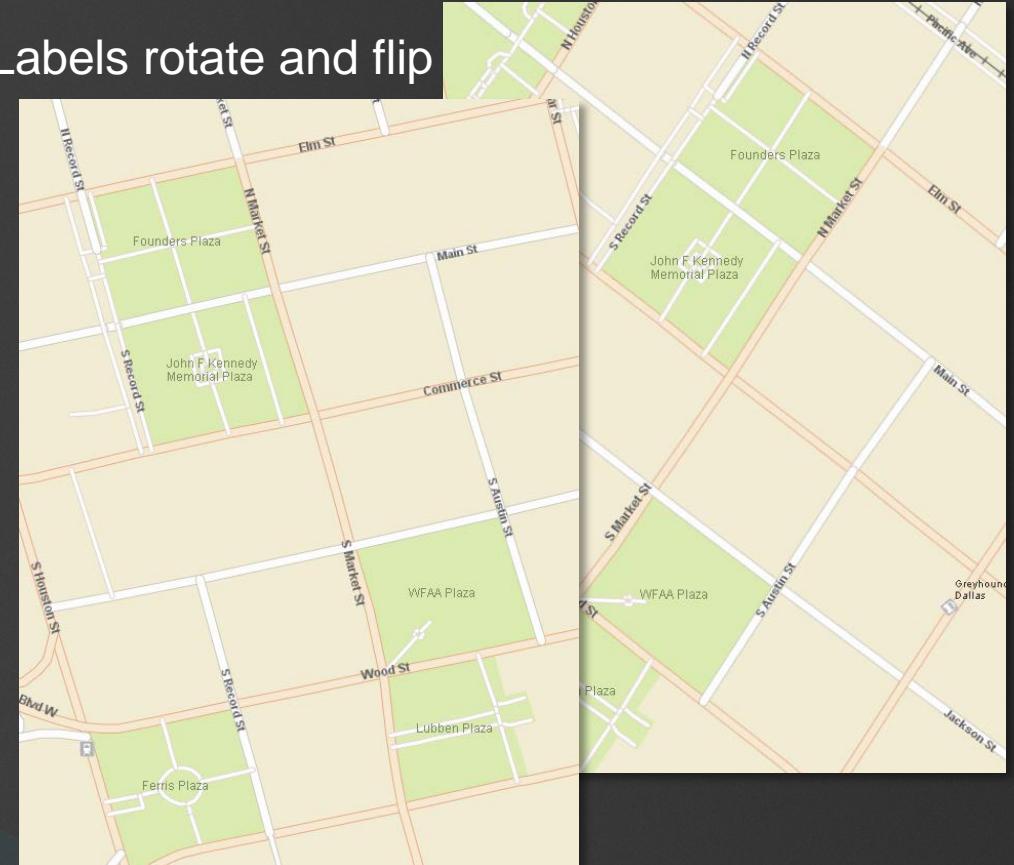
Why vector tiles?

- **GPUs have changed the landscape**
 - On your devices (OpenGL)
 - In your browser (WebGL)
 - On your desktop (DirectX, OpenGL)
 - Even in virtualized systems (vGPU)
- **Vector data can remain vector, draw at native resolution**
- **Raster data still best served as raster in most circumstances**

Advantages of vector tiles

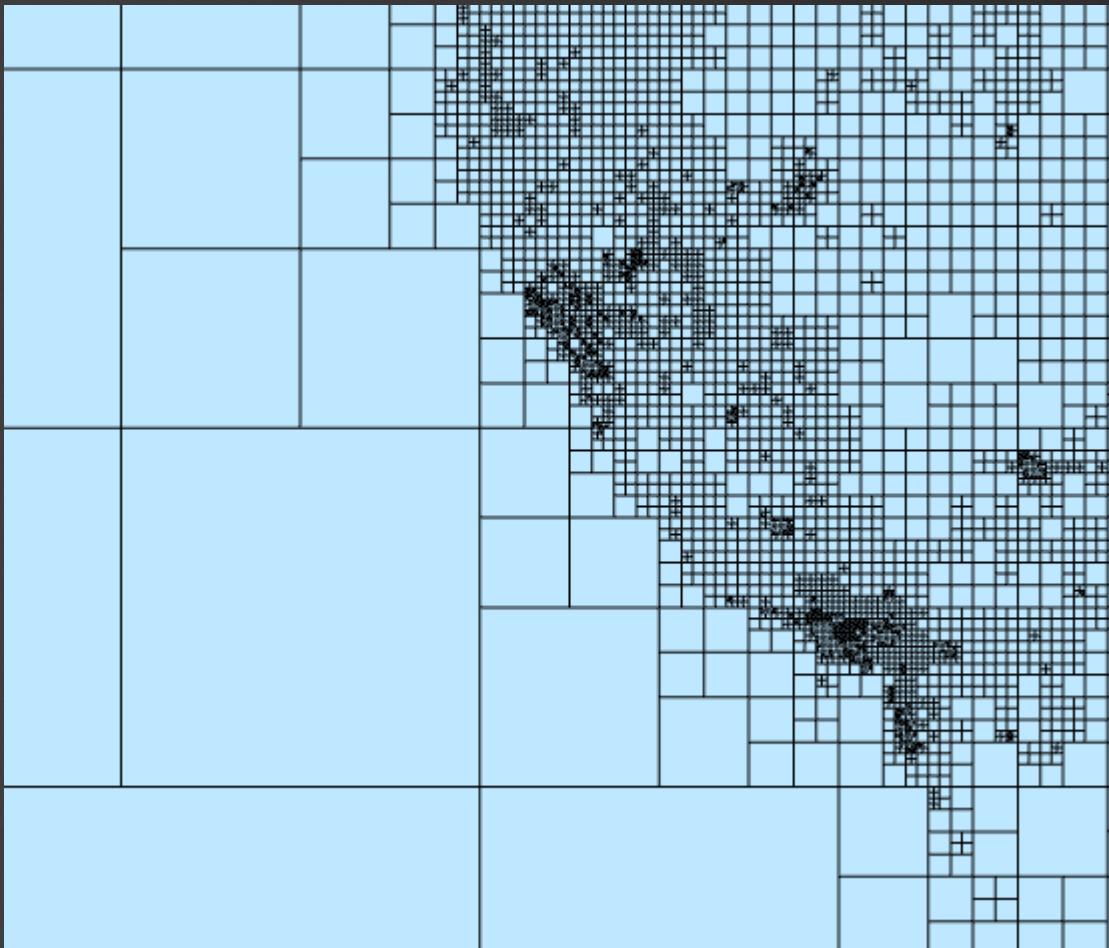
- **Display quality**
 - Best possible resolution for Retina displays
 - Small efficient format
- **Dynamic labeling**
 - Clearer, more readable text
 - On the fly labeling for heads up display
- **Map Styling**
 - Streets, Topo, Canvas from one tileset
 - Day and Night mode
 - Restyling

Labels rotate and flip



Vector tiles in ArcGIS

- Tiles produced in ArcGIS Pro 1.2
 - Use the Mapbox [vector tile spec](#)
 - Which uses [Google protocol buffers](#)
 - Styling converted to Mapbox [gl style spec](#)
- More aggressive overzoom
 - Builds on generalization work done in past ArcGIS releases
 - Support for traditional tiling also exists



Vector tile format

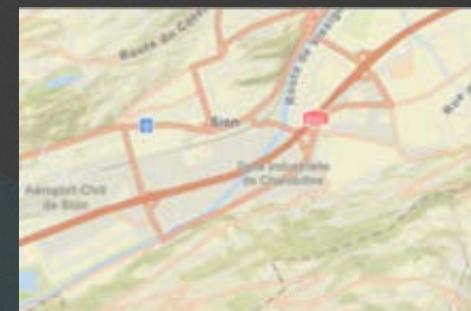
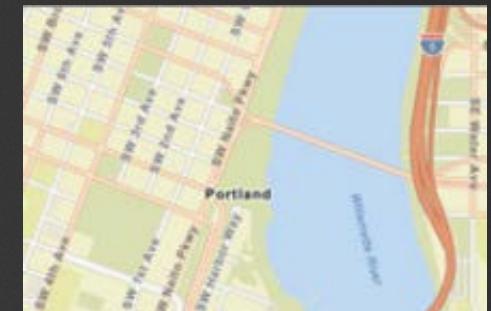
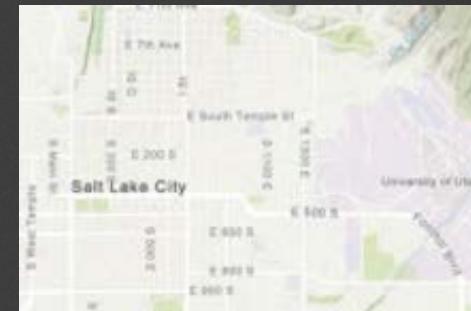
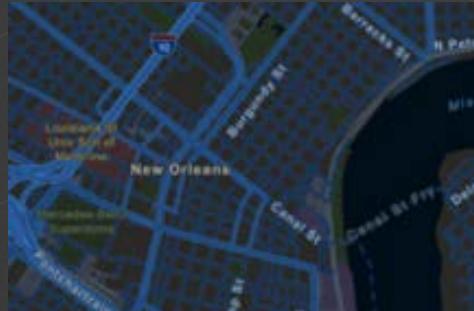
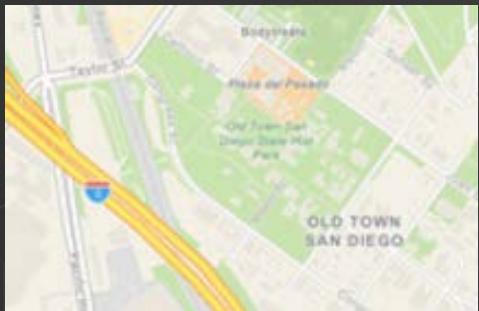
- Vector tiles are stored using protocol buffers
 - Compact binary format for transferring data
 - Data is organized into layers of geometry with key/value pairs of attributes
- A style file defines
 - The layer order
 - Definition query for each symbol layer
 - Symbol information for each symbol layer

Tile creation process: Esri basemaps

- Entire world
 - ~ 8hrs on a desktop machine
 - Tiles ~ 13 GB
 - Multiple styles can use the same tiles
- Compared to raster for the entire world
 - ~ many weeks on a server cluster per map style
 - Tiles ~ 20 TB

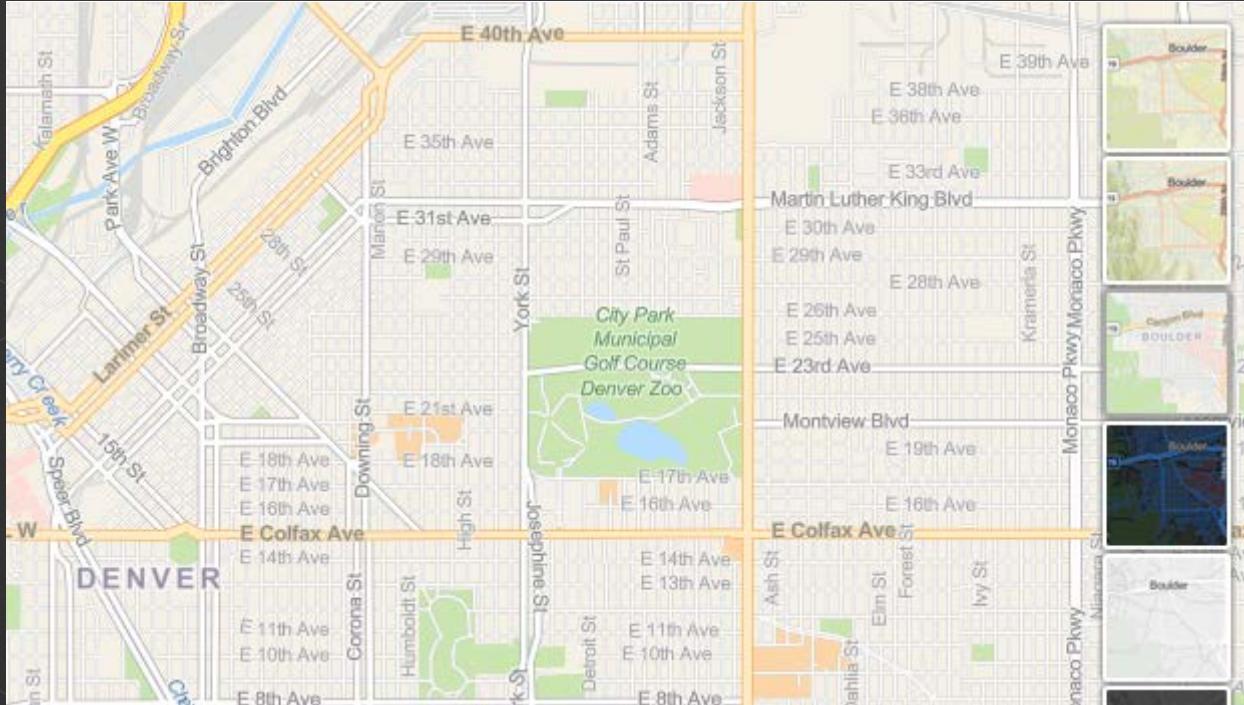
Vector tile basemaps

- Available on ArcGIS.com since November 2015
- Street (with and w/o relief), Topo, Night, Navigation, Dark Canvas, Light Canvas, Hybrid





Case study: ArcGIS Basemaps



Vector basemap blogs

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Introducing Esri Vector Basemaps (Beta)

by Deane Kenson on November 18, 2015 [Share](#) 135 [Tweet](#) 448 [Share](#) 1013

Earlier this year, Esri announced plans for bringing vector tiles to the ArcGIS platform and shared a preview of vector basemaps being developed. With the November update of ArcGIS Online, we are introducing initial support for vector tiles as a layer in the web map. As part of this, Esri is providing access to an updated set of vector basemaps (now in beta release) that can be accessed within ArcGIS Online and used to build maps and apps.

Streets Streets with Relief Navigation Streets at Night

Dark Gray Canvas Light Gray Canvas Topographic Imagery Hybrid

are rendered client-side based on a style file that is delivered with the vector tiles. Esri has generated these vector tiles with early versions of ArcGIS Pro 1.2. With the release of ArcGIS Pro 1.2 in early 2016, users will be able to generate vector tiles from their own data and serve these out as vector tile layers using either ArcGIS 10.4 for Server or ArcGIS Online. The vector basemaps can be displayed in most current, desktop web browsers and, in the near future, various desktop and mobile apps. Users are able to customize the look and feel of the vector basemaps by creating custom styles that are used to render the vector tiles.

Available Vector Basemaps

The initial set of Esri vector basemaps includes eight different map styles built using a

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How to Customize Esri Vector Basemaps

by Deane Kenson on November 19, 2015 [Share](#) 6 [Tweet](#) 248 [Share](#) 342

As described in this earlier post, Esri has introduced a new set of vector basemaps (now in beta release). These vector basemaps offer several benefits (e.g. fast to download, look great on high-res displays, smaller and easier to update, etc), but perhaps the greatest benefit is that users can customize the look and feel of the basemaps.

Custom Map Style Example

Below is an example of a custom map that has been created from one of the available [Esri vector basemap tile layers](#).

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Understanding Esri Vector Basemap File Structure

by ArcGIS Content Team on December 2, 2015 [Share](#) 18 [Tweet](#) 184 [Share](#) 220

The ArcGIS Content development team has (and still does) put a lot of work into creating a comprehensive set of basemaps to help you as an ArcGIS user to show off your work, but, much as we would like to, we can't cover everyone's unique requirements. Until now, this effort was put into creating cached raster tile maps, but we are now expanding that by re-creating these maps in the new vector tile environment. One of the great features of vector tile mapping is that you now have the opportunity to customize the maps yourself. The extent to which you wish to do this is up to you, from 'tweaking' a few significant colors to creating a completely new look.

Three previous posts on the topic of Esri Vector Basemaps were recently published to the ArcGIS Blog: [Introducing Esri Vector Basemaps \(Beta\)](#), [How to Customize Esri Vector Basemap Boundaries and Labels](#). Each

Getting started to use and customize these and explores three more topics. This post explains some basic controls you have over your own vector basemaps. There is also a section that includes lists of the map features and the [list of disputed boundary countries](#).

In an earlier post, we described how you can customize the Esri vector basemaps (now in beta release). In that post, we provided an example of changing the colors for an existing map style to create a different look for the map, which will probably be the most common way in which the vector basemaps are customized. We also shared the step-by-step instructions for how you can create a custom map.

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Customize Esri Vector Basemap Boundaries and Labels

by Deane Kenson on November 23, 2015 [Share](#) 51 [Tweet](#) 45 [Share](#) 170

In an earlier post, we described how you can customize the Esri vector basemaps (now in beta release). In that post, we provided an example of changing the colors for an existing map style to create a different look for the map, which will probably be the most common way in which the vector basemaps are customized. We also shared the step-by-step instructions for how you can create a custom map.

For vector tile layers you own, you can edit and update the item through ArcGIS Online. This structure will benefit you as you can easily change the look of a basic Esri Vector Basemap JSON file. The first section details the type of feature and/or stroke symbol while the green line of JSON code starts with "background": these background features first

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ArcGIS vector tiles – creation and consumption

- Tile consumption
 - ArcGIS JavaScript 3.15+ and 4.0 APIs
 - Currently uses the [mapbox-gl-js](#) library
 - ArcGIS Runtime Quartz – Beta 2
 - Ground up implementation
 - ArcGIS Pro 1.3
 - Will share Runtime implementation

Using and styling vector tiles

Using vector tiles in your applications

- Multiple ways to use vector tiles:
 - A) Use Esri provided vector tiles / styles
 - B) Style Esri vector tiles for your own use
 - Change colors
 - Drop features
 - Match the needs of your application
 - C) Create your own vector tiles from your own data

Styling vector tiles

- Simple Style Copy
 - Save tile layer to your Portal or Online account
- Hand editing JSON
 - Update map item
- Two additional sample Vector Styling Apps simplify this:
 - [Vector Style JSON Editor - GitHub](#)
 - [Vector Basemap Style Editor - GitHub](#)

Creating vector tiles

Creating vector tiles

- Tile creation in ArcGIS Pro 1.2
- Publish tile layers in ArcGIS Online and ArcGIS Server/Portal 10.4
- Created with GeoProcessing tools
 - Create Vector Tile Index
 - Create Vector Tile Package
- Accessory tools:
 - Share Package updated to support vector tiles
 - Extract Package updated to support vector tiles

ArcGIS vector tiles service

`http://<catalog-url>/<folder>/<serviceName>/VectorTileServer`

```
|--root.json  
|--tilemap/  
|--tile/  
|--resources/  
    |--fonts/  
    |--styles/  
    |--sprites/  
    |--info/
```

Service example

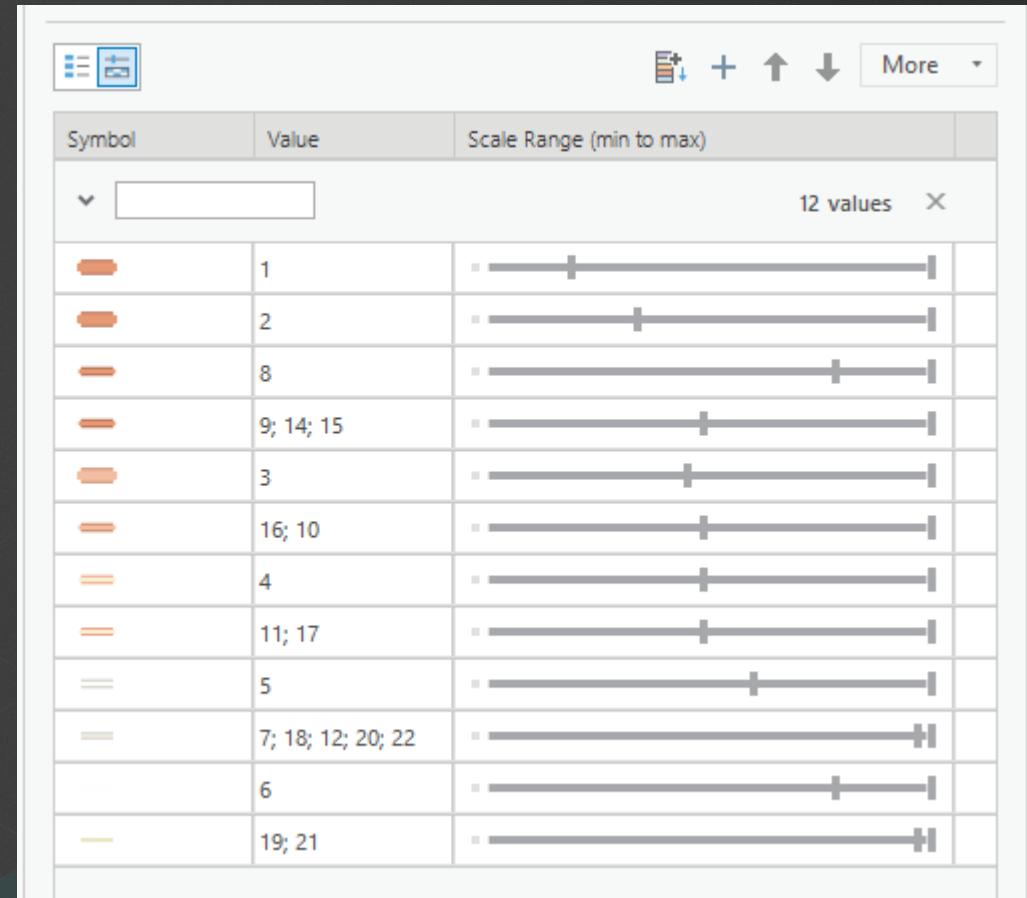
Authoring vector tiles

Authoring maps

- Only feature layers with simple, unique value, graduated, or class breaks renderers supported
- Maps should be re-authored for vector tiles
 - Limit number of layers
 - Limit duplication of content
- Several improvements have been made in ArcGIS Pro to assist with this
 - Scale dependent capabilities added to renderers
 - Scale based sizing added to renderers
 - Improvement to scale logic

Scale dependency on renderers

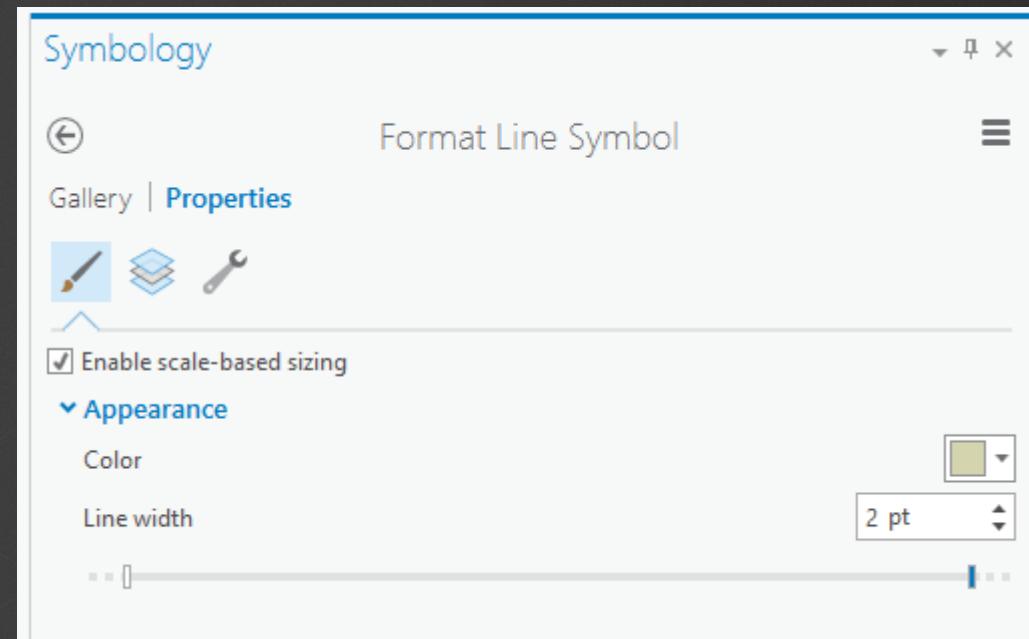
- Each symbol class can be assigned a scale range
 - Unique value
 - Class breaks
- Allows a multiscale map to be authored without duplicating content



| Symbol | Value | Scale Range (min to max) |
|--------|-------------------|--------------------------|
| ■ | 1 | <input type="range"/> |
| ■ | 2 | <input type="range"/> |
| ■ | 8 | <input type="range"/> |
| ■ | 9; 14; 15 | <input type="range"/> |
| ■ | 3 | <input type="range"/> |
| ■ | 16; 10 | <input type="range"/> |
| ■ | 4 | <input type="range"/> |
| ■ | 11; 17 | <input type="range"/> |
| ■ | 5 | <input type="range"/> |
| ■ | 7; 18; 12; 20; 22 | <input type="range"/> |
| ■ | 6 | <input type="range"/> |
| ■ | 19; 21 | <input type="range"/> |

Scale based symbol sizing

- Each symbol can have scale based sizing configured
 - Single symbol
 - Unique value
 - Class breaks
- Allows for small changes to symbol size across scales



Scale logic changes

- ArcMap and ArcGIS Pro 1.1
 - Layers will draw AT and BETWEEN minimum and maximum scales
- ArcGIS Pro 1.2, layers don't draw at max scale by default
 - Check “Draw up to and including the maximum scale in scale ranges” to revert to old behavior
 - This is checked for old Pro projects or imported ArcMap maps

1: 1 million

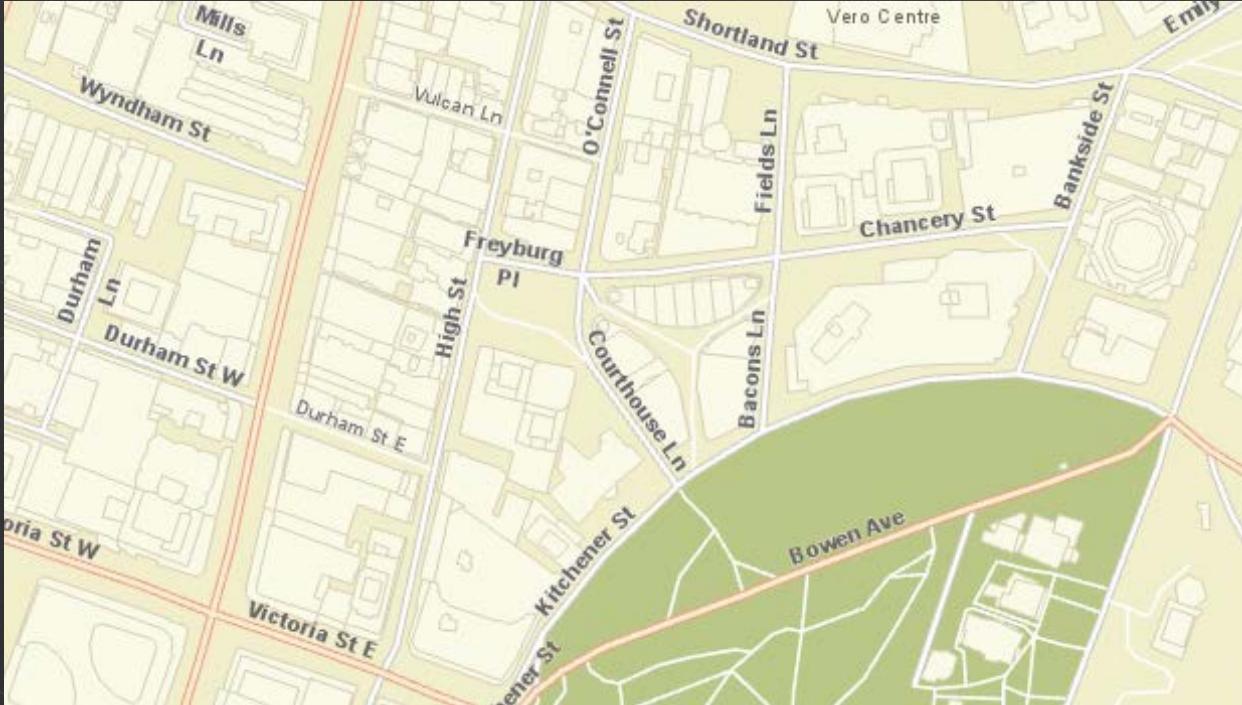
Layer 1

1: 500,000

Option unchecked:
Layer 2 draws

1: 10,000

Layer 2



Demo: Authoring and creating vector tiles in ArcGIS Pro



Vector tile in APIs

Vector tiles in the JavaScript API

- **JavaScript API samples in SDK**
- **Developers can use Tile Layers published to Portal in custom apps**

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ArcGIS API for JavaScript

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What's new in Version 3.15

New layer type: **VectorTileLayer**

A new layer type, `VectorTileLayer`, accesses cached tiles of data and renders it in vector format. It is similar to a `WebTiledLayer` but uses vector data. VectorTileLayers contain geometry, attribute, and style data in individual layers. Styles can be customized client-side.



To get better familiarized with the properties, methods, and events of this layer, please see the [VectorTileLayer API reference](#) for more information.

FeatureTable is no longer in beta

Vector tiles in the JavaScript API

- Available in both 3.x and 4.0
- Works with all published Vector Tiles
- Tiles drawn in WebGL
- IE 11+

Common questions

Q: Why would I need to create raster tiles anymore?

A: Consider consuming clients and map requirements before committing to vector tiles. At this time, it's not an answer for everything. Will never be a solution for many raster datasets.

Q: Can my data be extracted from vector tiles?

A: Think of vector tiles as generalized graphic derivations of your data. In many cases features are cut at tile boundaries, overlapped at tile boundaries, or are dissolved for optimal draw. Only a minimum number of attributes needed for feature draw are stored. It's not raw data.

Q: Why don't I see “Share as vector tiles” in ArcGIS Pro

A: The initial implementation is limited to Geoprocessing tools. A full sharing experience is planned for a future ArcGIS Pro release.

Q: Can I create vector tiles for any map projection?

A: Only Web Mercator (Auxiliary Sphere) supported for the initial release

Q: Should I re-author my maps for vector tiles?

A: Yes, start by reading the help topic titled [Author a map for vector tile creation](#)

Q: Will ArcMap support vector tiles?

A: It is unlikely that ArcMap will ever support viewing vector tiles. Creation of vector tiles will not be implemented in ArcMap.

Q: Can I do server side vector tile creation?

A: Not at this time, we have this on our roadmap for Portal / ArcGIS Online

Q: Vector tiles don't draw correctly in my browser, is this a bug?

A: You're likely experiencing a problem with WebGL support in your browser. Ensure you have the latest driver for your video card from the driver manufacturer

Do not rely on Windows Update on Windows machines for video drivers.

Q: Why aren't Arabic and Hebrew labels drawing correctly?

A: This is a limitation of the vector tile specification for fonts. We know this is a serious problem and are investigating solutions.

Q: Can I use any font for vector tiles?

A: From a technical standpoint any TrueType or OpenType font can be processed into the vector tile font format. However, font licenses vary widely and you should ensure you're licensed for such use.

Q: Can Esri clients view non-Esri tiles conforming to the spec?

A: This is our goal. There are examples of this in the JavaScript API.

Q: Does the print service support vector tiles?

A: Not at this time, the ArcGIS JavaScript API will replace the Esri vector tile basemap layers with the Streets raster tiles. Custom services will be dropped. We hope to support vector tiles in the print service in a future release.

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Questions?

Please fill out survey



