

## Activity 11: Applying Type Specs

**Time:** Fifteen Minutes

**Goal:** Apply the type specs that you created in Mapping Activity 10 to a pre-fabricated map!

**Activity:** In this Mapping Activity, you'll apply the type specs that you created in Mapping Activity 10 to a pre-fabricated map of Mexico. You'll assess your spec choices and then edit as necessary.

1. Download Activity11\_ApplyTypeSpecs.ai from Canvas and open.
2. Open the Type Specifications (.pdf) that you created in Mapping Activity 10.
3. Take a look at the Labels Layer and its sublayers in the Illustrator map of Mexico.
4. Apply your type specifications to each corresponding layer. To do this, select everything from one layer and apply a type style change across the layer.

**Note:** You will not need the Mountain or Important States label styles that are on your type specs. These features are not on the map.

5. Save a (.pdf) of this map with "original" in the file name.
6. Does your type spec work? For example, are the labels too big or small? Does the color of your labels work? Make changes to your labels as needed.
7. Save a second (.pdf) with "edited" in the file name.

**Tips and Tricks:** Make sure your label edits are applied across the entire Layer!! All of your cities, for example, should have the exact same style.

**Submit:** Submit your two (.pdf) files to Canvas.