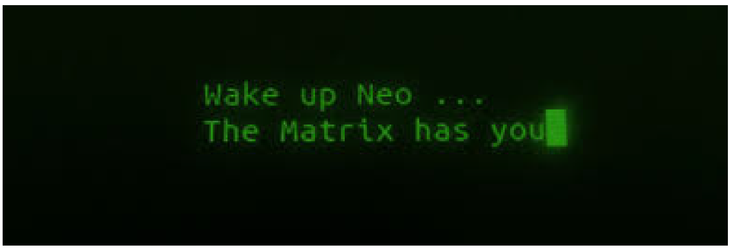
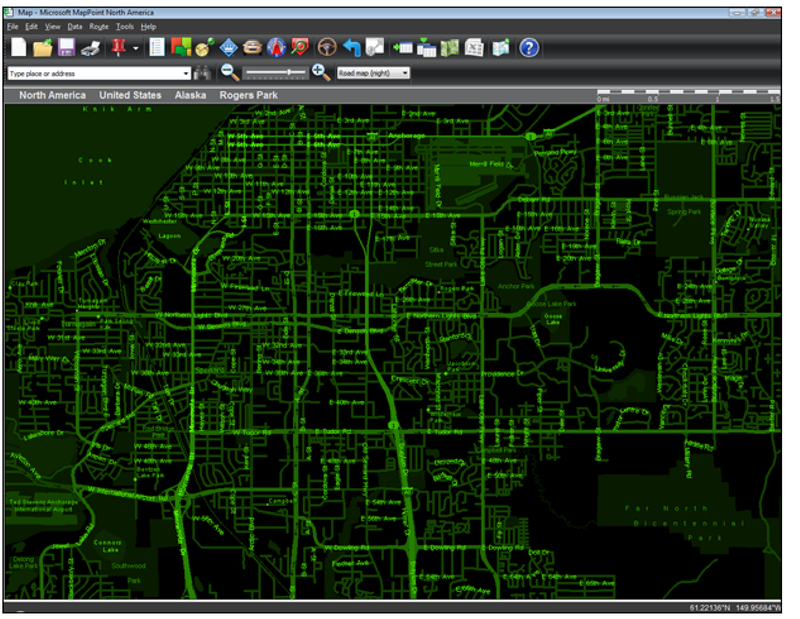
Starr Moss - Geog 572 - Lab #3 Storyboard Concepts



Form: Linework will be simple, straight lines that evoke the sterile feel of computerized images. Lines should appear simple and unadorned.

The overall form should activate, but be slightly unpleasant as far as it's position on hedonic axis. Artificial, inhuman feel.

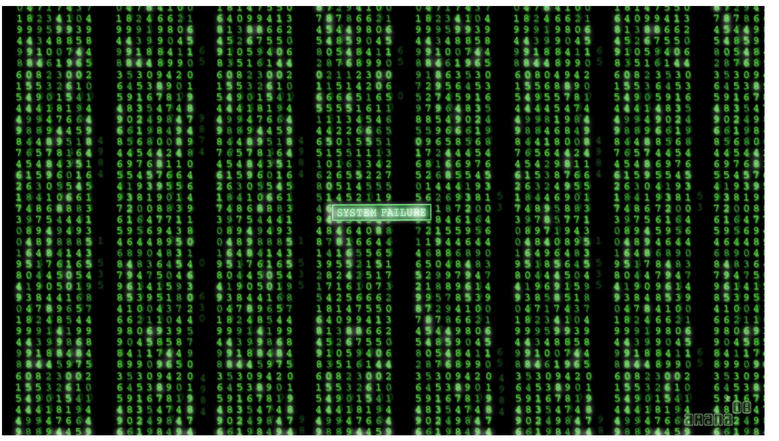


Color:

Colors will primarily consist of a black background, and all linework and type will be in the bright computer-green typical of the matrix style. The text will have a light transparent halo around it, to make it pop out. (for example, in the image at the bottom, numbers have a slight white halo around them.)

Texture: Texture will be largely absent. The goal is to create an inhuman feel, and texture often times evokes a feeling of humanity. Elements should appear un-embellished.
Base-map should have a smooth, black background, as well as all line-work, though text elements could incorporate transparency or slight "fuzziness" to indicate movement or "processing effect".. etc etc

Type-faces: the font will be OCR A extended (this current font)
This is a font commonly used in computer programming.
OCR A was actually the fontused in the Matrix movie.
It is sans-serif and simple, and evokes an artificial computer-like tone.



Roads: the form of the roads will be a single thin green line, 'line-width' will be used to set the width. 'Line-opacity' will be used to create a glowing effect for the roads, and 'line-offset' could be used to create the blurry effect you see in the numbers above. A white outer-halo stroke will also be added. 'Line-color' will likely be set to #00ff18. 'Line-cap' will be set to square in order to give the line a more rigid looking form.

Water features: water features will be a darker shade of green than the streets, and 'polygon-fill' wil be used to color the lakes. 'Polygon-opacity' will probably be set to around 75%, this will give it a translucent form. 'Polygon-simplify' could also be used to simplify the shape and make water features look more artificial and pixellized.

Political units will likely be a thicker, darker green line than the streets, both of which can be acheived by 'line-color' and 'line-width'. Again, some sort of 'line-opacity' will be used to give the translucent effect. 'line-cap' will again be set to square.

Cities will be represented by a green square or circle, with the same 'polygon-fill' as the roads.

Land-cover will be probably be represented with varying shades of the green fill described above. 'polygon-fill' will be used to create different values of green. Probably just smooth texture applied to these categories.

Note: labels for entire map should be OCR A, if not available in default mapbox settings, will be added using 'font-directory' to access other font styles.