

## *SOC 4650/5650: Lecture-05 ArcMap Processes*

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### *Create Layer from Selection*

Select a group of features, then right click on the layer in the Table of Contents and go to Selection > Create Layer From Selected Features.

### *Create Different Types of Maps*

#### *Choropleth Map*

In the Layer Properties under Symbology, select Quantities > Graduated colors and select the appropriate valueField. Make sure to edit the symbols, classification, and normalization as needed.

#### *Graduated Symbols*

In the Layer Properties under Symbology, select Quantities > Graduated symbols and select the appropriate valueField. Make sure to edit the symbols and background as needed.

#### *Dot Density*

In the Layer Properties under Symbology, select Quantities > Dot density and select the appropriate valueField. Make sure to edit the symbols as needed.

#### *Qualitative*

In the Layer Properties under Symbology, select Categories > Unique values and select the appropriate valueField. Then select Add All Values or Add Values... and make sure to edit the color ramp as needed.

### *Use Custom Colors*

From the Symbol Selector choose Fill Color or Outline Color, then More Colors.... Be sure to switch the Color Selector to RGB.

### *Load Style Files*

1. Download the Color Brewer and viridis style files from GitHub (see website for latest processes). Create a folder in Documents/ArcGIS/ named ColorStyles, and save both ColorBrewer.style and matplotlib.style to that folder.
2. In ArcMap, go to Customize ▸ Style Manager.
3. Then click on the Styles... button.
4. Choose Add Style to List... and navigate to the ColorBrewer.style file stored in Documents/ArcGIS/ColorStyles. Select ColorBrewer.style and click Open.
5. Repeat the process in the previous step for matplotlib.style.
6. Make sure both new styles are checked in the Style References window after you have added them.
7. Click OK.
8. Make sure both new styles are visible in the Style Manager window.
9. Click Close.