

MAKING MAPS

Cartography

"the art, science, and technology of making maps, together with their study as scientific documents and works of art"

- The International Cartographic Association

"Far from being an antique craft belonging to a bygone era, cartography is the art of geovisualization; a way of sharing spatial knowledge and empowering people through the application of good design, whether the medium is electronic or paper, permanent or perishable, static or dynamic"

- Alexander J Kent, Bulletin of the Society of Cartographers (2008)

The Cartographic Process

The Cartographic Process

Planning

- Purpose
- Topic
- Format
- Audience

Data Analysis

- Collection
- Synthesis
- Analysis

Presentation

- Layout
- Medium
 - Monitor
 - Projector
 - Paper
- Design

Critique / Editing

- Design
- Content accuracy

Production

Making maps is hard!

What is the **PURPOSE** of the map?

Who is the AUDIENCE?

What is the best way to REPRESENT the data?

Is all **NECESSARY** data included?

Is all the UNNECESSARY data excluded?

How will the map be VIEWED?

Map data is also complex!

Is it qualitative or quantitative?

Are there any copyright issues with the data?

Are the symbols appropriate?

Has the data been properly analyzed?

Does the data serve the purpose of the map?

Is the data too generalized or complex?

Then there's the map DESIGN!

So many things to consider....

- □ Title & subtitle
- Map scale
- Legend
- □ How many data frames?
- Color
- □ Balance & layout
- Symbols
- Map Projection
- □ And so on...

Core Cartographic Principles

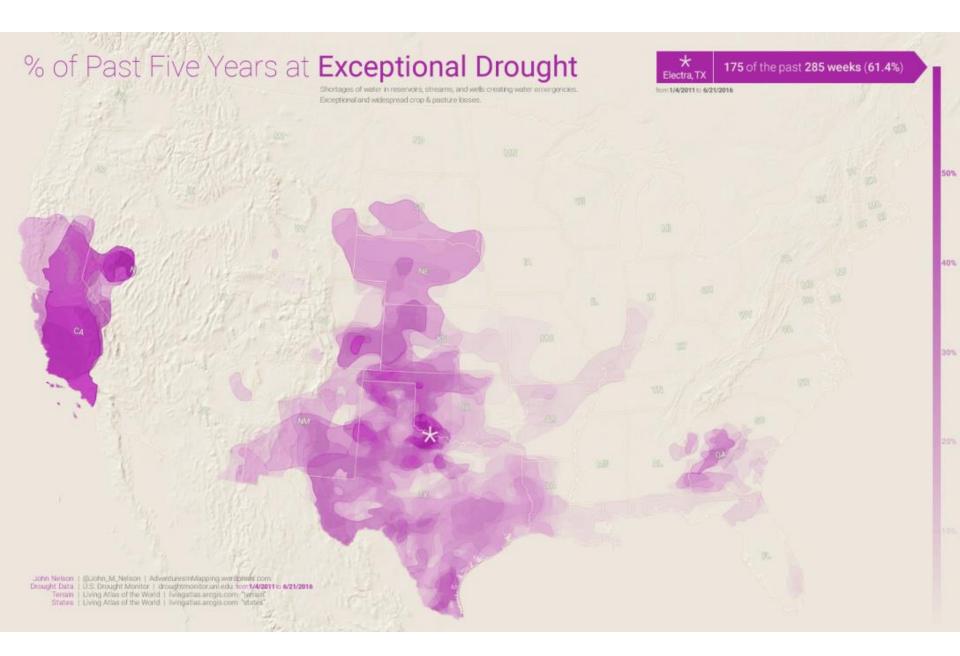
For designing maps people want to look at

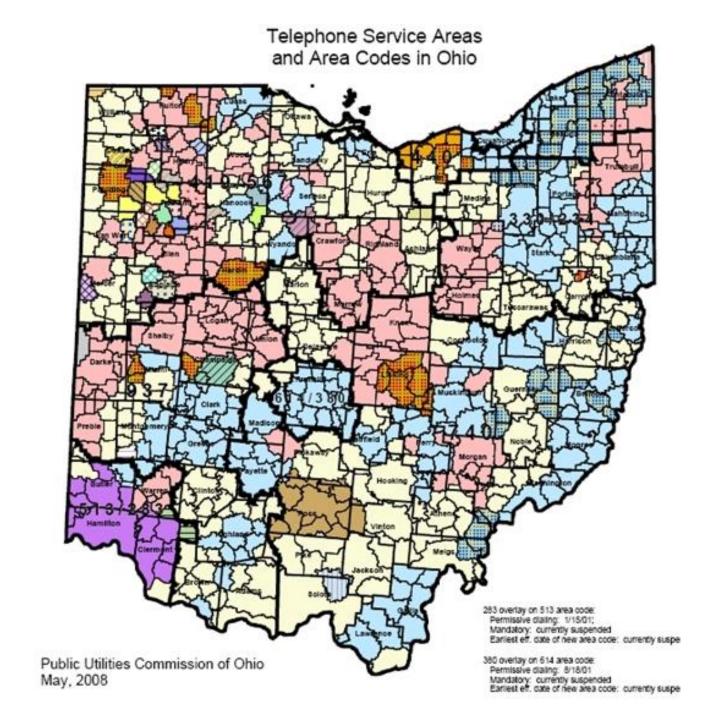
Visual hierarchy

[map design] the presentation of features on a map in a way that implies relative importance, usually achieved with visual contrast (GIS Dictionary)

Washington Elevation



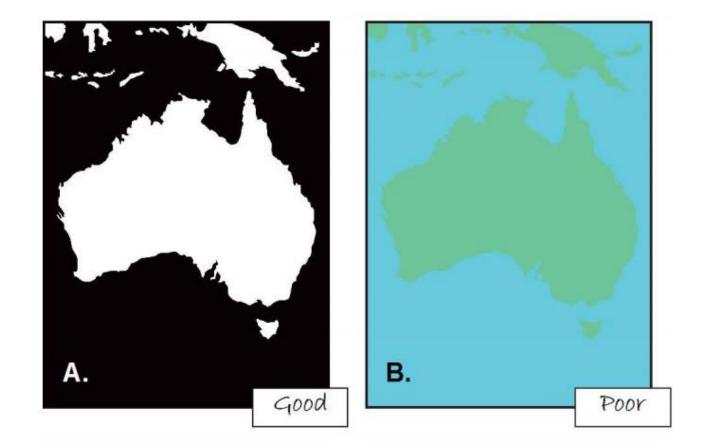






Visual contrast

How map features & page elements contrast each other and their background

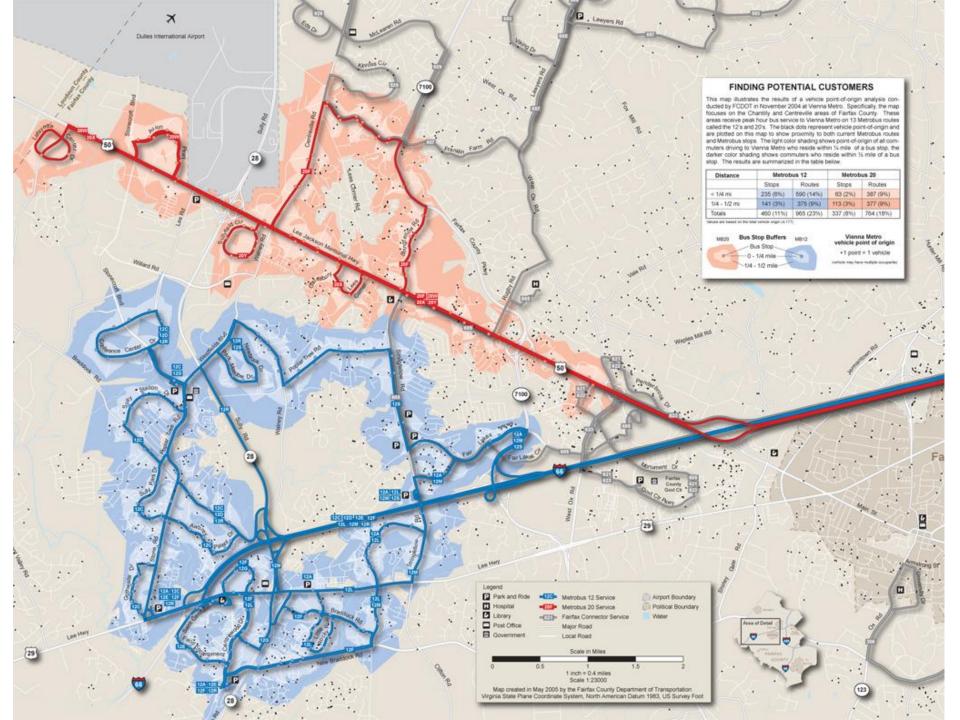


Visual contrast

If you only use one line weight, one font size, and one font there is no contrast and the map is hard to read

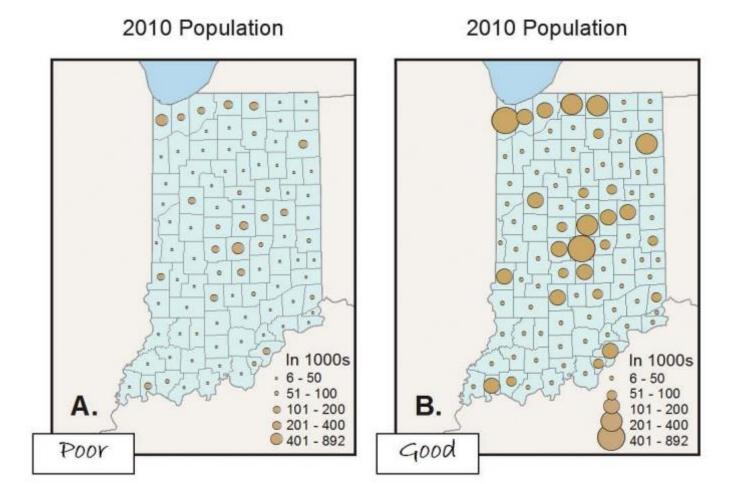






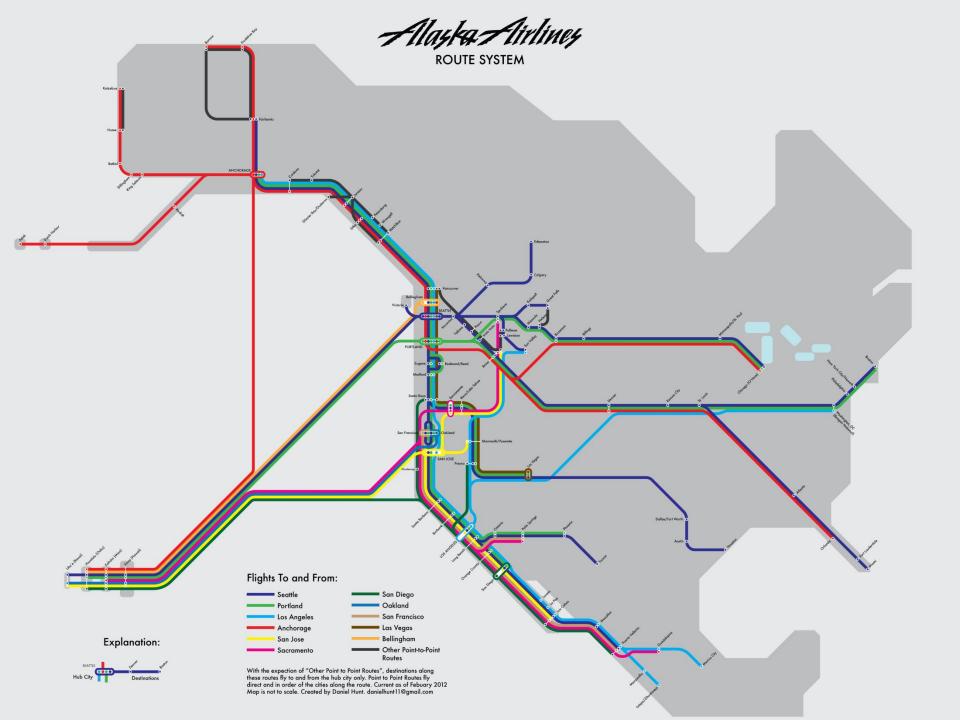
Legibility

The ability to be see and understand the map



Legibility

- 1. Emphasize important elements
- Eliminate anything that does not enhance the message of the map



Portland (Race)

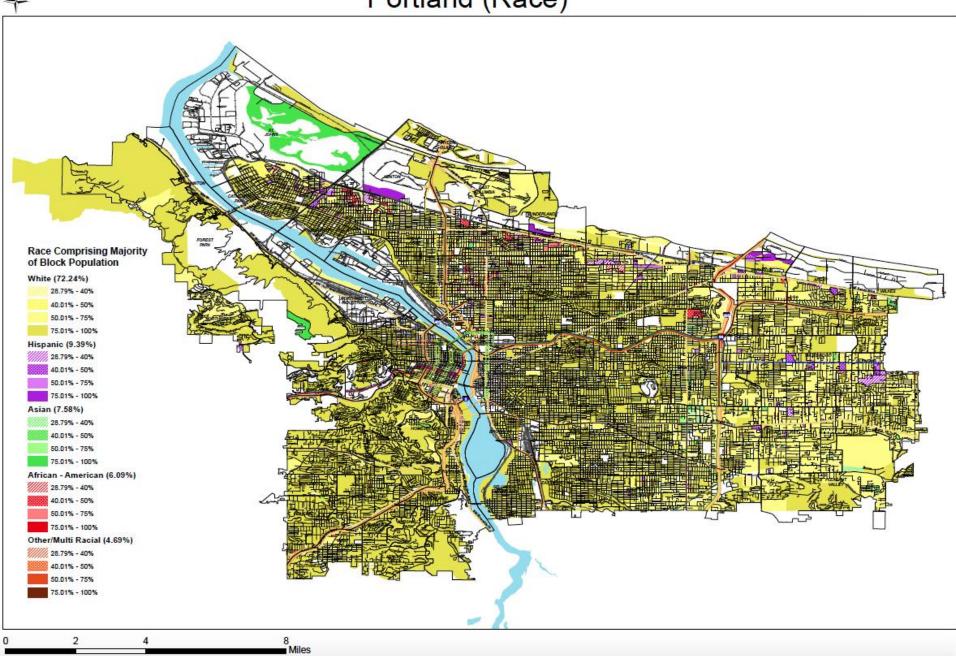
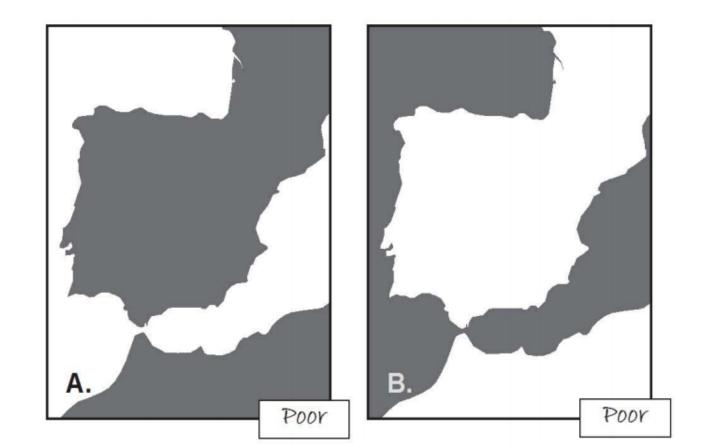
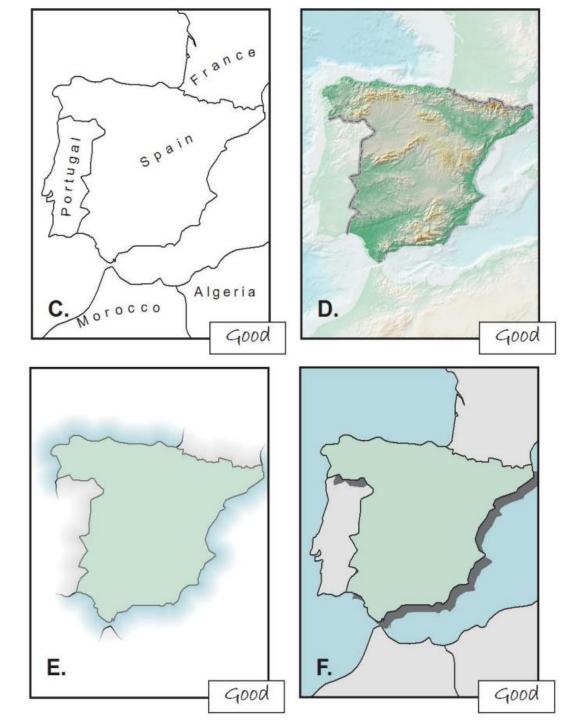
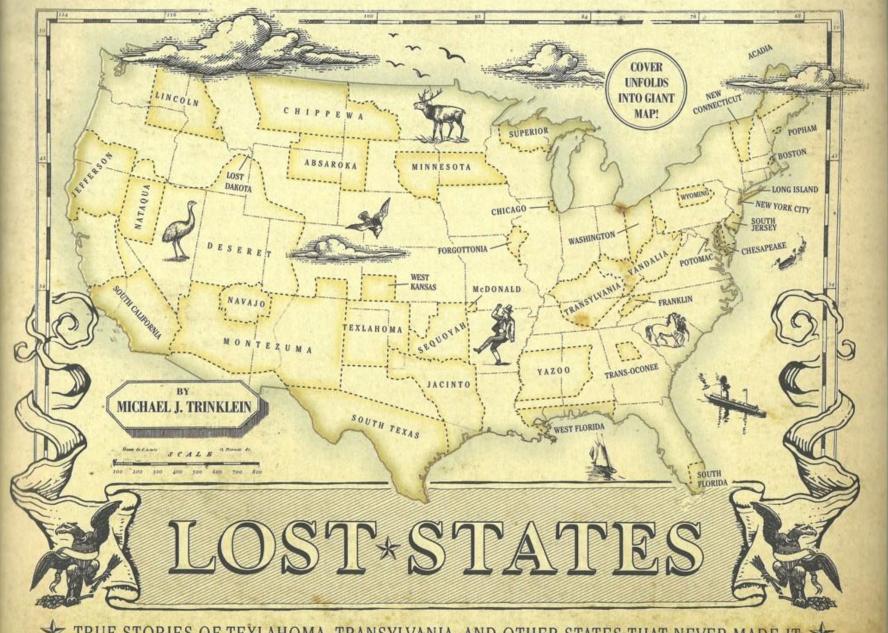


Figure-ground

Easily distinguish between the main figure on the map and the background



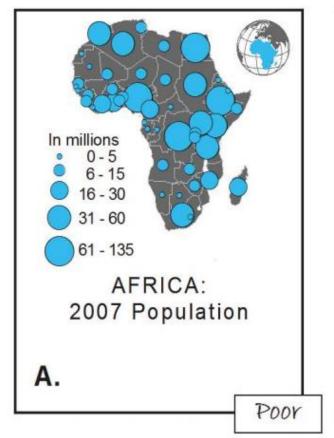


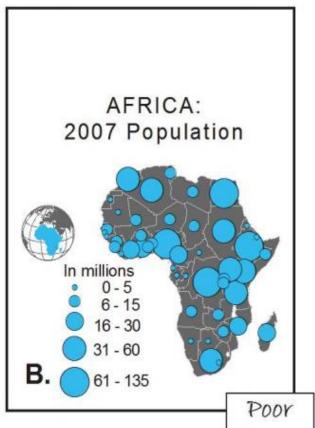


TRUE STORIES OF TEXLAHOMA, TRANSYLVANIA, AND OTHER STATES THAT NEVER MADE IT

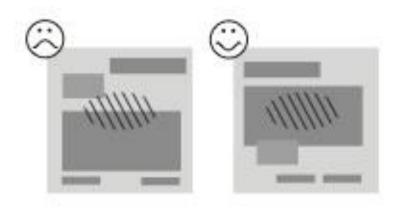


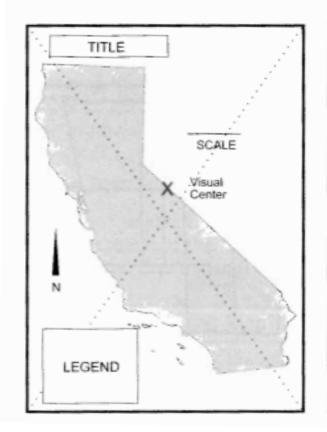
Organization of the map and other elements on the page layout





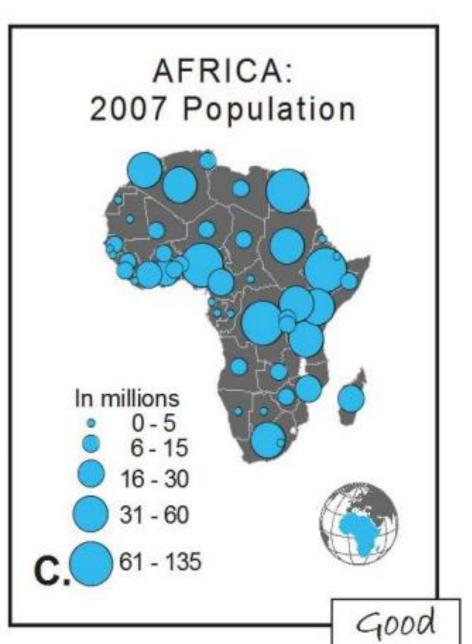
Every element of a map has **visual weight**, which should be evenly distributed around the **visual center** of the page

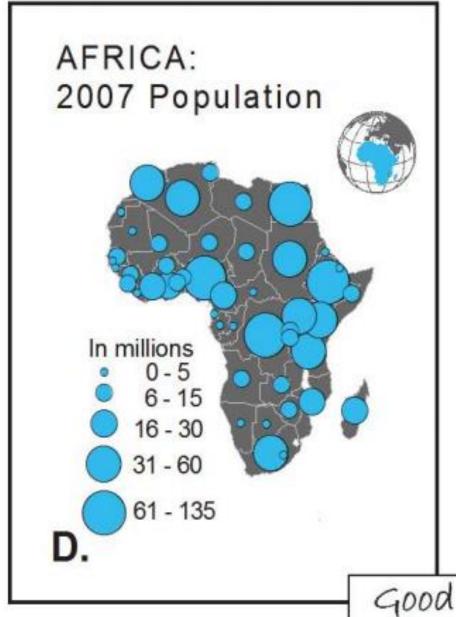










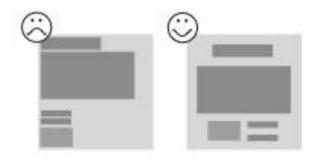


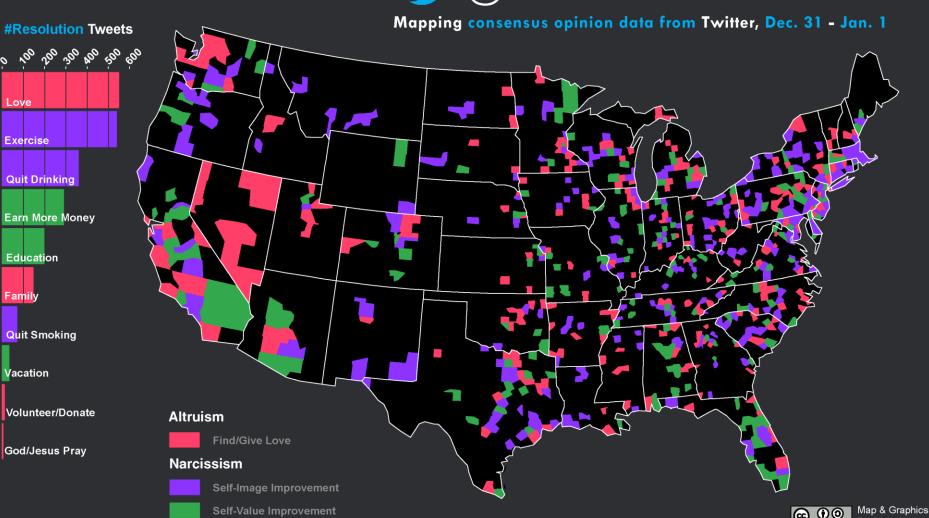
Balance - visual weights

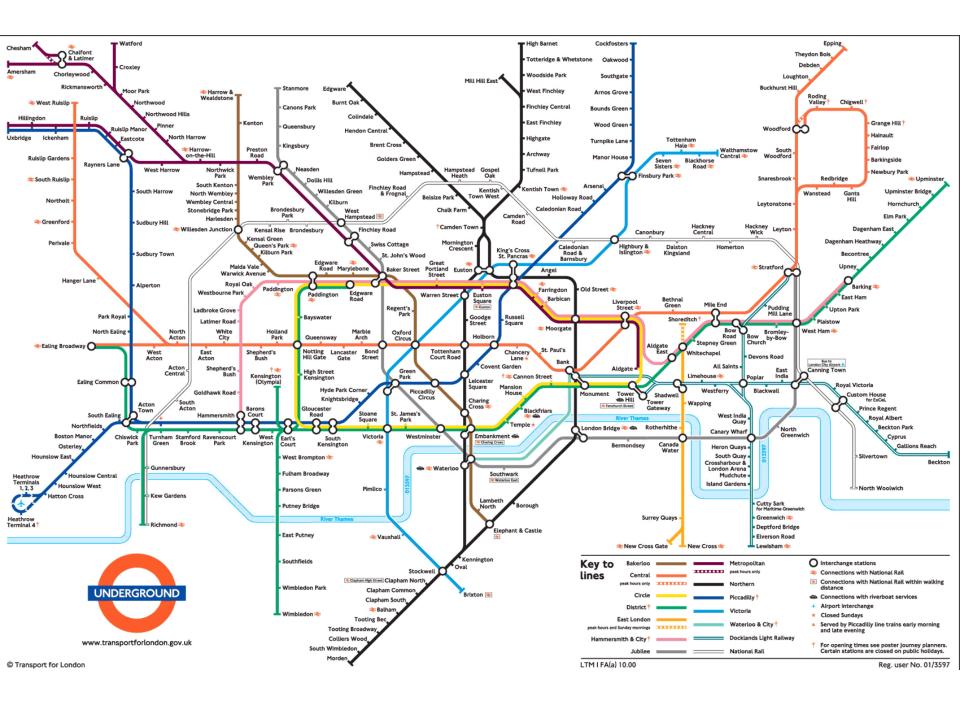
- Centrally located elements have less weight than those to one side
- Objects in the upper half appear heavier than those in the lower half
- Objects on the right side appear heavier than those on the left side
- Weight appears to increase with increasing distance from the center
- Isolated elements have more weight than grouped elements
- Larger elements have greater visual weight
- Red is heavier than blue
- Bright colors are heavier than dark
- Regular shapes seem heavier than irregular shapes
- Compact shapes have more visual weight than unordered, diffuse shapes
- Forms with a vertical orientation seem heavier than oblique forms

White space is any area within the map frame not taken by the map

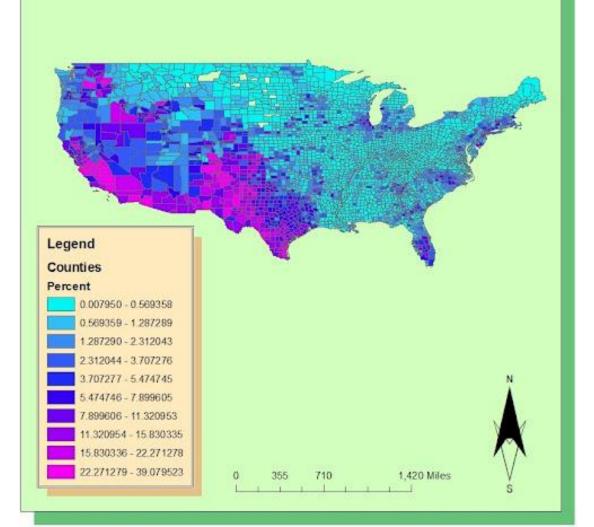
- Certain amount of white space is required
- 2. Put the largest map possible on the page while still leaving room for other elements

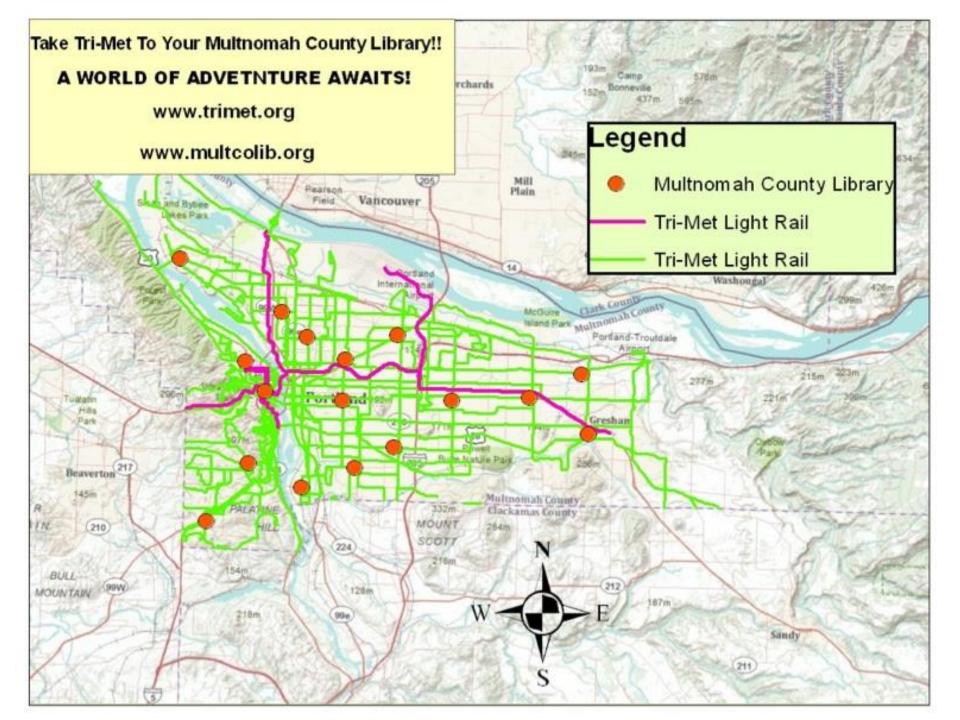






Percent of Some Other Race Alone across the continental US

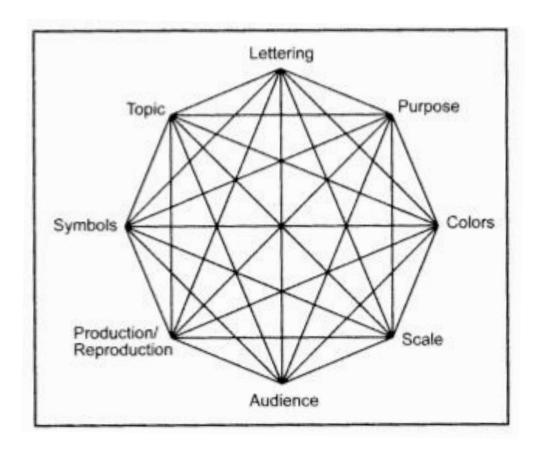




Unity & Harmony

The map appears to be a single unit, with an overall pleasing appearance – it's a map that people want to

look at



Finding creative inspiration

You can be creative

"Every great advance in science has issued from a new audacity of the imagination" – John Dewey, philosopher

Make lots of maps

- Explore new tools & try new techniques
- Do other creative things
 - Take an art class
 - Carry a sketch book to record what you see
 - Draw a cartoon for a child

Look at lots of maps

- Actively & deliberately observe and absorb the imaginative creations of others
 - Look at maps or an atlas
 - View all types of art, regularly
 - Museums, gardens, architecture, design magazines/books

Inspiration

Flowing Data, http://flowingdata.com/

Axis Maps, http://www.axismaps.com/blog/

Making Maps: DIY Cartography,

http://makingmaps.net/

FOSS4G Map Gallery

http://2015.foss4g.org/programme/map-gallery/

Inspiration

A Cartographer's Toolkit,

http://www.gretchenpeterson.com/blog/

Visual.ly – Geography Infographics, http://visual.ly/geography-infographics

Cartotalk, http://cartotalk.com/

ESRI Mapping Blog,

http://blogs.esri.com/esri/arcgis/category/mapping/

Inspiration

Edward Tufte – data visualization

http://www.edwardtufte.com/tufte/

Map as Art (Katharine Harmon)

http://www.dwell.com/books/article/map-art