

## 12. Cartography and Map Production

#### *Geographic Information Systems and Science* SECOND EDITION

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## Outline

Nature of maps and cartography
Principles of map design

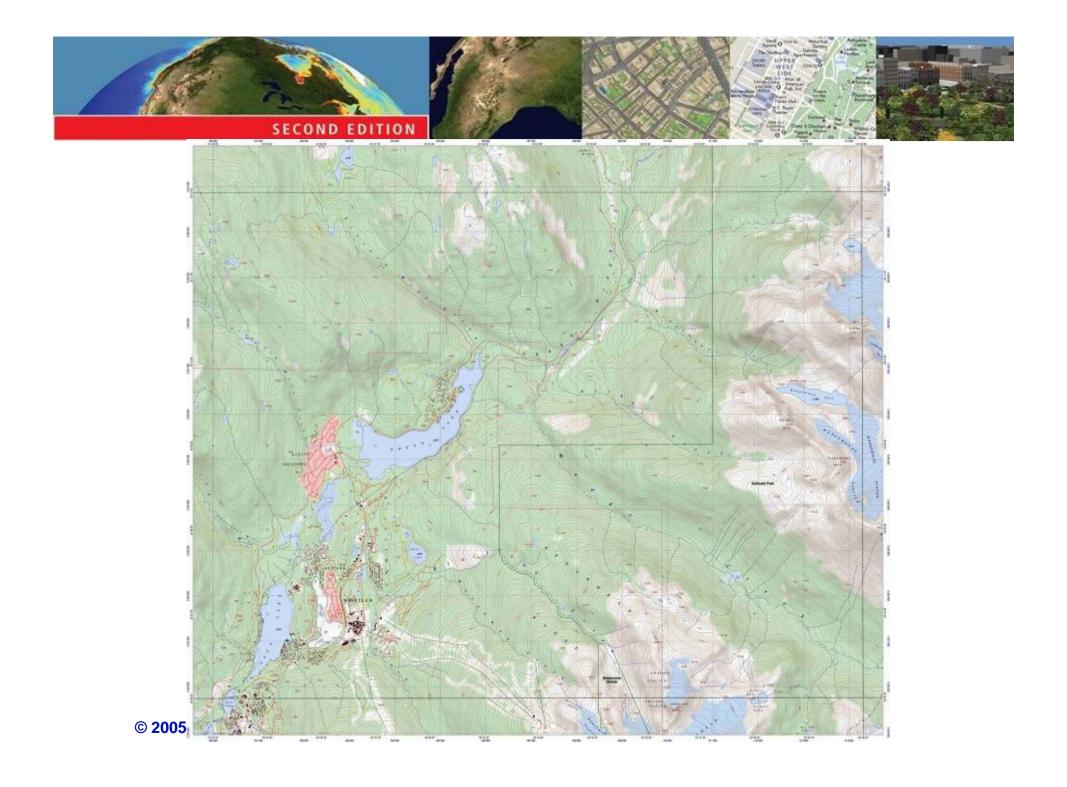
Composition
Symbolization

Map series
Applications
Conclusions

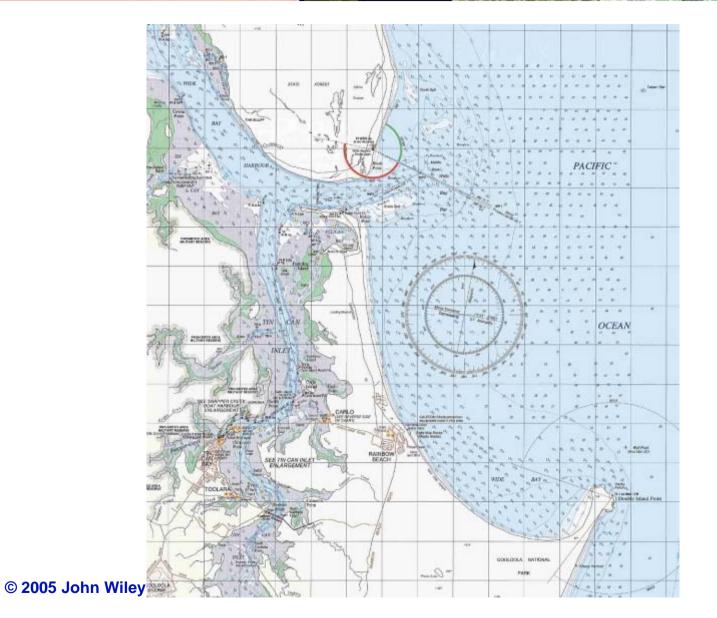


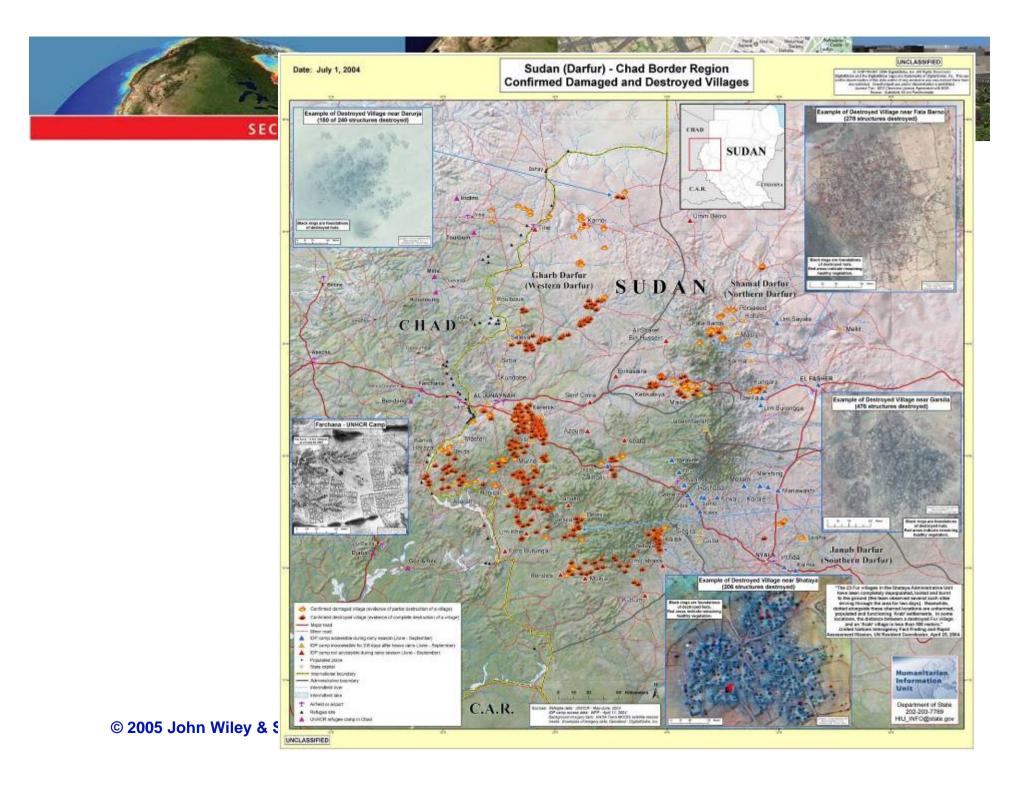
## Introduction

- Output is the pinnacle of GIS projects
- Two main types of output
  - Maps
  - Visualizations
- Maps are good at summarizing and communicating
- Cartography is the art, science and techniques of making maps

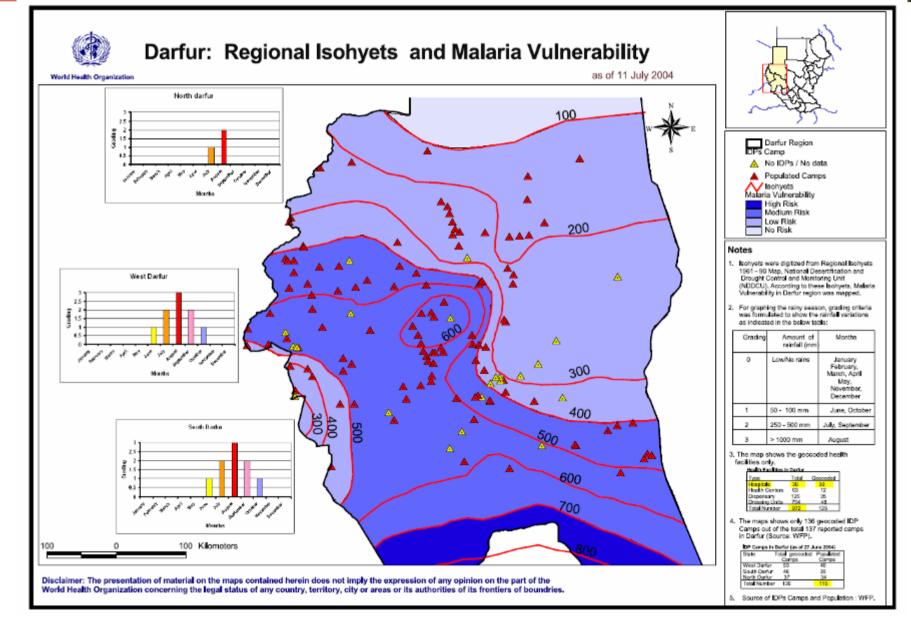








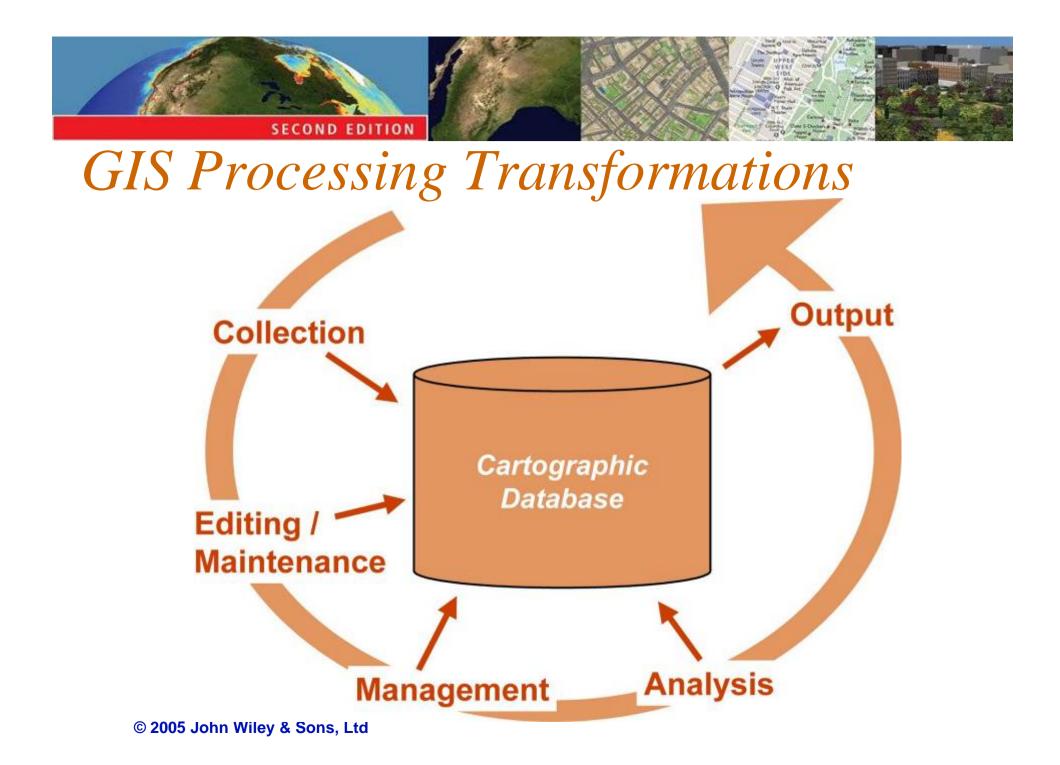






## Maps and Cartography

 Map – 'digital or analog output from a GIS showing information using well established cartographic conventions'





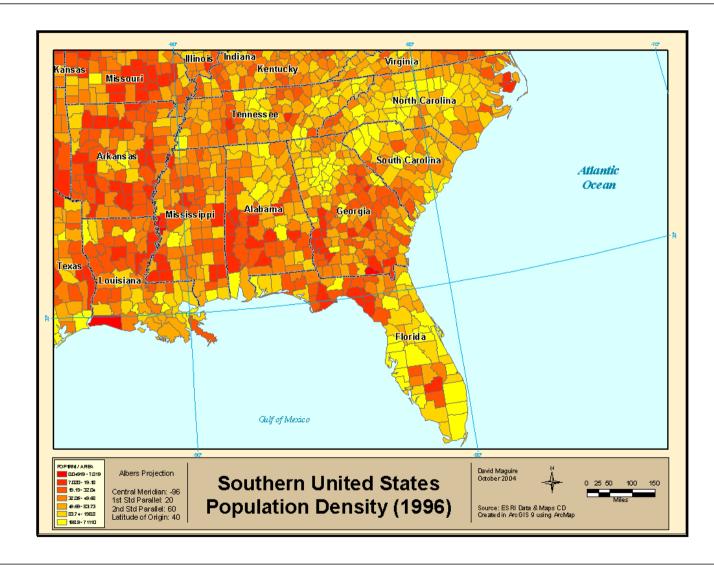
# Characteristics of Map

- Two main types
   Topographic
   Thematic
- Some map problems
   Can miscommunicate
   Each map is just one of all possible maps
   Complex maps can be difficult to understand









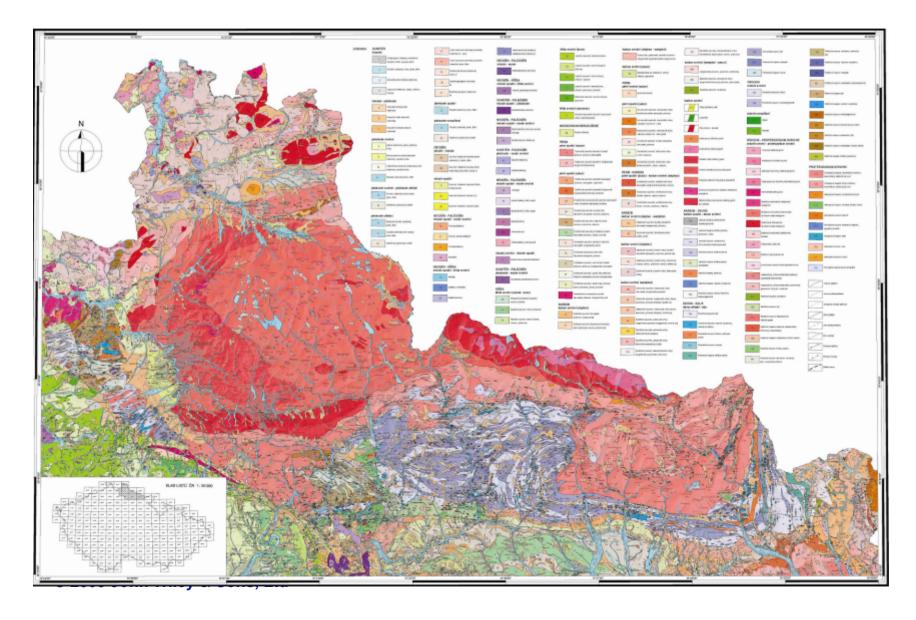
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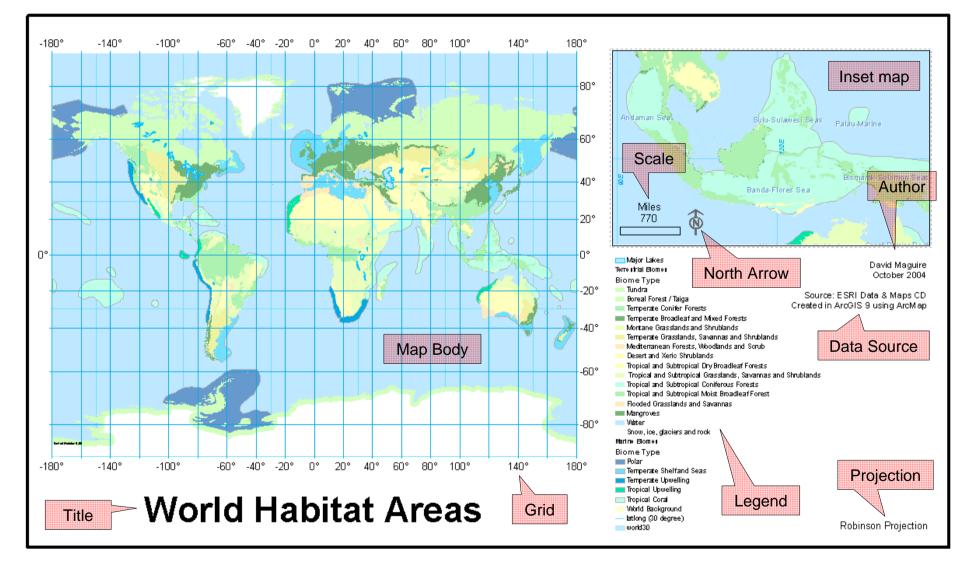
# Limitations of Paper Maps

- Fixed scale
- Fixed extent
- Static view
- Flat and hence limited for 3D visualization
- Only presents 'complete' world view
- Map producer-centric



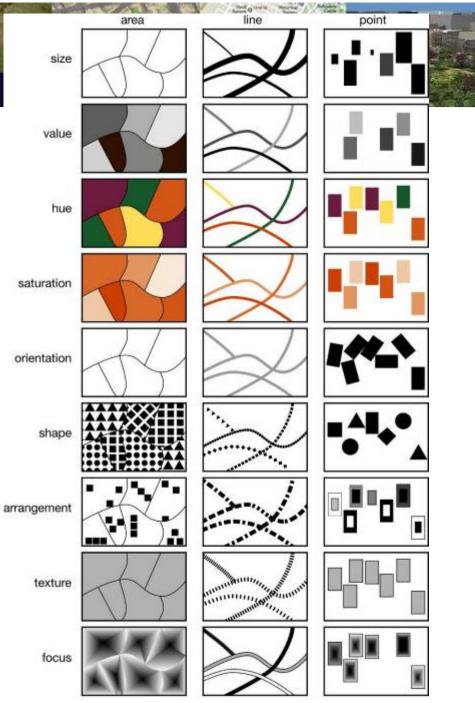








## Bertin's Graphic Primitives

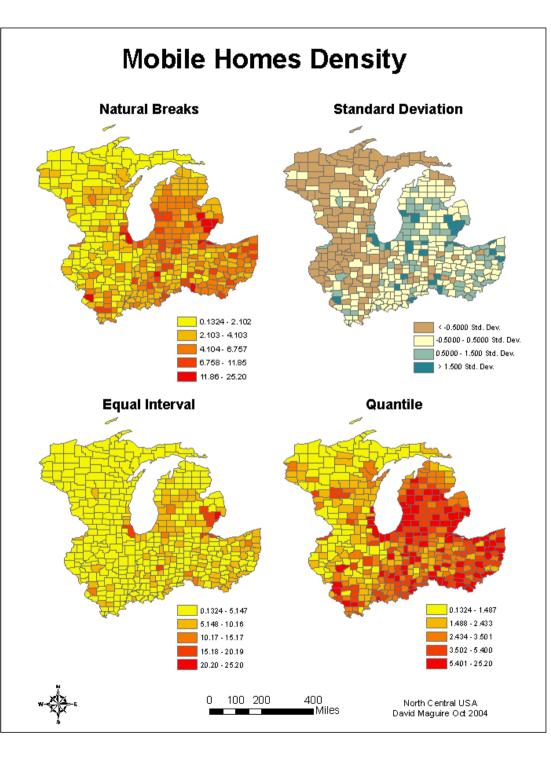


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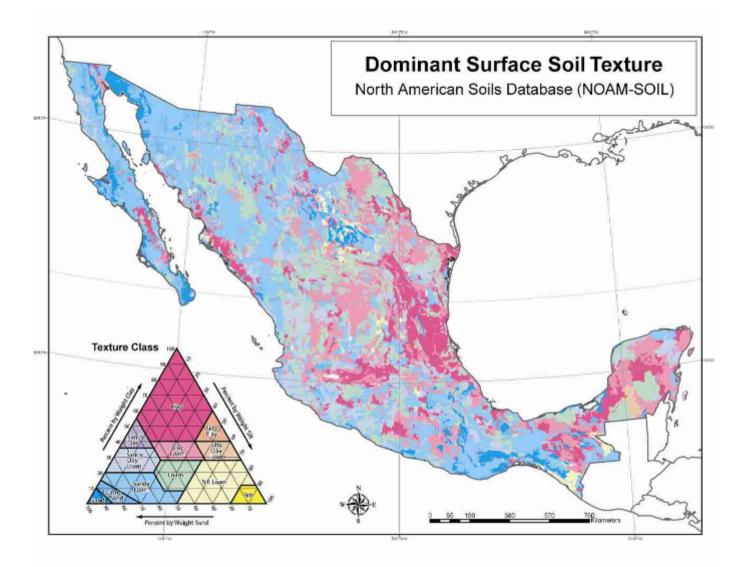


SECOND EDITION

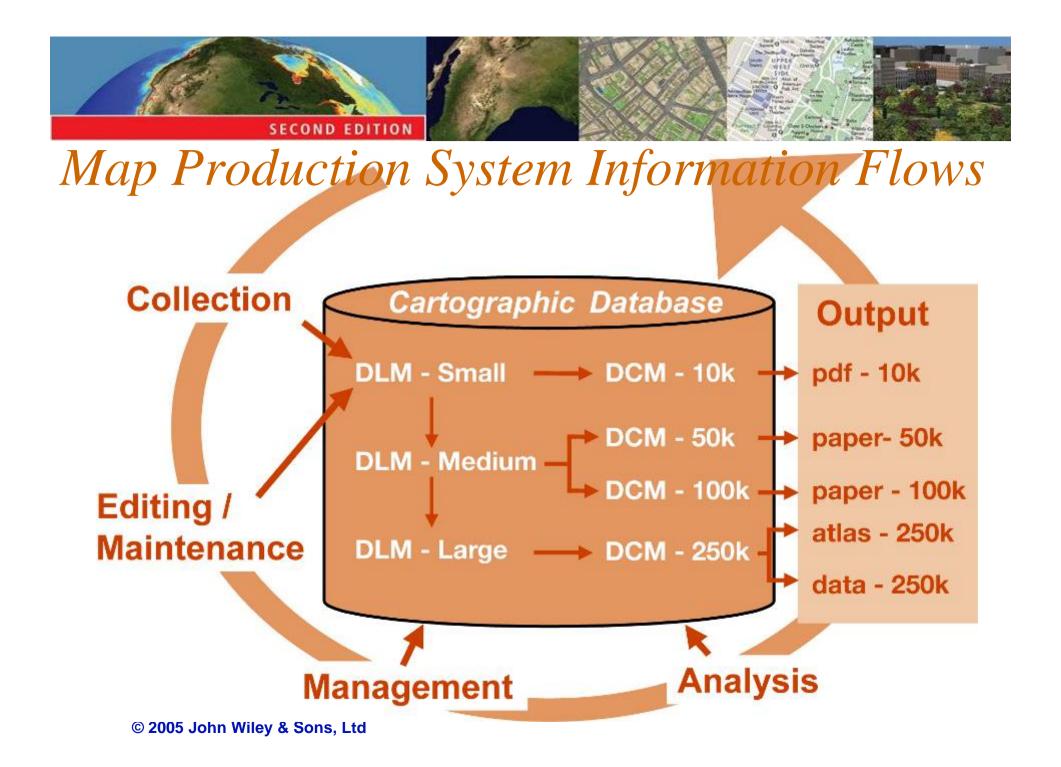
### Choropleth Class Schemes



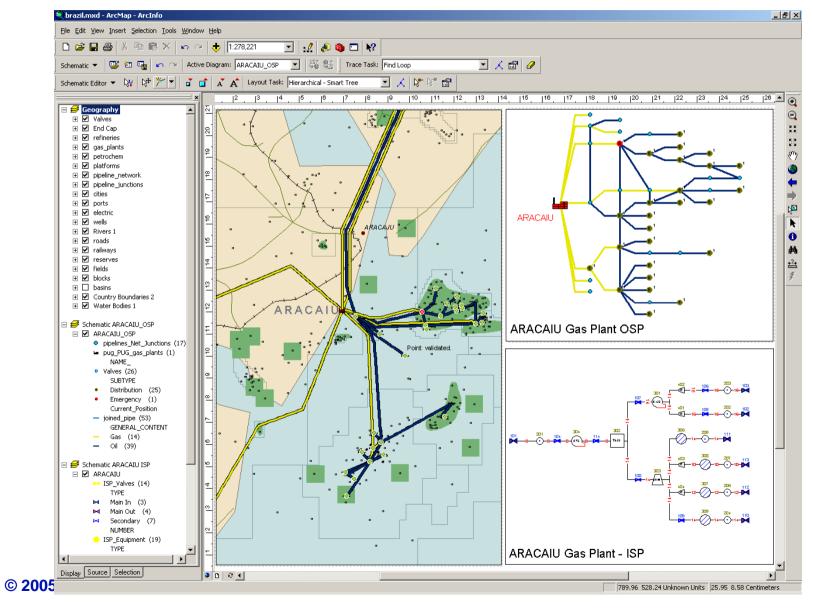


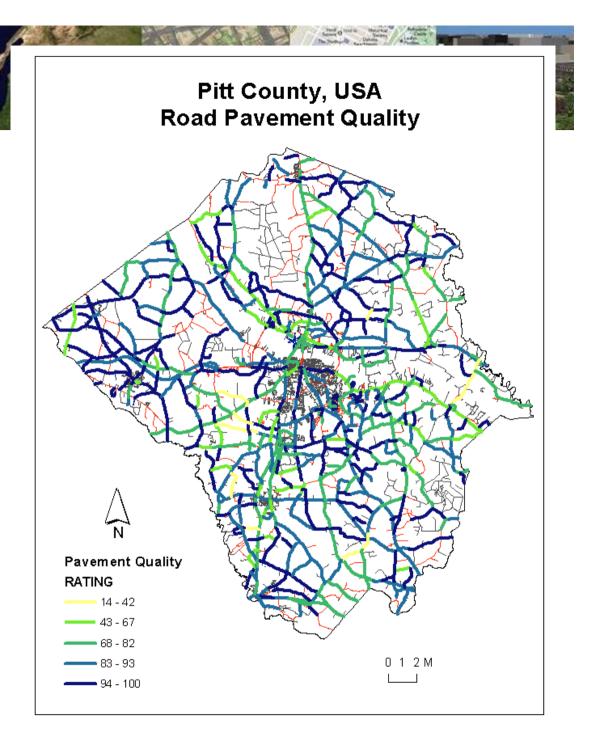






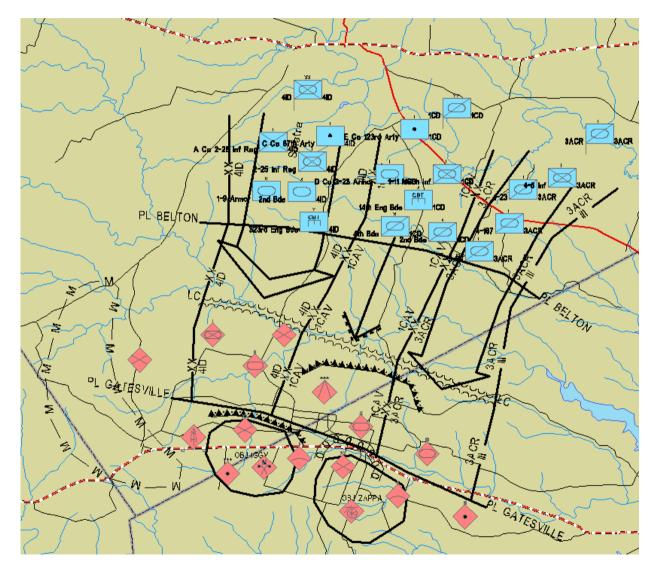












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### Conclusions

- Cartography is both an art and a science
- Maps are fundamental to GIS projects
- Modern advances in cartography make it easy to produce good and bad maps
- New technology and especially the Internet has change the content and techniques of GIS-based cartography