Compilation and Production of the 1:500,000-scale Geologic Map of Washington State


Digital Capture of the Source Data

This map was compiled from four 1:250,000-scale geologic maps, each covering a quadrant of Washington State. Much of the data presented on the 1:500,000-scale map was compiled and published at 1:100,000 and 1:250,000 scales before the Division used digital methods. Three of the four quadrants (southwest, northeast, and southeast) of Washington State were compiled at 1:250,000 scale from open-filed 1:100,000-scale geologic maps using manual and photographic methods. The 1:100,000-scale geologic maps were reduced photographically to 1:250,000 scale, and the authors simplified them to a level of complexity suitable for presentation at 1:250,000 scale by combining geologic units with different formal or informal names but the same age and general lithology. These maps were manually registered to a 1:250,000-scale mylar grid and used as masters for scrib- ing faults, folds, contacts, and other features. The notebooks containing original materials for the photographic preparation of composite negatives from which printer’s press plates were made for the published 1:250,000-scale maps are made. The scale stable and other materials from this process became the source documents for digitizing and attributing arcs, points, and polygons at 1:250,000 scale. Digitizing for the southeast, northeast, and southwest quadrants was done in ArcInfo 8.3 on a backlit digitizing table.

The northwest quadrant was prepared using digital methods from 1:100,000-scale geologic quadrangle maps prepared by Division and U.S. Geologic Survey geologists. Some of these maps were produced using manual methods, while others were produced digitally, those that were not created digitally were digilated in ArcInfo. The digital data for all 1:100,000-scale maps in the northwest quadrant were then appended and simplified by merging geologic polygons of the same age and lithologic range. LINE and point features were simplified on-screen, as guided by the authors. The resulting ArcInfo cov- erages were used to produce the published map of the northwest 1:250,000-scale quadrangle and, eventually, in the compilation of the 1:500,000-scale map.

These procedures resulted in several ArcInfo 8.3 coverages for each of the four 1:250,000-scale quadrants of Washington State. These four groups of ArcInfo coverages were appended and converted to shape- files in ArcGIS 9.3, and the geology was simplified for publication at 1:500,000 scale.

Map Production

Shapefiles were imported into Adobe Illustrator using the Avenza MAPublisher plug-in. MAPublisher provided access to line and polygon attributes to assign line types for contacts, faults, and folds, as well as geologic unit labels and colors for geologic polygons. However, line ornaments needed to be placed directly in Illustrator as EPS files generated by ArcInfo because we do not have the ability to ornament arcs through MAPublisher and Adobe Illustrator so that the ornaments can be displayed satisfactorily for publication.

The Adobe Illustrator file is made up of 25 layers. The base map was made in house and the map went through extensive editing to ensure that there were no cartographic conflicts between the annotation, geologic unit labels, and leaders, fault and fold documentation, and other features.

Some Aspects of 1:240,000-scale Map Production

Each year, under the U.S. Geological Survey STATEMAP program, we produce new 1:240,000-scale geologic maps of 7.5-minute quad- rangles in Washington. We use a variety of software and digital tools to make our maps. ArcInfo, ArcGIS, MAPublisher, Adobe Illustrator, CorelDraw, and Adobe InDesign. In the course of map production, we have de- veloped several map production tools that may be useful to others producing similar products. We have developed some Python scripts for use in ArcGIS that you may find useful; we also use some scripts that others have written.

We have also developed a set of ArcMap layer files containing geo- logic symbols for draft quality maps, and symbol palettes for Adobe Illustrator for our final publication-quality maps.

Simplification of the Source Data

Simplification of the 1:250,000-scale geologic informa- tion was an iterative process with the goal of produc- ing 1:500,000-scale geologic data that is easy to read everywhere on the map. Small water polygons were eliminated early on, as were the shortest faults, folds, and dikes. Then the 1:250,000-scale map units were lumped into units with broader age and lithologic ranges. In two iterations the number of map units went from about 400 at 1:250,000 scale to 53 at 1:500,000 scale. The original labels for units that were to be lumped were changed to the new label, and then a dis- solve was performed on the polygons to create one polygon. That still left some areas that were too com- plex for reasonably easy reading, so additional small polygons were deleted unless they were important for defining the extent of a map unit. Small polygons in close proximity to each other were manually combined into larger polygons, which involved snapping arcs to- gether to make the outline of the new polygon, build- ing the coverage, running a label error check, and de- letion any extra labels. Additional faults, folds, and dikes in crowded areas were deleted as well.

Making the Map Legend

The legend for the Washington 1:500,000-scale geologic map was created after the style of the Pennsylvania state- wide geologic map. Each colored legend icon serves as an index map showing the distribution of the corresponding geologic unit. An ArcINFO AML is used to generate this legend in the form of state outlines. Using AML cursors, each state-shaped legend icon, representing a geologic unit, is colored cahing a shade and a lookup table. Within each legend icon, the locations of each geologic feature are plot- ted by the AML. Because of the small size of the legend icons, each geologic polygon is represented as a dot at its centroid. Glaciers and ice fields, tectonic zones, dikes, dike swarms, and eruvantive areas are represented in the legend in similar fashion. Finally, the AML saved the legend as an EPS file which was then loaded into Illustrator.