

DIGITAL MAPPING TECHNIQUES 2013

The following was presented at DMT'13
(June 2-5, 2013 - Colorado Geological Survey and Colorado School of Mines Golden, CO)

Mines Park

The contents of this document are provisional

See Presentations and Proceedings from the DMT Meetings (1997-2013)

http://ngmdb.usgs.gov/info/dmt/

Creating FGDC-Compliant Cartographic Representations



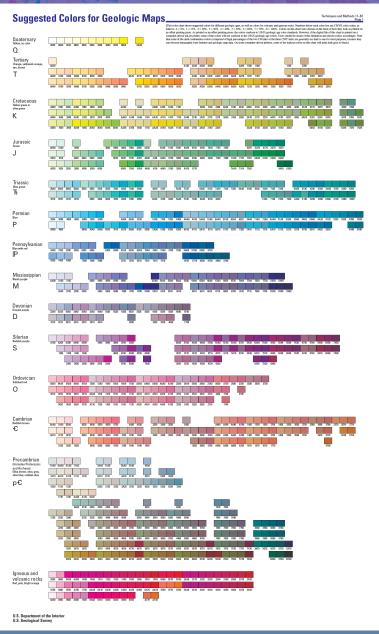
Patricia (Trish) Gallagher Alaska Division of Geological and Geophysical Surveys (DGGS) Fairbanks, Alaska

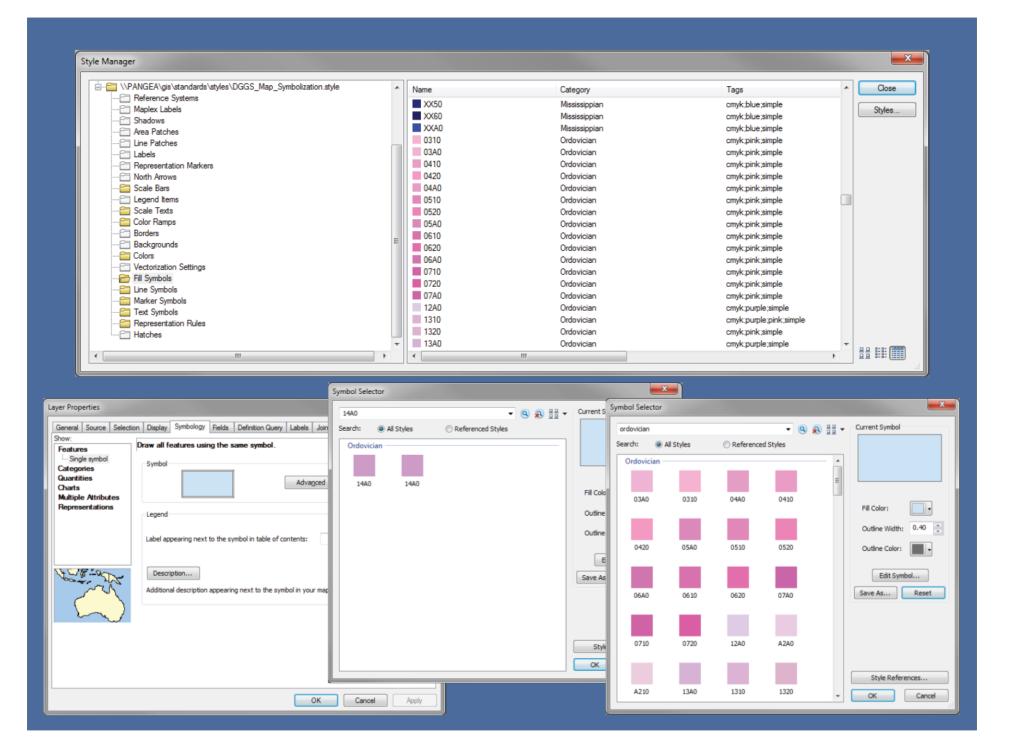
Overview of Presentation

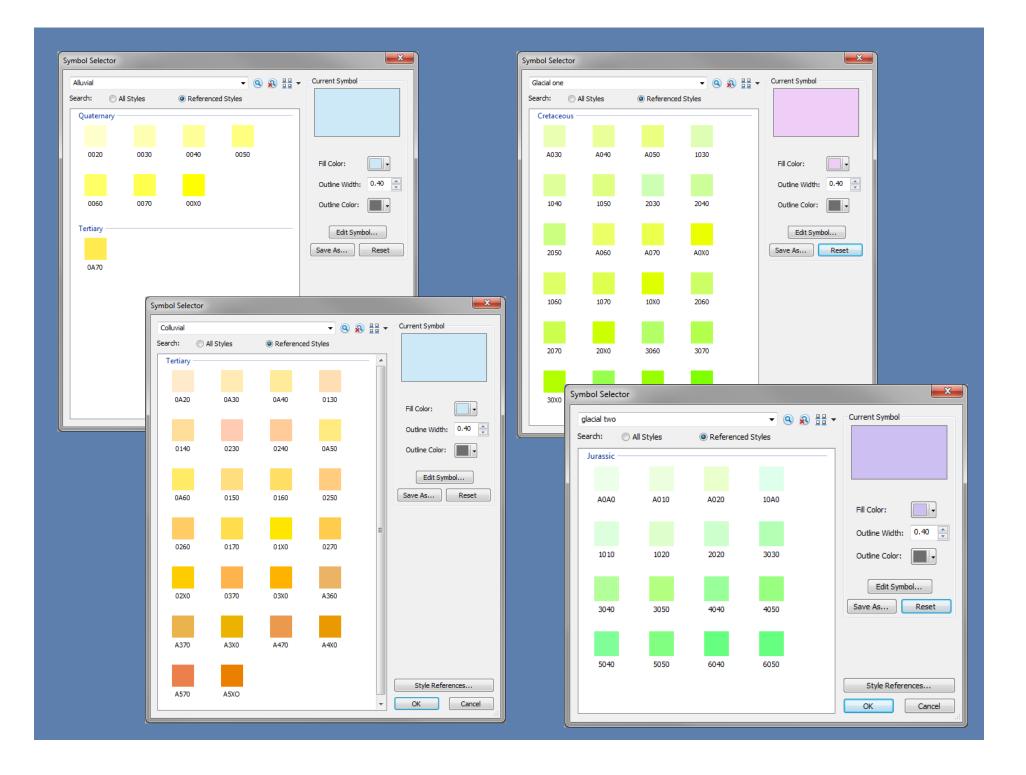
- DGGS inclusion of USGS suggested colors into style file
- Cartographic representations and their benefits
- Translating traditional symbols into representations
- Creating pattern fill representations from scratch
- Concerns about the TM 11-B1 manual and FGDC pattern chart











Representations Rock!



Representations help solve cartographic challenges

Provide greater flexibility and control of map symbology



Traditional Symbology



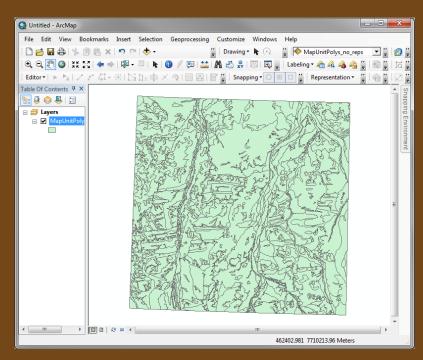
Cartographic Representations

Representations Rock!

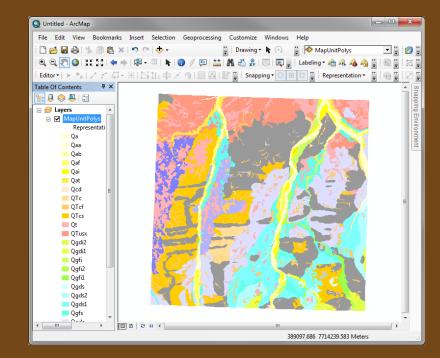


Representations help solve cartographic challenges

Store rule-based symbols in the geodatabase along with data

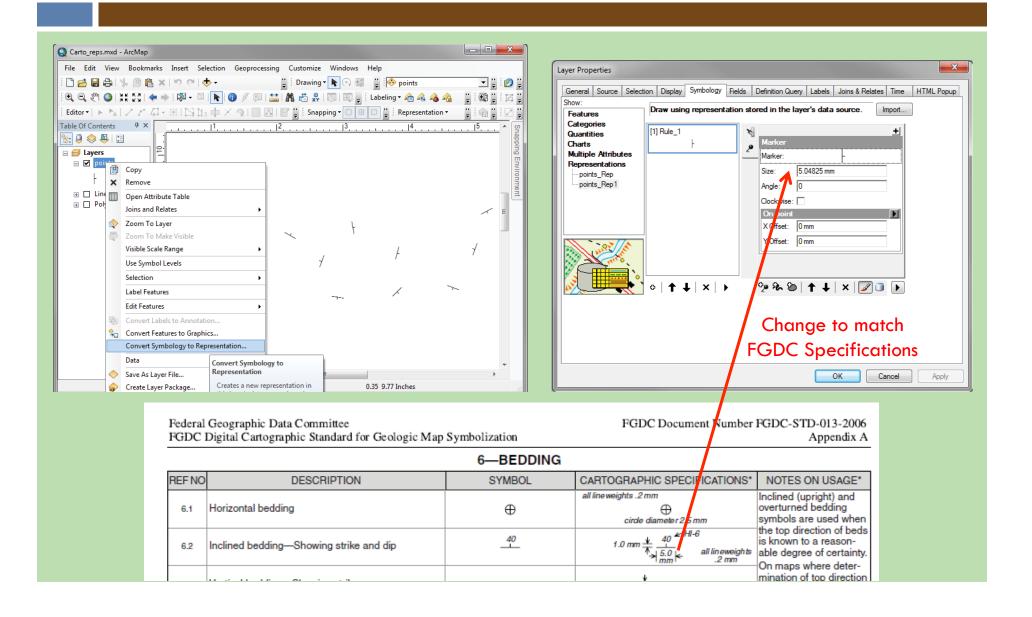






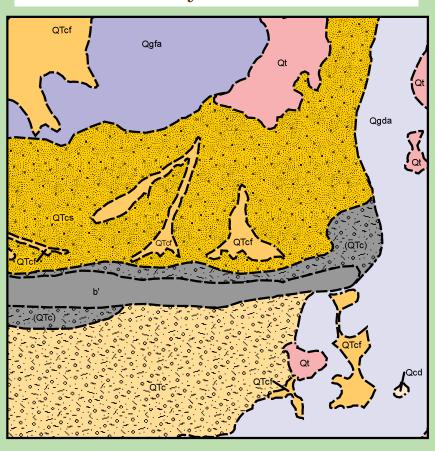
Cartographic Representations

Translating FGDC Symbols Into Cartographic Representations

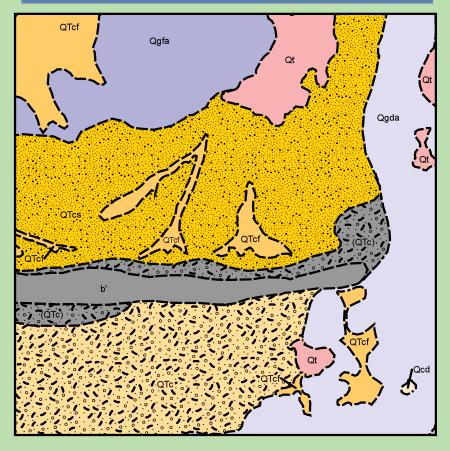


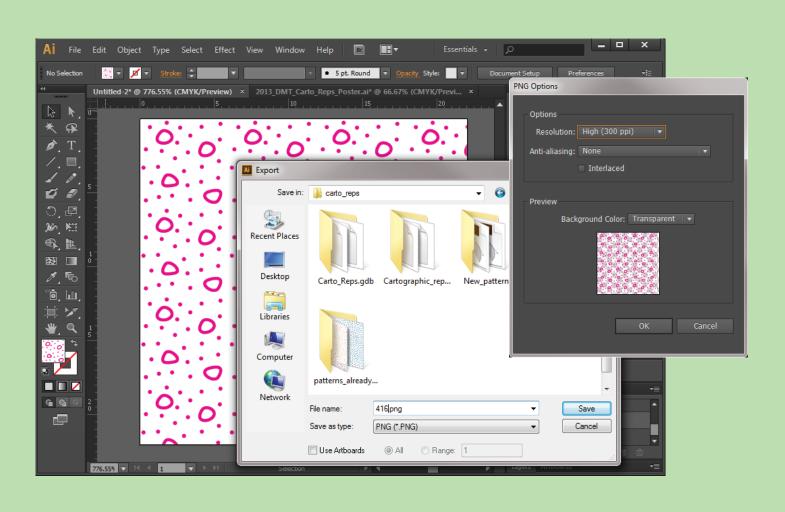
Patterns as Representations

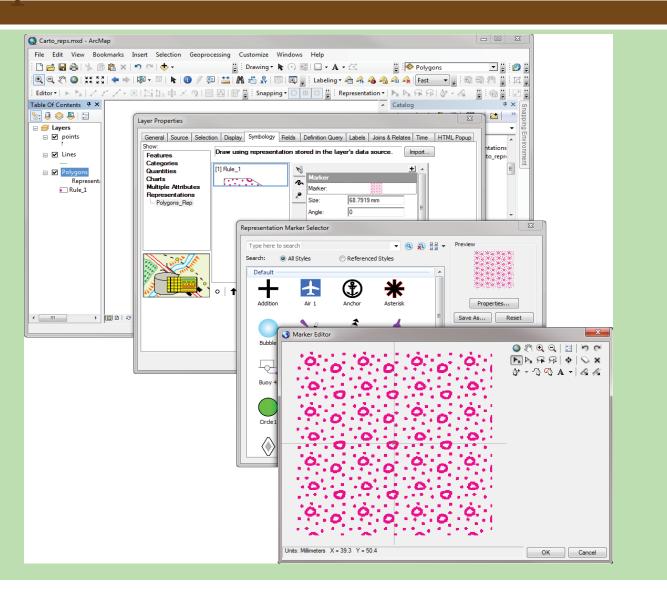
Pattern from Esri Geology 24K style file

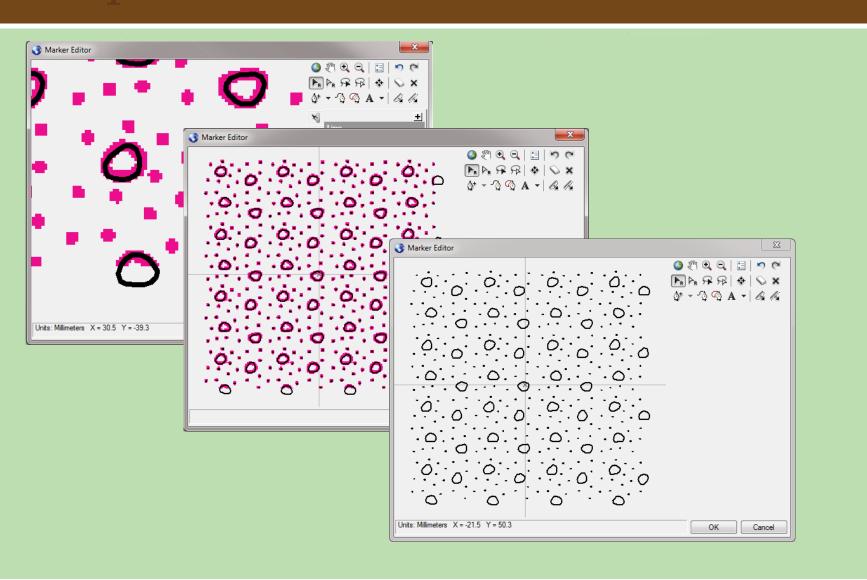


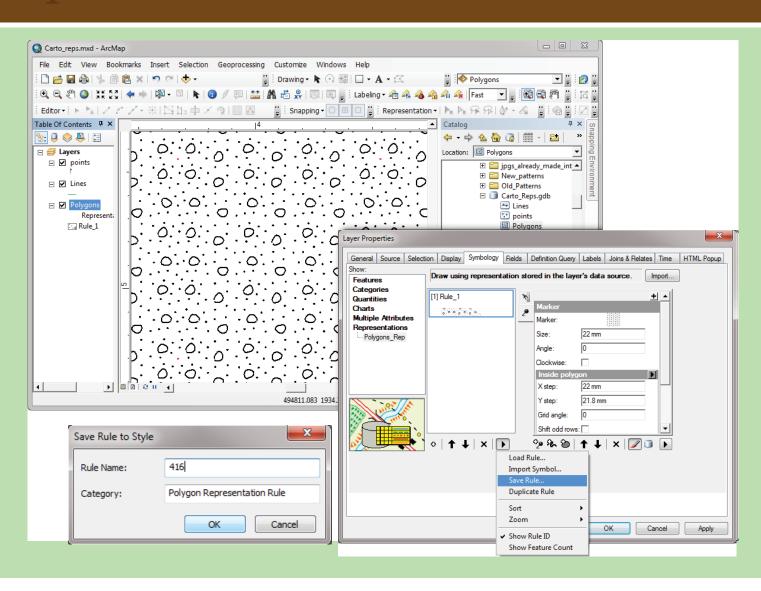
Patterns as cartographic representations

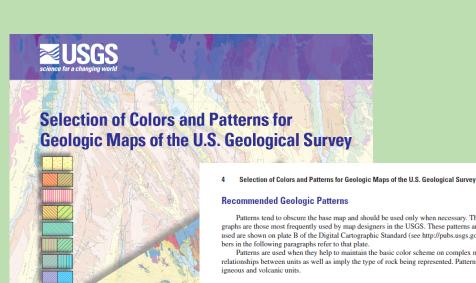












Techniques and Methods 11-B1

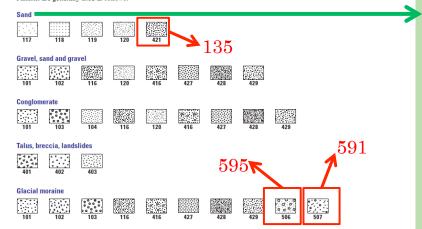
U.S. Department of the Interior U.S. Geological Survey

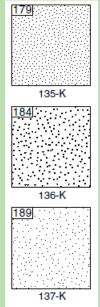
Patterns tend to obscure the base map and should be used only when necessary. The patterns shown in the following paragraphs are those most frequently used by map designers in the USGS. These patterns and many others that are less frequently used are shown on plate B of the Digital Cartographic Standard (see http://pubs.usgs.gov/of/1999/of99-430/). The pattern num-

Patterns are used when they help to maintain the basic color scheme on complex maps; they often can effectively show relationships between units as well as imply the type of rock being represented. Patterns are most often used for surficial and for

Surficial Patterns

Stipple and circular patterns are used to show surficial deposits. Normally these patterns have a random arrangement of stipples and circles; however, regularly spaced patterns may be used to create contrast among units. Generally, the spacing of the patterns should correspond to the relative size and to the character of the material being represented. For example, a fine stipple pattern should be used for sand while a coarser stipple pattern with or without circles indicates a coarse gravel or conglomerate. Patterns are generally used as follows:





QUESTIONS



This geocaching corgi can't wait to get home and turn his data into a map with a standardized format!

Thank you DMT organizers and participants!