SHADeD RELIEF

Part 2a
Week 9
Cartographic Design
Spring 2017
OBJECTIVES FOR 4/13 LAB

Make a grayscale shaded relief map that implements the following key principles: generalization, scale effect, and vertical perspective. Familiarize yourself with ArcGIS, Photoshop, Pyramid Shader, and the Relief Visualization Toolbox.

Your practical goal is to produce a grayscale relief map that you will then tint as homework over the weekend in preparation for a draft pin-up on Tuesday.

LAB TASKS

You will need to settle on both the size of your map layout and the scale of your map. You will also need to pick a cell size that shows enough detail without creating noise. Finally, you will need to have projected your DEM into a coordinate system where the linear units are the same as the elevation units before you get too far in today's workflow.

Much of the work today involves trying things, reflecting on whether you think it works, and figuring out how to fix things that aren’t working.

To help you experiment productively, it will be helpful if you have some good examples to compare your work to. Please find an image from the shaded relief archive that has some regional overlap with your own study site. Also, please look at the examples from the Yellowstone Atlas. You may also find some inspiration from the references listed below.

During lab today, please work through the Week 9 playlist on CartatMidd. These videos aim to get you started. You will then need to experiment with changing the parameters of automating hillshades, generalizing shaded relief, creating scale effects of illumination, and creating vertical perspective effects on your own.

REFERENCES

- Shaded Relief Archive (hand-drawn maps)
- Eduard Imhof’s Map of Walensee
- Tom Patterson (NPS) Shaded Relief Website
- Infographics Lab (Atlas of Yellowstone)

TOOLS

- Pyramid Shader
- Relief Visualization Toolbox