DESIGNING MAP LAYOUTS

Making simple, informative maps that communicate effectively

Shaenandhoa García Rangel

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MAPS

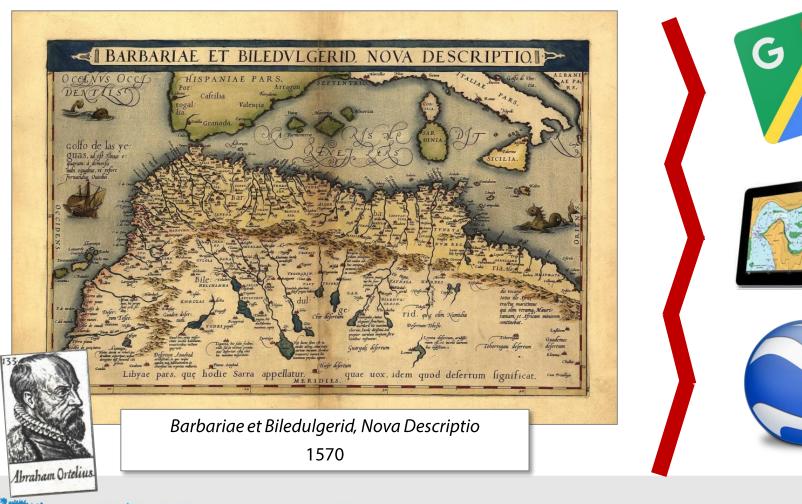
If a picture is worth a thousand words, a map is worth a thousand numbers...



Map making is a mixture of art, science and technology.

Source: http://www.unece.org/fileadmin/DAM/stats/documents/writing/MDM_Part2_English.pdf

From traditional cartography to state-of-the-art













Designing a good map: Basic principles I

- Purpose: The user should clearly understand what the map is showing. Tell a story!
- **Keep it simple:** Too much information blur the message and confuse the user.
- Focus. Draw user attention to key information. Use of hierarchy.
- Know your audience: Consider potential users. Target and customize.
- **Stand-alone:** A map should be understood on its own, independent of texts or tables.
- **Media:** Always consider the media through which the map will be distributed (e.g. paper, computer screen, large-format maps, etc.)









Designing a good map: Basic principles II

- Clear data: Include information about sources and nature of the data in your map.
- **Colour.** Within pre-established formats, use subtle and light colours reducing saturation. When possible, use warm colours to highlight key elements.
- Peer review: Send your map to review. See the CartoTalk forum!
- **Contextualize.** Consider using locator maps and place neighbouring countries to show the location of the area mapped.



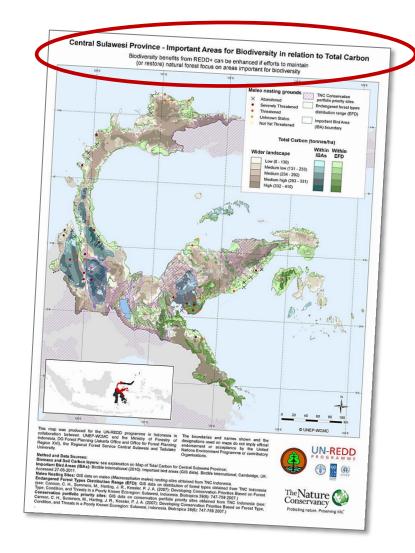






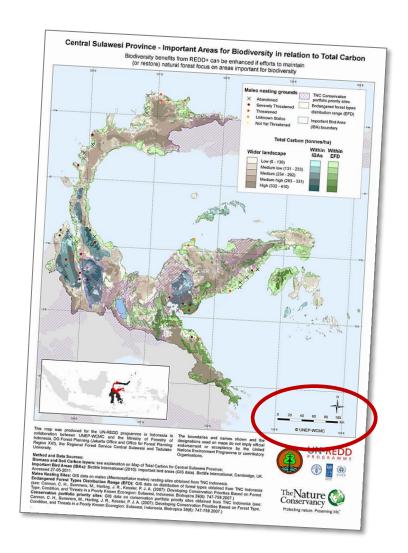
Map Title

- Clear, short and concise
- Subtitles an option to provide more detailed information



Map Scale

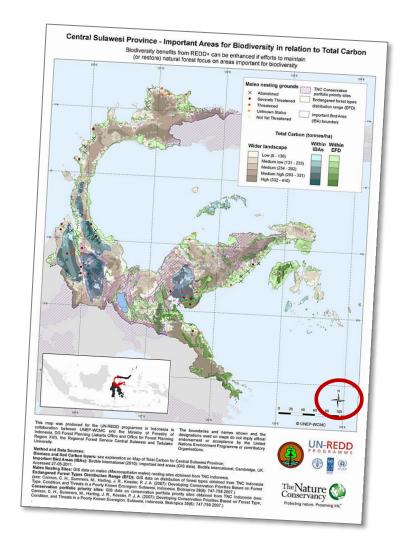
To help the user measure distance and compare different maps.



North Arrow

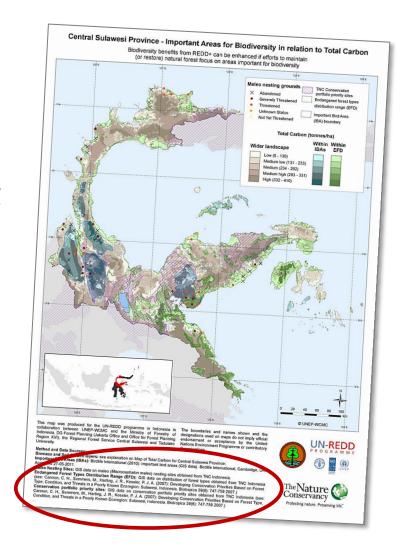
To indicate orientation of the map.

If a grid is used, the north arrow can be dropped.



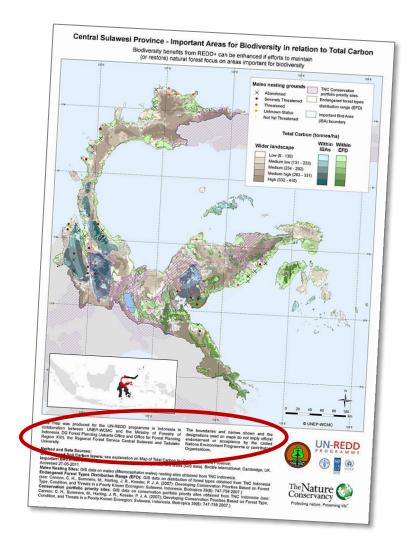
Data Source

To provide information about the source of the data used



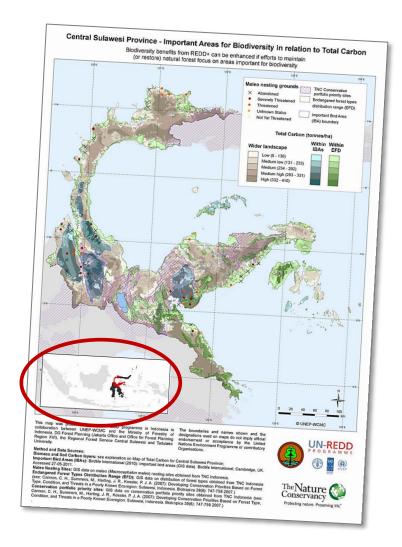
Copyright

To provide information about the author(s) responsible for the map content

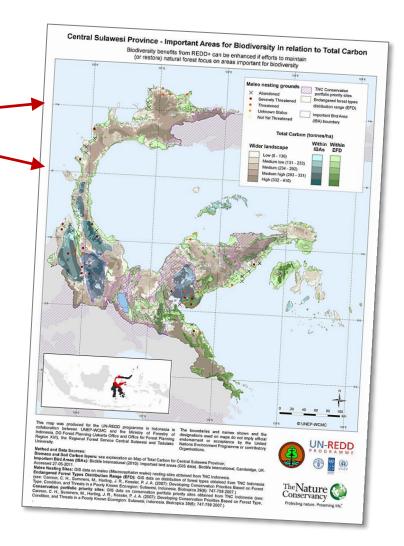


Locator Map

To provide information on the overall location of the place that is mapped



Graticules can be added to make it possible to georeferenced the map and provide more accurate information on scale



Map examples

What is wrong with this map?

- Too much information
- Pointless use of colour
- Poor use of visual hierarchy







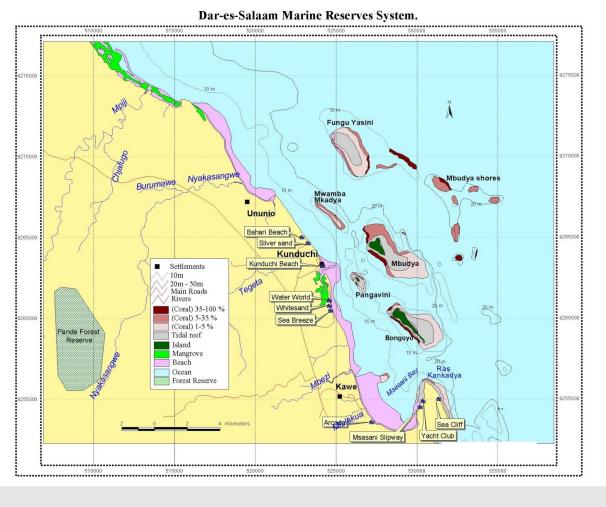




Map examples

Inconsistent labeling

- Where is the source?
- North arrow?



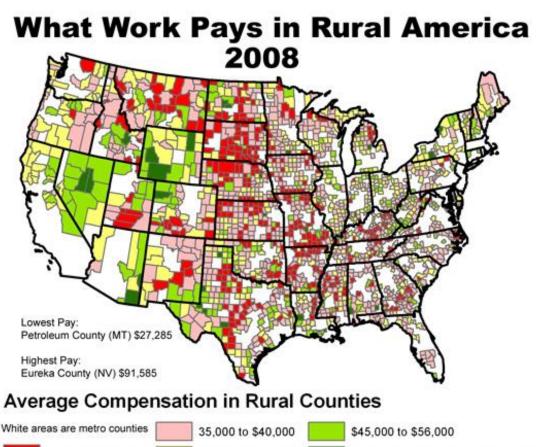








Map examples



White areas are metro counties \$27,285 to \$35,000 \$40,000 to \$45,000 Above National Average of \$56,116 Source: Bureau of Economic Analysis









More tips for mapping

- For a map series define your extent and keep it constant.
- Try to account for the most complicated map in the series, i.e. in terms of the amount of space needed for text, legends etc.
- Add scalebar, north arrow, legend









In summary – Tips for mapping

- If many themes on single map try to simplify as much as possible.
- Colour combinations which themes are most important? What should be standing out most on the map?
- Background layers what should be labelled?
- Locator maps Consider if they are really necessary
- Fonts and text sizes Use visual hierarchy
- Think about colour-blindness e.g red/green colour combination not good
- Scale bars and projection used, graticule intervals
- Output formats









Shaenandhoa García Rangel shena.garciarangel@unep-wcmc.org

Thank You

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