

Cartography Workshop Agenda

Description: This course will provide students with the knowledge and practical experience necessary to create simple cartographic representations of physical and social phenomena on the earth's surface (maps). We will cover both theory and practical aspects of computer based cartography. We will use the ESRI ArcGIS suite (geographical information systems) as one of several cartographic tools, but we will not be learning specifically about the principals of GIS. Topics will include principles of map design, projections for cartography, data classification and symbolization, color in cartography, typography, and map finishing/publishing. Class format: approximately 50% lecture, 50% software applications.

Day 1

- **Lecture 1:** Introduction to Cartography
- Hands on training: create a simple thematic map in ArcMap

- **Lecture 2:** Projections for Cartography
- Hands on training: create three maps: small, medium and large scale

- Lunch Provided (1 hr)

- **Lecture 3:** Design Principles
- Hands on training: create a beautiful black and white map

- **Lecture 4:** Symbolization
- Hands on training: design puzzles - points, lines and polygons

Day 2

- **Lecture 5:** Data selection, generalization and classification
- Hands on training: create an analytical overlay map

- **Lecture 6:** Color in Digital Cartography
- Hands on training: color - a topographic adventure

- Lunch Provided (1 hr)

- **Lecture 7:** Typography
- Hands on training: label a reference map

- **Lecture 8:** Export and output
- Hands on training: map finishing/publishing