Ancillary data

'subordinate' = Information required to explain the display contents



https://gis.unbc.ca/wp-content/uploads/2024/01/What-good-maps-should-have2.pdf

1. Scale is required – it explains the amount of reduction

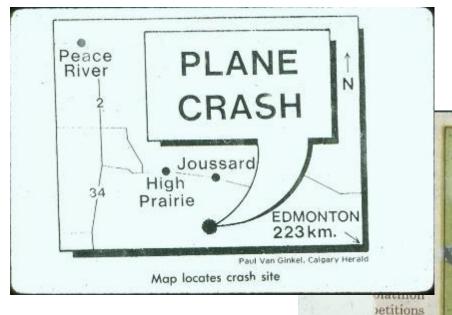
y also of Canas sernaskis d goved.

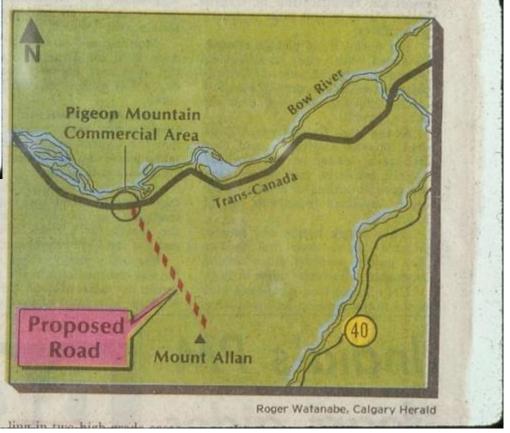
Valley

c that

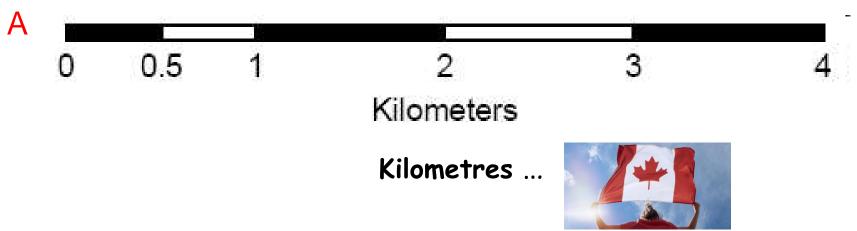
nort

No scale – then it's a diagram, not a map



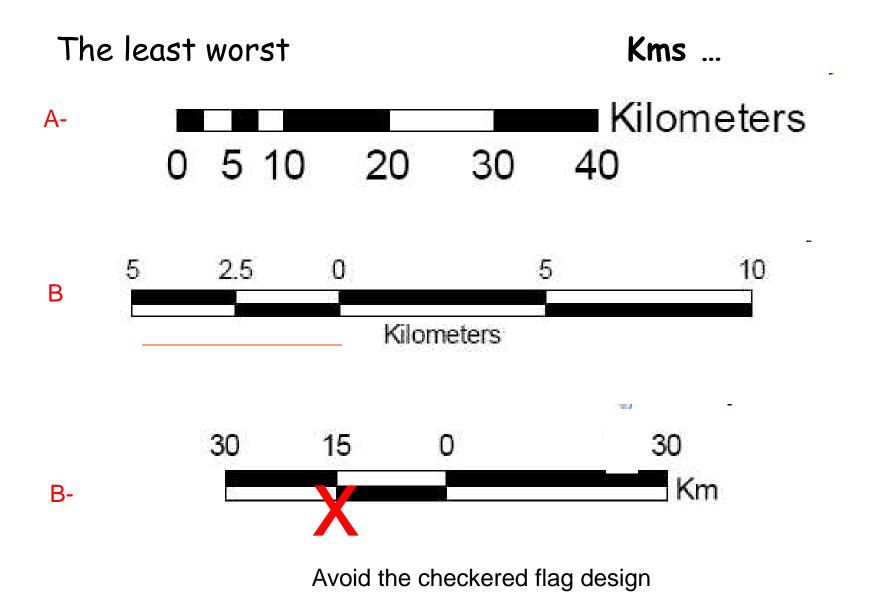


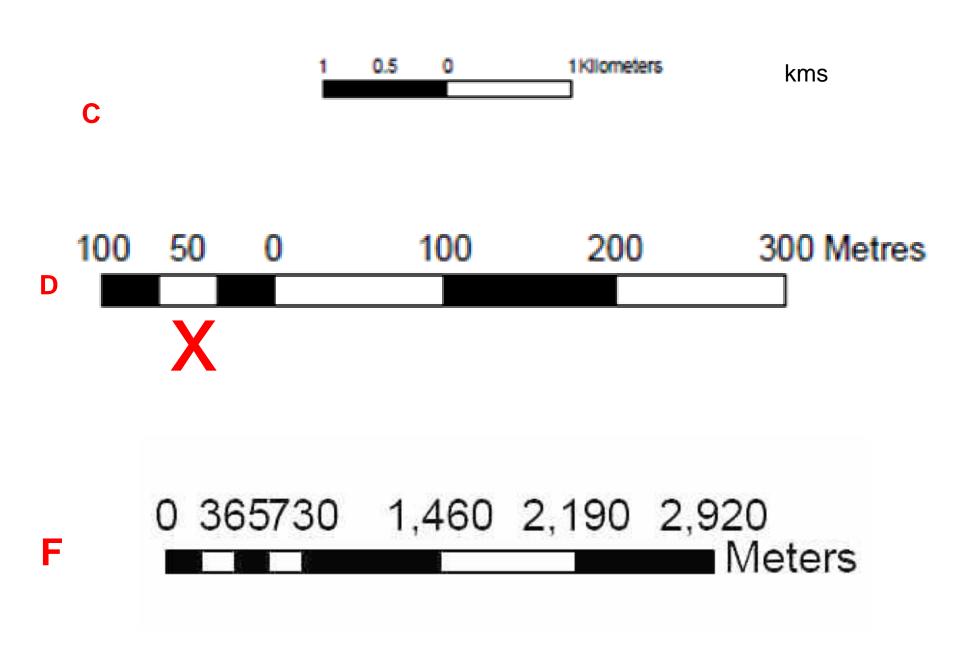
- >Scale must be given on the map / display
- >it is usually placed near the bottom of the map
- > Verbal statement, ratio or graphic bar (best for output)

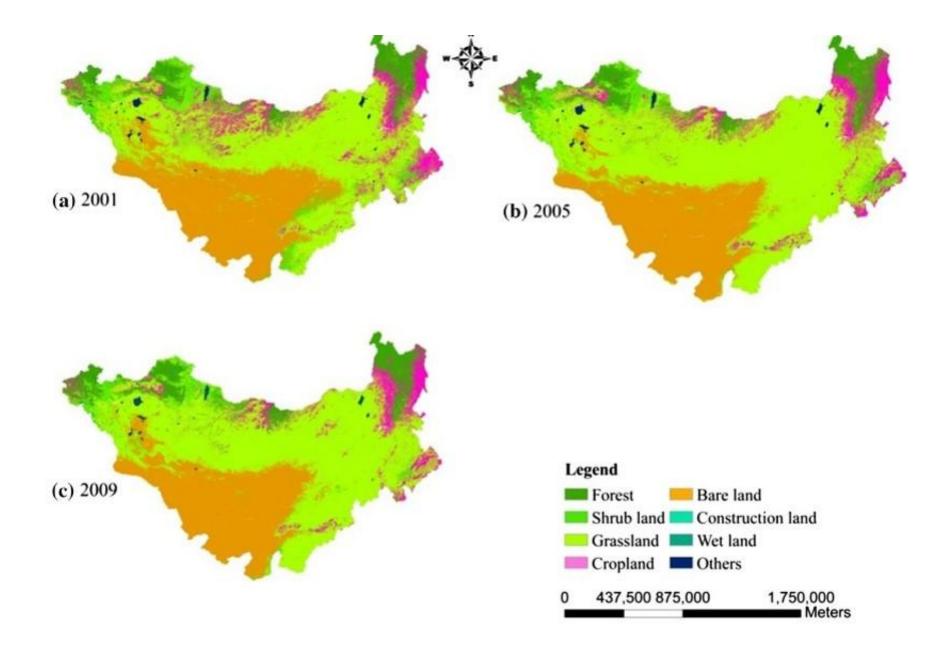


- >Use round numbers
- > Subdivide as appropriate
- >Use appropriate units e.g. 1km not 1000m

Examples of scale bar abuse (#1 ArcGIS error)





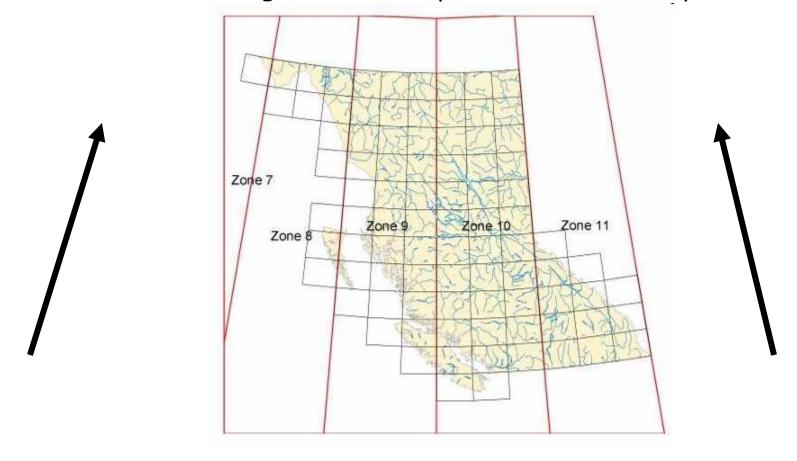


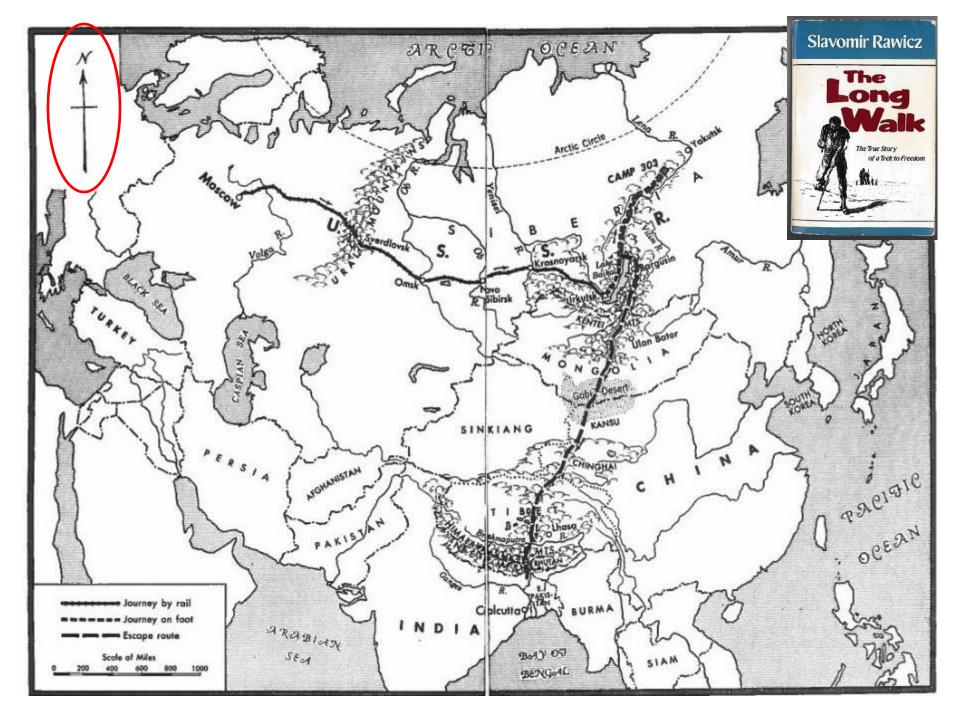
2. Direction

A North arrow is <u>optional</u> if it is clear that (true) North is to the top (ArcGIS error #2)

If North is not to the top, a North arrow is a MUST

A North arrow is wrong for some maps (= most world maps)





True north and Grid north

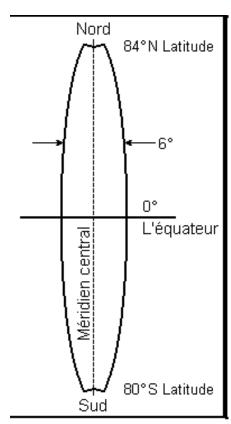
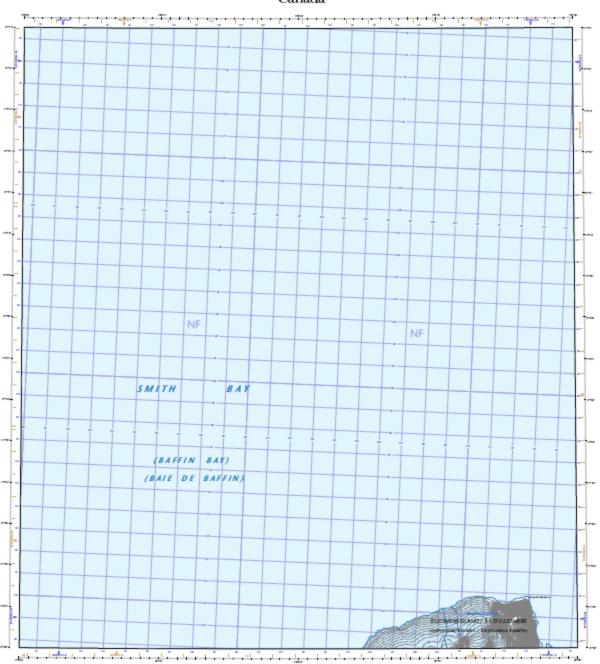
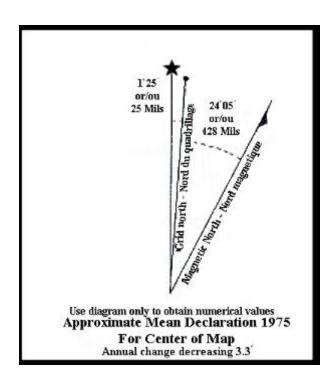


Figure 1 - Zone UTM



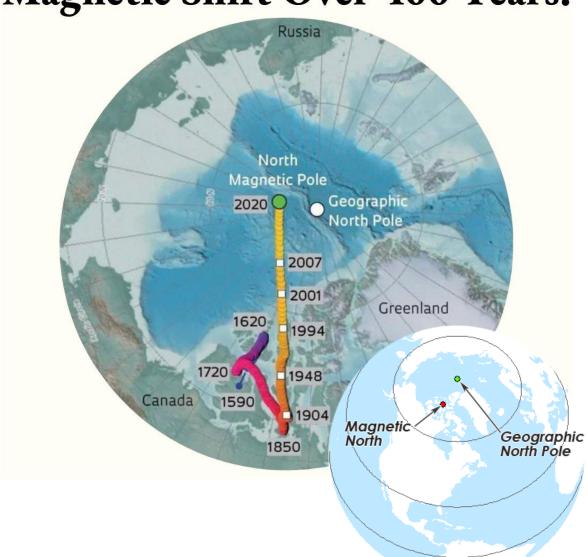
Magnetic North

There are 3 'Norths'
The compass points to
the magnetic north
pole, not the 'true'
north pole or grid north



The difference between magnetic north and true north is the declination

Map Of The North Pole's Magnetic Shift Over 400 Years:



3. Title: often at top

Title usually required but it may be a caption in magazine articles

Page Frame Line

Neat

Line

Geographic area

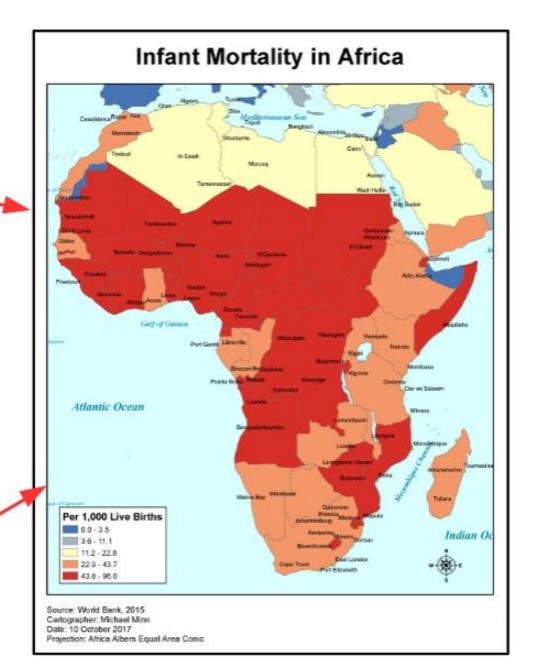
map content:

and date (if variable)

No need for the word 'map' !!!

https://gis.unbc.ca/wpcontent/uploads/2024/01/What-goodmaps-should-have2.pdf

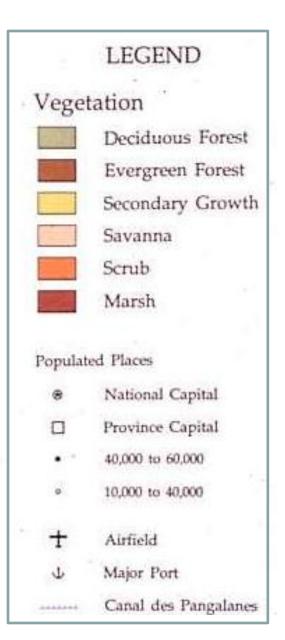
4. Borders – neatlines



5. Legend

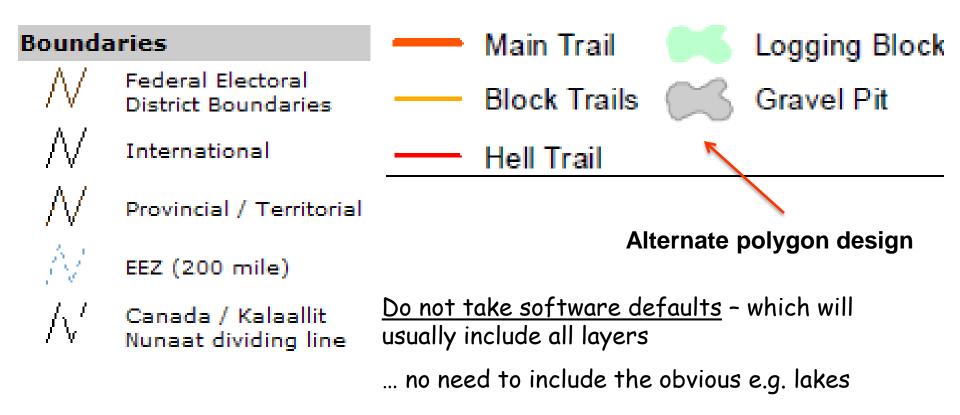
- Symbols should be in legend unless explained by lettering
- ➤ May be omitted if obvious on map, e.g. lakes if one is named
- >Symbols appear in legend exactly as on map, same size etc..
- Symbols on the left, labels on the right
- >Boxes for area symbols
- >Optional box for legend
- ➤ Capitalise the first letter





No 'ziggie-zaggies' ... (early versions of ArcGIS)

Line symbols should be a straight or gently curved section



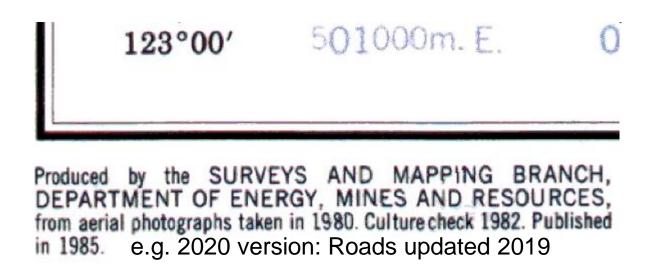
Legends

https://pro.arcgis.com/en/pro-app/latest/help/layouts/add-a-legend.htm

6. Data source / credits

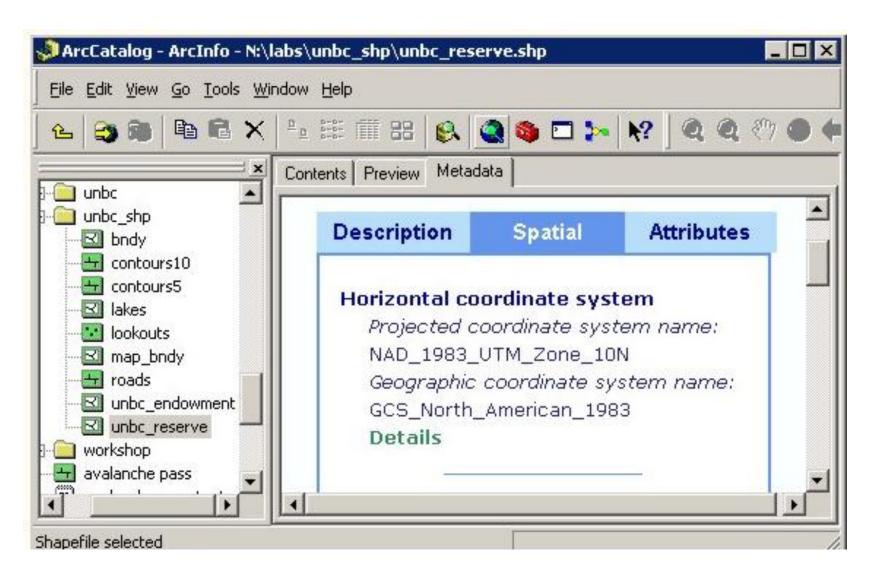
A set of statements usually at the bottom in small text explains how the data were derived, and when

Not required for common base data e.g. coastlines, roads



Data source: GIS software digital mapping: 'Metadata'

Metadata = 'data about data' - how, when, where etc.. (often stored in a text file)
We often do not need all these details - GIS error #3



7. Location

- a. Direction / distance indicators (e.g. x kms to Edmonton)
- b. Locator maps, including scale of locator /inset
- c. Grids showing latitude and longitude

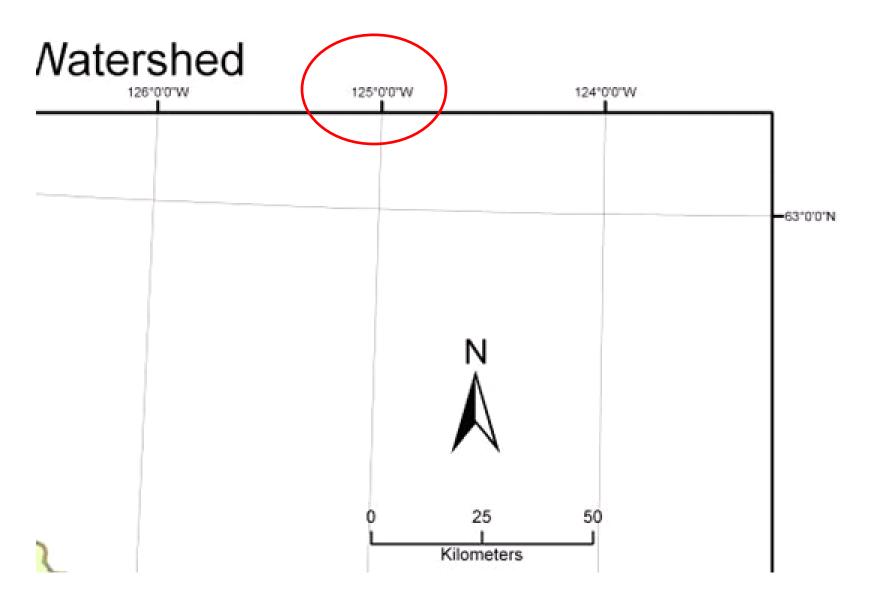






Locator map

Grid labels: common ArcGIS error #4 software default: silly graticule precision



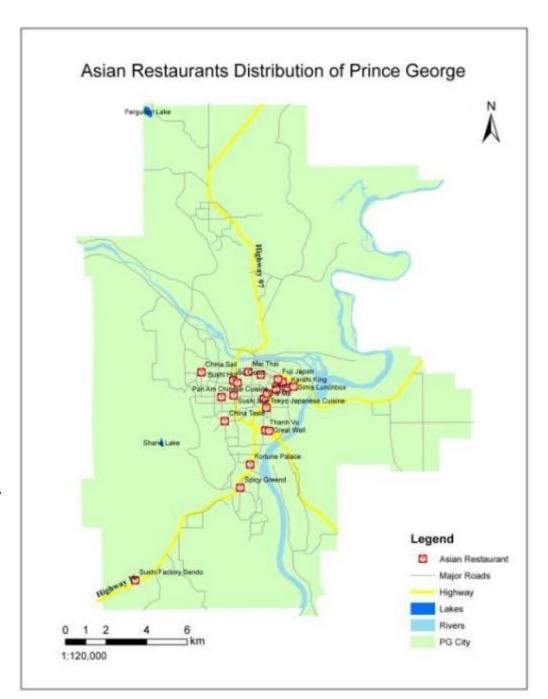
8. Graphic Design/Layout

Optional 'neatline' around the map as a whole and/or the legend

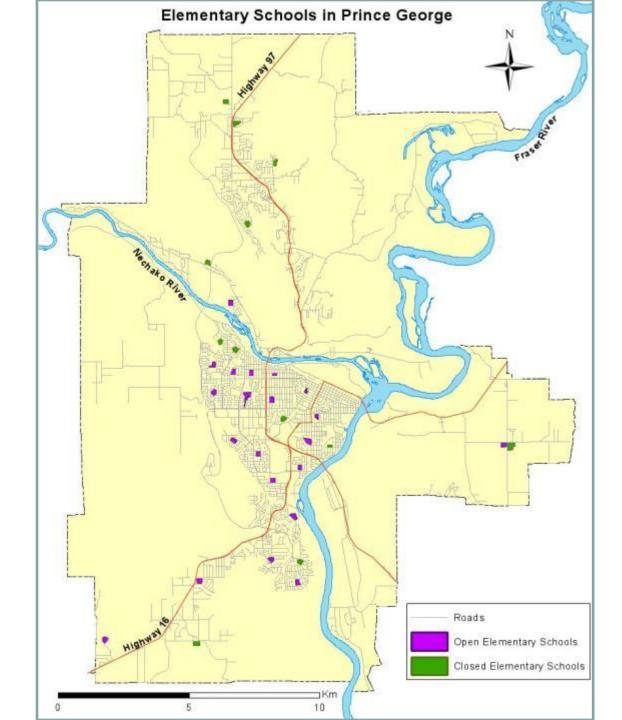
Use space wisely —don't waste white space

Maximise map content space – use white area for ancillary info

This map could be bigger and fill the box

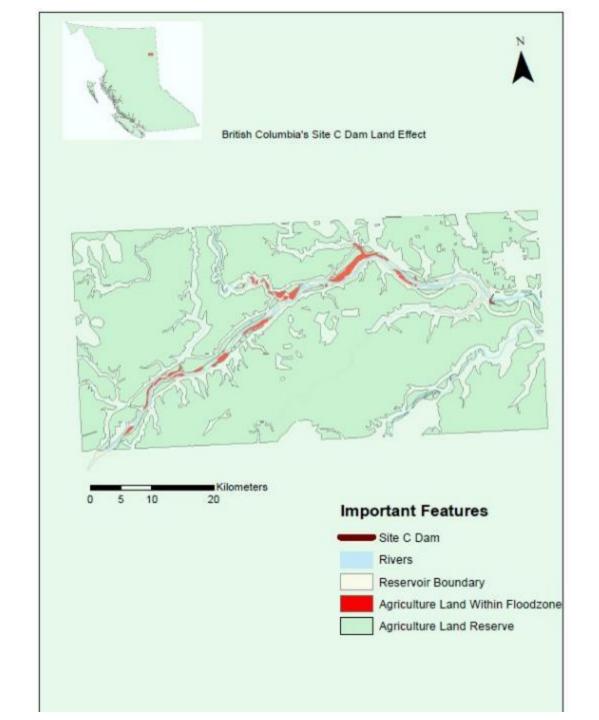


This one works ... better

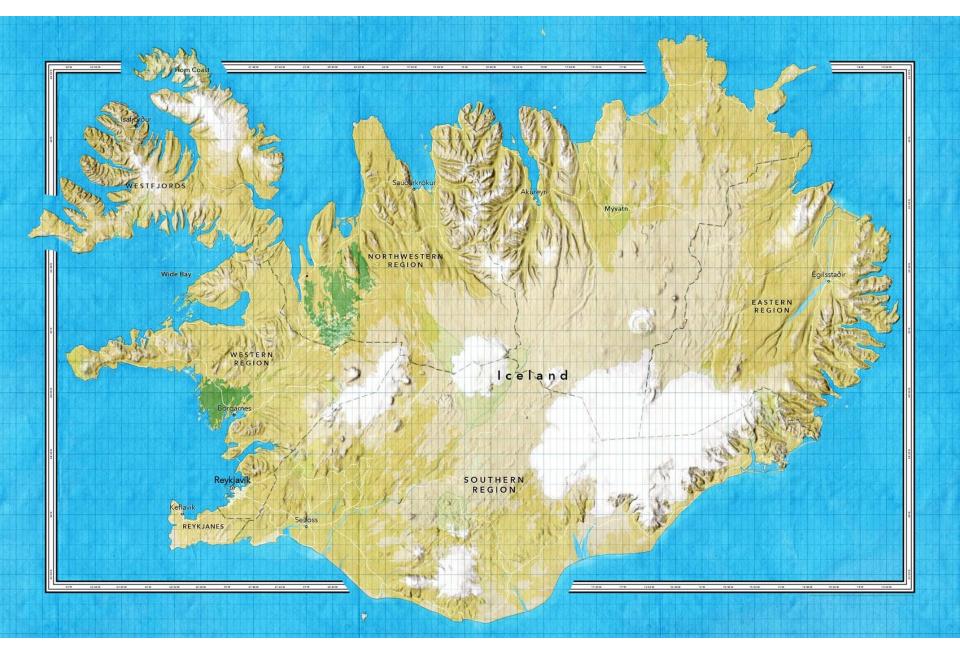


This could hardly be worse ... landscape area in a portrait frame

Legend items are as big as the map Legend text runs right to the frame

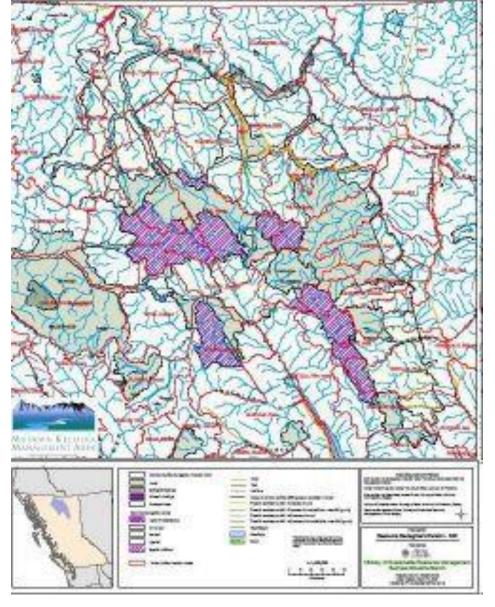


Over neatline 'bleed' to optimize use of space



Ancillary map content summary: visual position and prominance

	Item	Best Position
TITLE	what?	Prominent, near top
SCALE	how big?	Near bottom
LEGEND	what (details)?	On side, may be boxed
DIRECTION	which way is up?	Side
LOCATION	where?	Side ticks, or inset
SOURCE	where from?	Very bottom, inconspicuous
LAYOUT	Shape and space	Visual Balance, Neatline etc



Layout

- Rectangle ~3 x 2 preferred over a square
- Landscape v portrait
- Letter v tabloid v poster (if printed)

http://www.muskwa-kechika.com

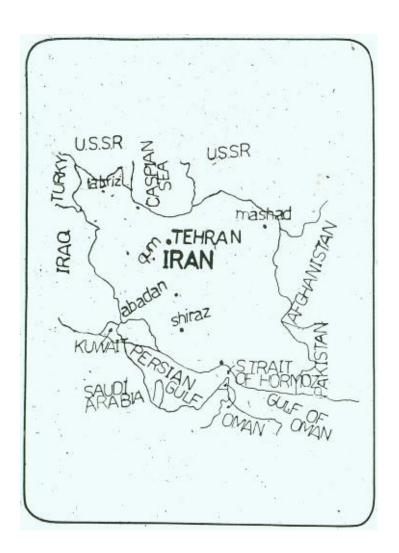
9. VISUAL HIERARCHY: a hierarchy of symbology should be used for the lettering, line weights and shading. More important features are typically larger and/or darker, less important/background information should be smaller and/or lighter. At the same time, do not "over weight" or "under weight" features.

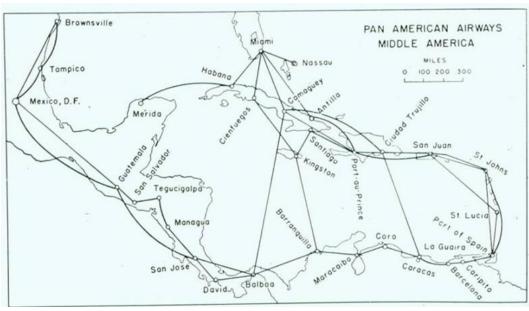
10. **PURPOSE:** All maps have a purpose which should influence every element of the map and the map layout.

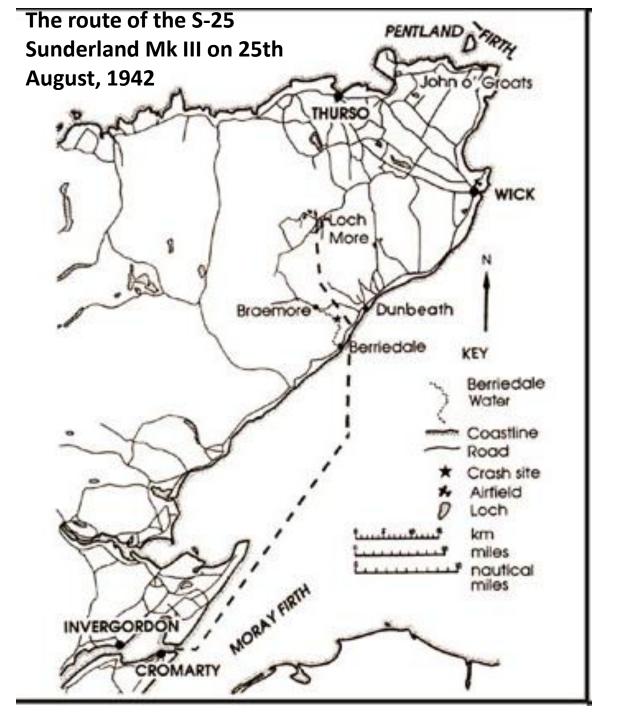
Visual hierarchy of layers and elements:

- 1. Contrast between map layers
- 2. Map features visually dominant over ancillary info
- 3. Thematic layers over base layers
- 4. Important features dominant (based on map purpose)

Absence of visual hierarchy – all layers have similar line weights





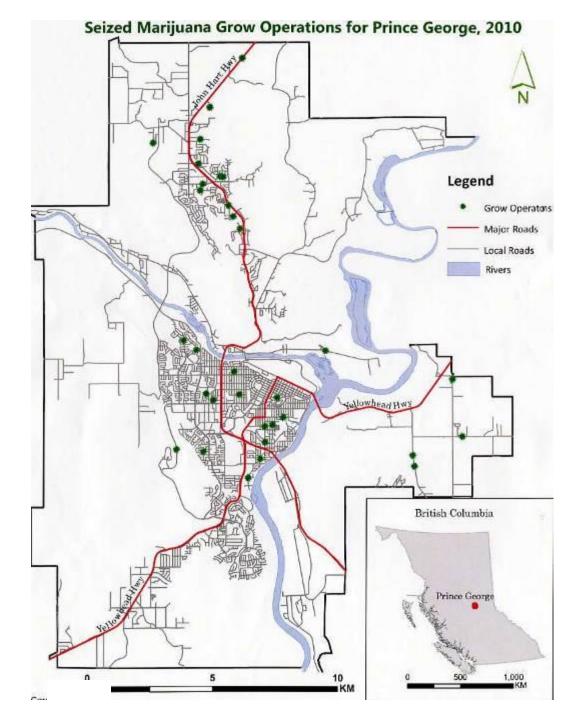


Local interest map:

The plane crash and death of **Prince George**, 1942

The plane crashed on a hillside due to inability of seaplane to climb

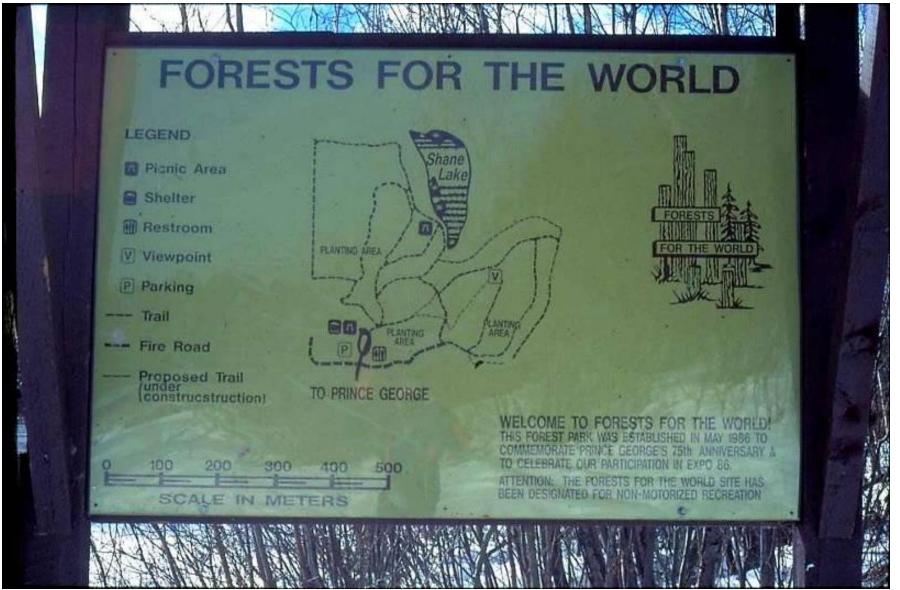
Legend is same weight not ancillary



Visual levels

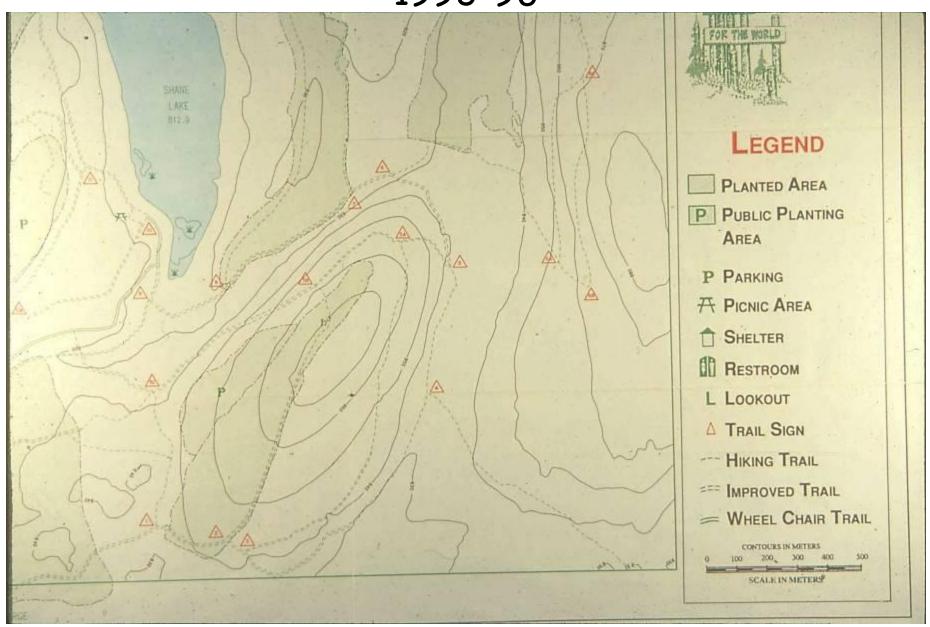
- **≻**Water (blue) recedes
- ➤ Roads (red) advance
- ➤ Green points are solid
- **≻**Gray recedes

Design and ancillary information - local example Forests for the World 1986-95



Scale bar size, north to the bottom

1993-96



Scale bar size incorrect, north to the bottom, P (sans serif) and P (serif)

1997-



Redesigned by (just one) UNBC GEOG205 student, fall 1994

2010 - includes mountain pine beetle blocks

