GEOG 205 – Lab 10 | Project map output

Review the project guidelines listed under Lab 09, and map design/layout, also check these 'Tips for Success' listed in lab 04 and reproduced here:

- What message do I intend for this map to convey, and does it convey this message well. Are there any elements that should be added for context or removed to reduce clutter.

- Are any layers missing? / Do they need to be in the Legend?

- Are the layers in an appropriate order to not cover important information?

- Are the labels on the map readable? Is there crowding or fonts too small to read?

- Are the colours on the map suitable (e.g. water is blue) and visually appealing?

- If there is hierarchy on the map, is it intuitive? In general major items should either be bigger or use stronger colours compared to minor features.

- Is the scale bar logical ? Is a locator maps needed to identify the location?

- Does the projection used make sense?

- Do you need to indicate north? Is north the same direction everywhere on the map?

- Is ancillary data present? Title, Date, Author, data attributions?

- Does the final product match the specifications? Page size, orientation, file format (pdf).

Common map project errors to avoid

• …. nonsense scale bar divisions

• …. silly defaults e.g. striped tie – wetlands

• …redundant symbols in legend – e.g. hillshade, lakes ?

• Project the data layers (from geographic) if needed

• Typos in name labels, title and ancillary info – no underscores

• Some defaults are not optimal e.g. the default stream symbol is too thick for most maps

• Maximise use of space for the map content

• Don't include vector maps as background (some raster e.g. hillshade are OK)

• Don't overdo use of text halos when not needed

• Don't leave it all to the last week …