Challenging Cartography in ArcGIS with the Carto-Tools from Esri Switzerland

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#### Esri's European Competence Centre for Cartography

#### + Background

- > The kick-off was a project to restructure the production of the National map series 1:25 000 by the Federal Office of Topography swisstopo.
- > Through various customer projects a multitude of tools and concepts to help optimize production, quality check data and produce high quality printed maps have been created.

#### + Cartographic Solutions

- > ArcGIS for consistent processing within a single system
- > Carto-Tools, QA-Framework
- > Installation, Configuration and Implementation
- > Consulting, Development, Training and Support

# **Use Cases**

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#### High-quality printed maps

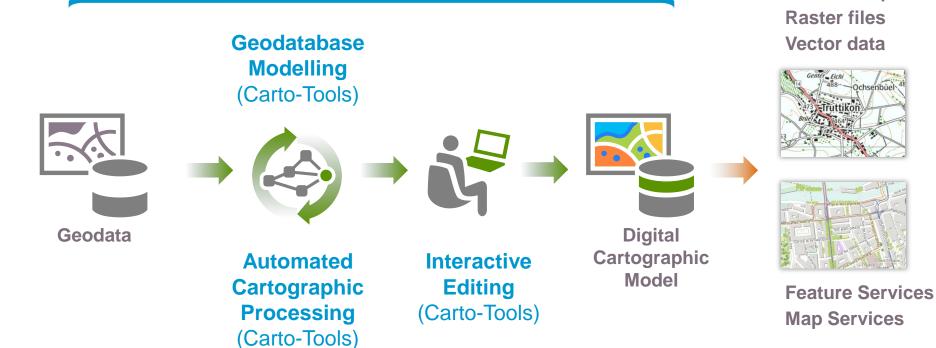
Largely automated processing Efficient interactive editing



# **Base maps for the web** Fully automatic processing Up-to-date, high quality

#### **Cartographic processing workflow**

Quality Control (QA-Framework)



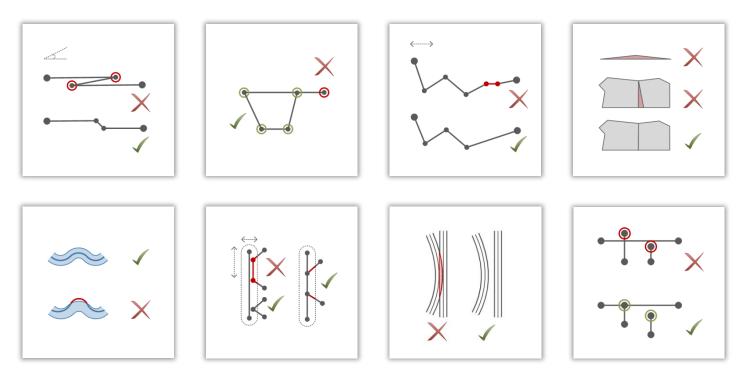
**Printed Maps** 

. . .

## **Quality control with the QA-Framework**

#### + Before, during and after the cartographic editing

- > Clean geodata for the correct starting point
- > Precise location of cartographic conflicts



# **Carto-Tools**

#### What are the Carto-Tools?

+ Rule-based tools for adding cartography to your geodata

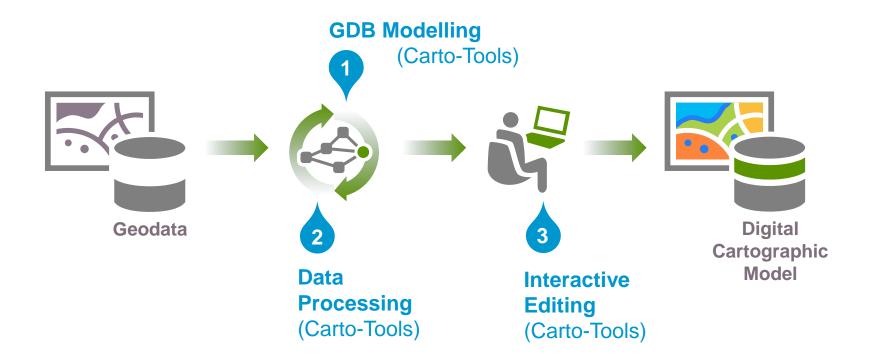
#### + Advantages

- > Automation of certain editing procedures
- > Tools for cartographic modelling (Schema extension)
- > Rule-based, configurable cartographic processes
- > Respective of previous processing and manual editing
- > Efficient interactive processing with the "One-Click" edit tools
- > Configuration data saved in simple XML format

#### + Extension to ArcGIS

- > For ArcGIS for Desktop 10.0, 10.1 or 10.2/10.2.1
  - > Standard level is required to create cartographic representations

## **Carto-Tools for challenging Cartography**



#### **Cartographic Preparation with the Carto-Tools**



#### **Tools for Geodatabase Modelling**

- > Database schema preparation
- > Defining Cartographic Representations and Rules
- > Assign the Representations to the Geodata

Automated cartographic editing

- > Using rule-based, configurable CartoProcesses
- > Automation of repetitive cartographic processing steps
- Interactive editing by the cartographer
  - > Ergonomic "One-Click" tools
  - > For manual intervention on the automatically generated map image



#### + Schema Builder

- > Extending the data model
  - > New datasets
  - > Relationship classes
  - > Domains
  - > New Attribute fields
- > Define text
- > Define and create representations and their rules
- + Attribute Dependencies
  - > Attribute combinations
  - > Mapping the Geodata to the Representation

| ight-click column l | headers for field type | and coded values) | 📑 Import M | lappings                     |
|---------------------|------------------------|-------------------|------------|------------------------------|
| type                | width                  | RuleID_1          | visibility | Description                  |
| canal               |                        |                   |            | Kanal_1                      |
| canal               | 0                      | 2                 | 1          | kanal_2                      |
| ditch               | 0                      | 3                 | 1          | Graben                       |
| river               | 0                      | 4                 | 1          | Fluss_1                      |
| stream              | 0                      | 5                 | 1          | Bach_1                       |
| weir                | 0                      | 6                 | 0          | Wehr (OSM_NICHT_ERFORDERLICH |
| NULL                | NULL                   | NULL              | NULL       | NULL                         |

| chema Builder   |                                                                    |     |
|-----------------|--------------------------------------------------------------------|-----|
| Geodatabase:    | C:\Git\osm_carto\3_Final\Garmisch_UTM.gdb                          |     |
| Prepare Scher   |                                                                    | 1   |
| C:\Git\osm_     | carto\2_SchemaPrepare\EsriDE_Garmisch_OSM.rep.xml                  |     |
|                 | resentation Rules                                                  |     |
| Create          | using random colors                                                |     |
| Import f        | rom .style file: C:\Git\osm_carto\2_SchemaPrepare\EsriDE_OSM.style |     |
|                 | Create Reps                                                        |     |
| Representations | Xml file EsriDE_Garmisch_OSM.rep.xml deserialized.                 | .:: |

#### **Cartographic Preparation with the Carto-Tools**

Tools for Geodatabase Modelling
> Database schema preparation
> Defining Cartographic Representations and Rules
> Assign the Representations to the Geodata

## Automated cartographic editing

- > Using rule-based, configurable CartoProcesses
- > Automation of repetitive cartographic processing steps
- Interactive editing by the cartographer
  - > Ergonomic"One-Click" tools
  - > For manual intervention on the automatically generated map image

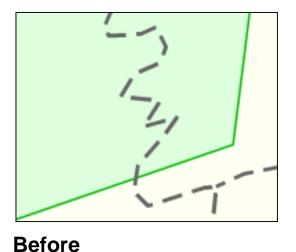


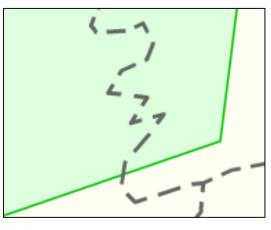
#### + CartoProcesses

- > Over 20 Processes for the automated cartographic editing
- > Performed on selected features, the visible extend or databases
- > Respects previous processing and manual edits

#### + Example: CalculateControlPoints

> Adds additional control points when a defined angle has been reached







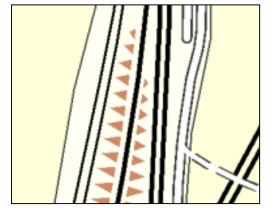


#### + Example: CreateEscarpments

- > Generates automatically hachures from line features
- > Generated polygons hachures may be edited interactively
- > The process can also be used for generating dams, sinkholes etc.





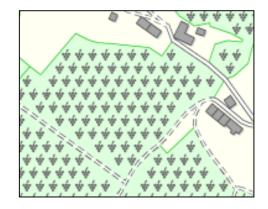




#### + Example: CreateMarkerPatternInsidePolygon

- > Replaces an area fill with regularly placed individual marker symbols under the consideration of defined obstacles such a rivers.
- > Marker symbols can be configured to have various sizes
- > The generated point features (marker symbols may be edited interactively.



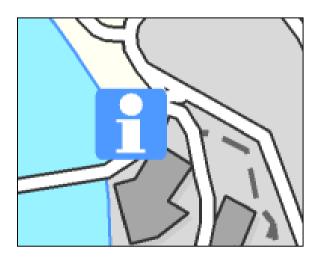


#### Before



#### + Example: CreateFeatureMasks

- > Generates mask polygons for various geometries and their representations
- > The new polygons may be configured as a masking layer in the MXD.
- > Supports selective masking



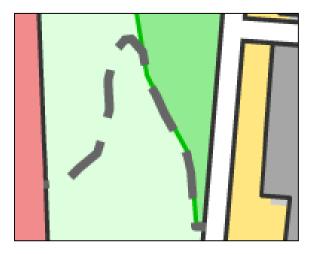


#### Before

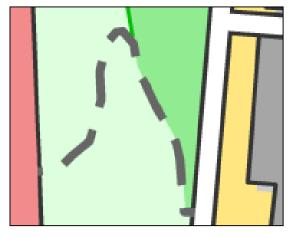


#### + Example: SubstituteLineSymbolOverlaps

- > Finds overlapping line symbols
- > The representation of a polygon contour is suppressed in the region of overlap ("Proxy effect")











#### + Example: CreateMarkerPatternRandomInPolygon

- > Replaces an area fill with randomly placed individual marker symbols whilst considering defined obstacle data sets
- > The Marker symbols may be configured to have various sizes
- > The generated point features (marker symbols) may be individually interactively edited









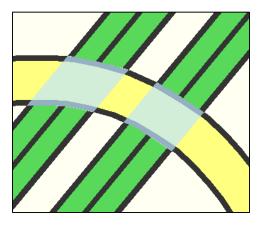
#### + Example: CreateCrossingMasksLevel

> Generates Masking polygons for the correct over- and under pass representation

#### Before



#### Mask







#### + Over 20 different CartoProcesses

- > AdjustRoundabouts
- > AlignRepresentations
- > AttributeDependencySetter
- > CalculateControlPoints
- > CalculateLineCaps
- > CalculateLineExtremity
- > CalculateLineTransitions
- > ColorBlobSetter
- > CreateAnnoMasks
- > CreateAnnotations
- > CreateControlPointsAtCrossings
- > CreateCrossingMasksLevel
- > CreateEscarpments
- > CreateFeatureMarkers

- > CreateFeatureMasks
- > CreateLineMasks
- > CreateMarkerPatternInsidePolygon
- > CreateMarkerPatternRandomInPolygon
- > FillPolygonHoles
- > HideInnerBoundaries
- > OnOverlapAttributeCopier
- > OnOverlapAttributeSetter
- > SimpleAttributeCopier
- > SimpleAttributeSetter
- > SubstituteLineSymbolOverlaps
- > ...

#### **Cartographic Preparation with the Carto-Tools**

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Automated cartographic editing

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#### Interactive editing by the cartographer

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#### One-Click Editing tools

- > About 20 effective tools for cartographic finishing
- > Optimized feature editing by minimizing the number of mouse clicks
- > The standard tools repackaged
- > Specialised tools for complex processes (e.g. to align geometries parallel)



#### + Specifically useful where

- > a lot of time and money is invested in cartographic editing
- > topological integrity must be maintained
- > specific editing tools might need to be developed



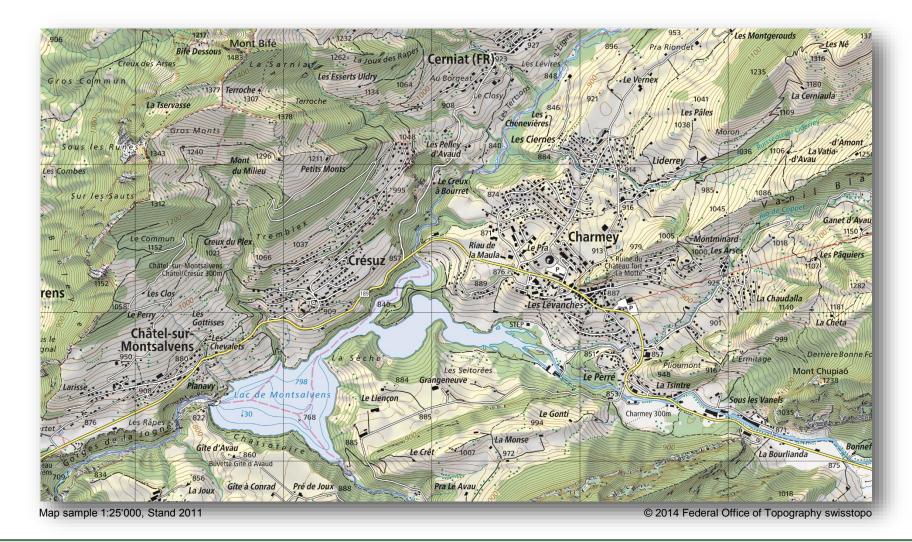
#### + One-Click Editing tools

| Create Representation Tool  | Tool zur Erzeugung neuer Representation Features                     |
|-----------------------------|----------------------------------------------------------------------|
| Reshape Feature Tool        | Tool für "Reshape Feature"-Task                                      |
| Reshape Along Features Tool | Tool für Reshape entlang ausgewählter Abschnitte von Features        |
| Destroy and Rebuild Tool    | Tool für vollständige Neudefinition der Geometrie eines Features     |
| Make Parallel Tool          | Tool zum parallelen Ausrichten von Features                          |
| Selection Tool              | Erweitertes Selektionstool (mit Picker-Unterstützung)                |
| Convert Line to Bezier Tool | Tool zur Umwandlung von geraden Segmenten in Bezierkurven            |
| Convert Bezier to Line Tool | Tool zur Umwandlung von Bezierkurven in gerade Segmenten             |
| Densify Tool                | Tool zur Verdichtung von Stützpunkten                                |
| Generalize Tool             | Tool zur Generalisierung von Features (Douglas Peucker Algorithmus)  |
| Cut Polygon Tool            | Tool zum Zerschneiden von einem oder mehreren Polygonen              |
| Cut Hole Tool               | Tool zum Schneiden von Löchern in eines oder mehrere Polygone        |
| Remove Hole Tool            | Tool zum Entfernen von Löchern in einem ausgewählten Polygon         |
| Merge Polygons Tool         | Tool zum Verschmelzen von jeweils zwei Polygon-Features              |
| Adjust Tool                 | Tool um ein Feature an ein oder mehrere andere Features anzugleichen |
| Fill Hole Tool              | Tool um ein Loch innerhalb/zwischen ausgewählten Polygonen zu füllen |
| Attributeditor-Tool         | Tool zum Öffnen des Attributeditors für auszuwählende Features       |
| Attributeditor-Command      | Command zum Öffnen des Attributeditors für die aktuelle Selektion    |
|                             |                                                                      |

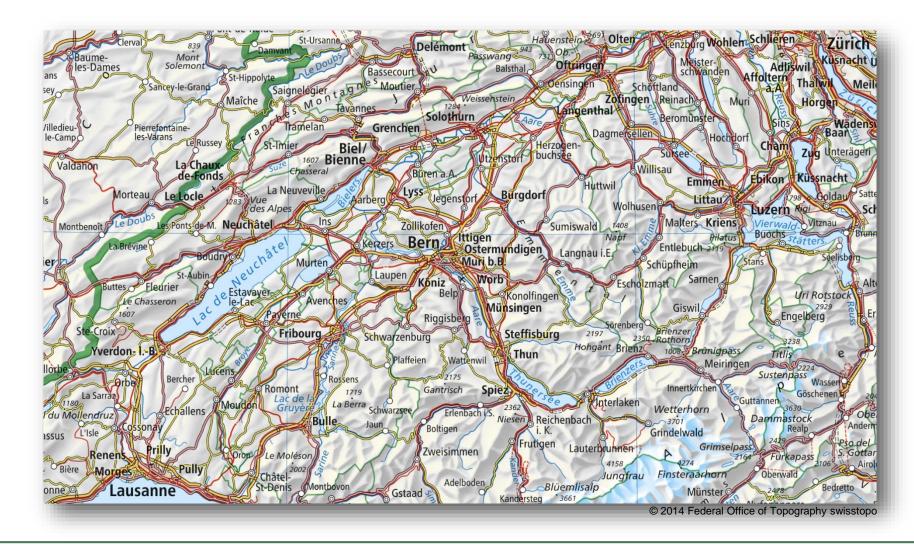
# References

#### **Challenging Cartography from a single system**

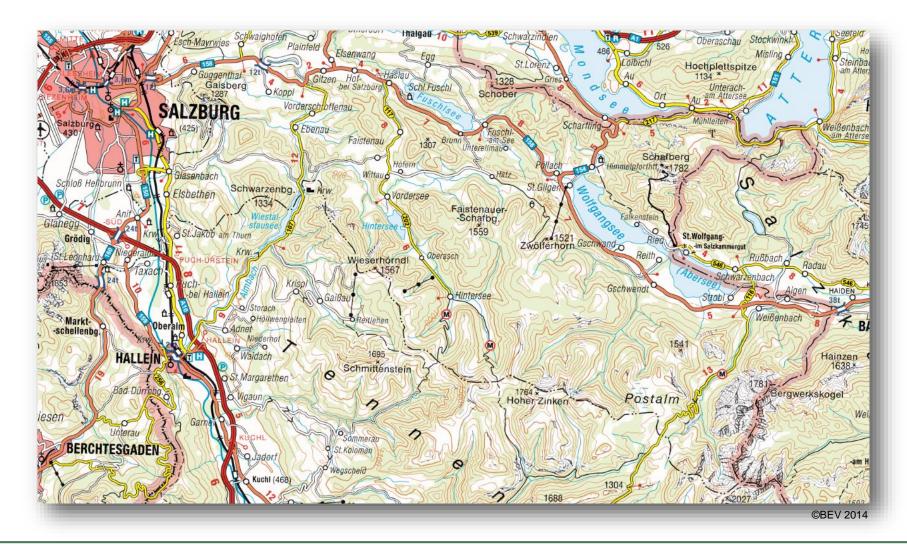
#### Swisstopo 1:25 000 – Federal Office of Topography, Switzerland



#### Swisstopo 1:1 Million – Federal Office of Topography, Switzerland



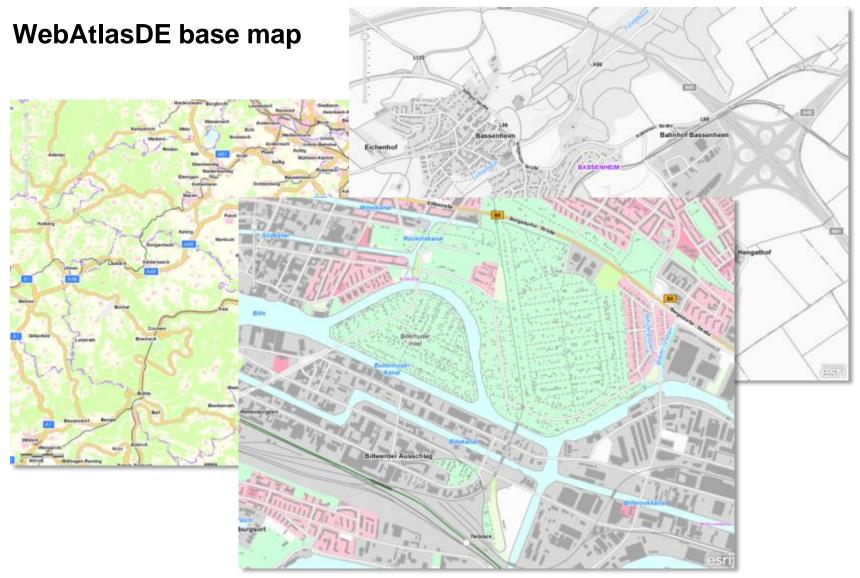
## BEV 1:250 000 – Federal Office of Metrology and Surveying, Austria



## World Topographic Map from ArcGIS Online



http://www.arcgis.com/home/webmap/viewer.html?webmap=a72b0766aea04b48bf7a0e8c27ccc007



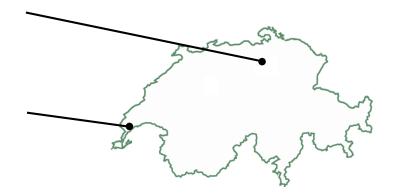
http://www.geodatenzentrum.de/geodaten/gdz rahmen.gdz div

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Take Away's

Thank you for listening and remember....

# "It's Ok to be a Cartographer!"

Georg Gartner, ICC 2013