Terrain Representation

Geog 467: Applied Cartographic Design
Cindy Brewer
USGS CGB visit to class
Lab 3: Fishnet Plots and Traces of Inclined Planes
(Ethan Jackson Lead)
Lab 4: Photoshop Filters (Kase Hartog Lead)

Original DEM | Diffuse Glow | Film Grain

By Sarah Layton
Lab 5: Terrain Sculptor from Bernhard Jenny et al.
(Jay McGilloway Lead)
ArcGIS Hillshade

Terrain Sculptor generalization

By Tim Haynes
Lab 6: Non-Destructive Multipliers in Photoshop from Alex Tait (Sarah Layton Lead)
By Ethan Jackson
Lab 7: Illuminated Contours (Nick Maziekas Lead)
Lab 8: Uniform Sky Illumination from Pat Kennelly
(Claire Steiner Lead)

By Ethan Jackson

Three illumination directions

Nine illumination directions
Lab 9: Slope, Aspect, Contours (Tim Haynes Lead)
Lab 9: Slope/Aspect Arrows from Pat Kennelly (Tim Haynes Lead)

By Ethan Jackson
Lab 10: Curvature
(Joe Ritzman Lead)

By Sarah Layton
Lab 12: Realism (Andy Stauffer Lead)

By Kevin Sparks
Lab 13:  
Texture Shading with Partial Laplacian Filters from Leland Brown (Evan Klauda Lead) 

By Claire Steiner
The final project

- Two locations
  - One distinct terrain (stratified sampling of country)
  - One common “strip” of Yellowstone terrain
- Two designs – serious and creative
- (Two scales)
USGS – Central Nevada Location
Small Scale – 1:500,000

By Ethan Jackson
By Joe Ritzman