Graphical Embellishments

Mary Eisner - for CMCI 375 - 4/25/13

For the sake of a formal definition:

Graphical embellishments are non-essential graphical elements that are added to enhance the aesthetic appeal of a map.

There are so much more than decoration, though!

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Intelligent use of graphical embellishments can enhance the map's:

Needless to say, it's up to the designer to ensure that embellishments don't overwhelm the map and distract from its purpose.

My general guiding rules are to:

- Use embellishments to enhance the map's purpose
- Choose colors and styles that don't clash with the map's overall theme

Part I: Techniques for Depth

Depth can enhance your graphic by making certain elements stand out from the background, or by creating a sense of realism.

Take this map that I did for a class:

Other places that make it look like an:

- Overlay: Ice cube, Tablecloth, and Paper, in the drop shadow

Drop Shadow

Extrude

Similar to a drop shadow, but extrudes the shape to a point

Obtained by using the Blend tool

Bevel

Applies a highlight to the element giving it a 3-dimensional appearance (don't overdo it)

3D Distort

Skews the element in a way that provides a sense of perspective

Transform

Rotates the element

(can be used on labeling, but make sure still legible)

Part II: Type Treatment

Techniques well-suited to make your text look more:

(Make sure the treatment is for an aesthetic!)

Text on Path

Curves text to fit the labeling purpose, such as following a coastline or river

Text on Shape

Stretch Text

Hatchures, Halftones for Silhouette

Work why representations of terrain that use hatchures, halftones, or silhouettes (Like shown above) are so cartographically elegant

Part III: Geometrical Richness Techniques

Techniques that add geometrical richness by:

Breaking up the plane of color

Gradients

Smooth transition from one color to another. They have many uses, but another technique that's easy to master.

Texture

Semitransparent texture, overlaid, used to provide a weathered, less 'digital look' (underutilized in cartography)

Glow

Akin to a drop shadow, but brighter than the surrounding area

(underused, but can be a great way to highlight a feature)

Inner/Outer Glow

Fade-ins and outs from one of the borders of a graphic element

Part V: Functional Techniques

Or, at least, more functional than the others

Consistency

A.K.A. 'Boxes' (some graphic element)

("Overlooking" + bad)

Callouts

Pointer for a specific feature, or specifying a symbol's location in an overlay space

Halos

Very unique to cartography. Obscure they help with overlap

Part VI: A Non-functional Technique?

Marginalia

Patterns, illustrations in the border of the map (Whatever else you can squeeze in)