# Cartography from Code...?

Barend Köbben ITC – Universiteit Twente b.j.kobben@utwente.nl – @barendkobben

# Cartography from Code...?



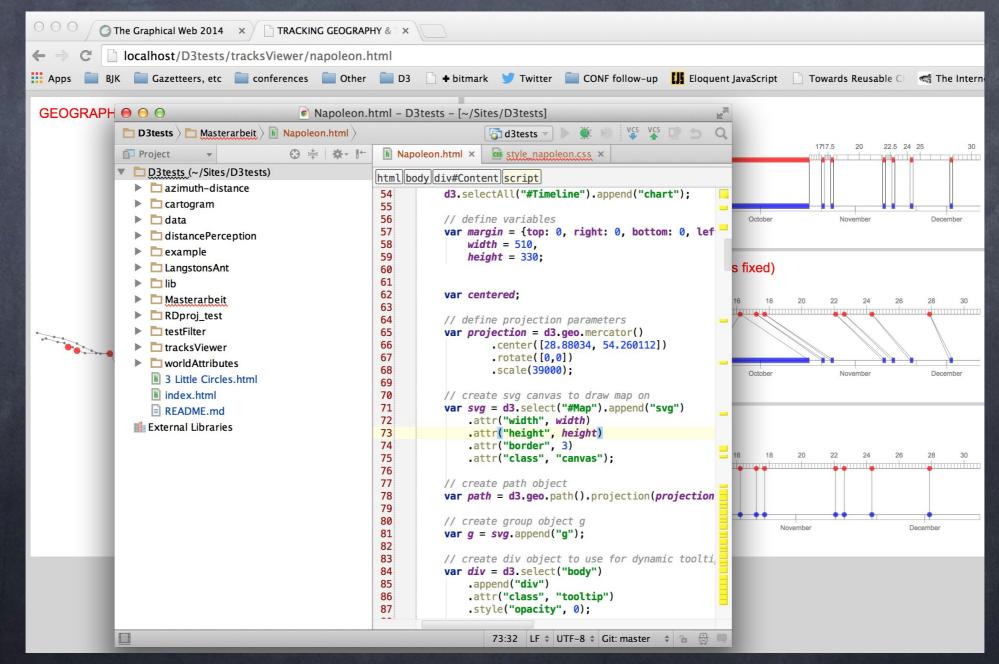
# "how I learned to stop worrying and love coding in cartography"

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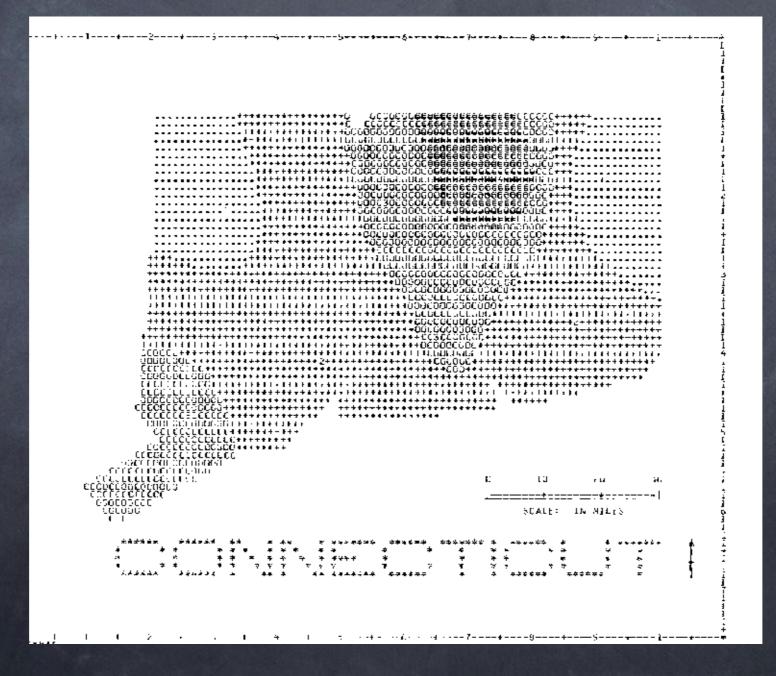
#### My tools once were these:



#### ...but now look like this:

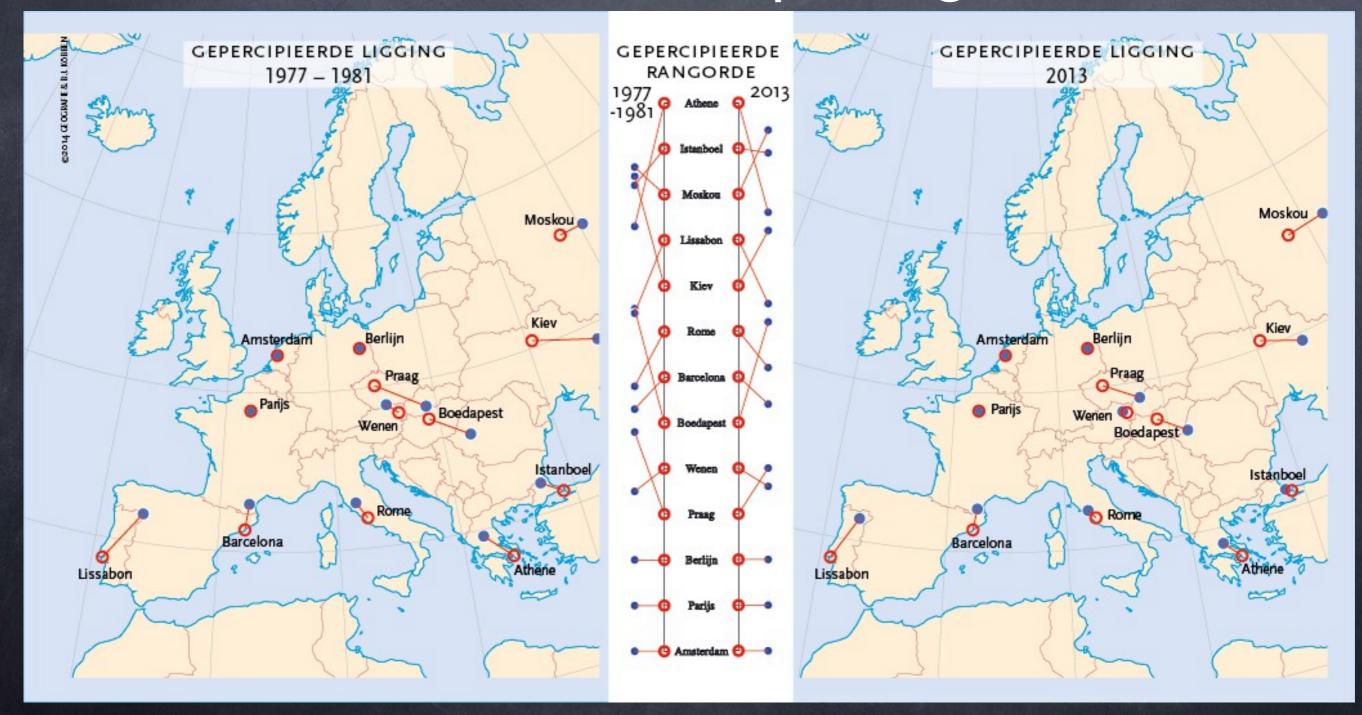


#### Computers gave me this at first:

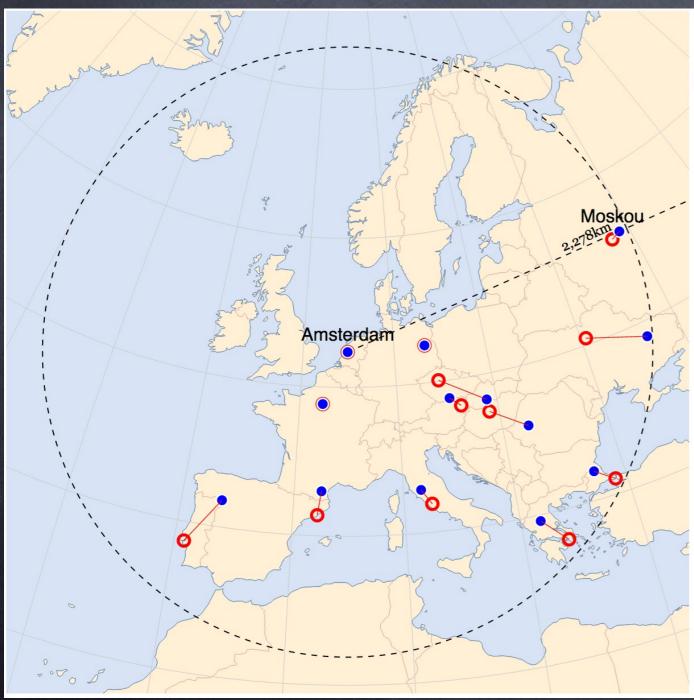


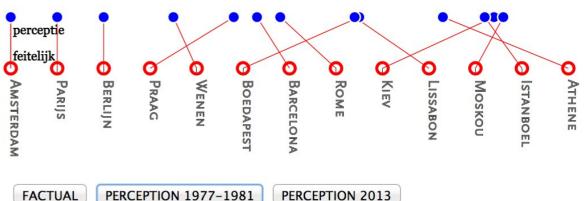
SYMAP line printer output (1965, by Howard Fisher)

#### ...but have been improving since:



#### ...and now allow me to do really nifty things:





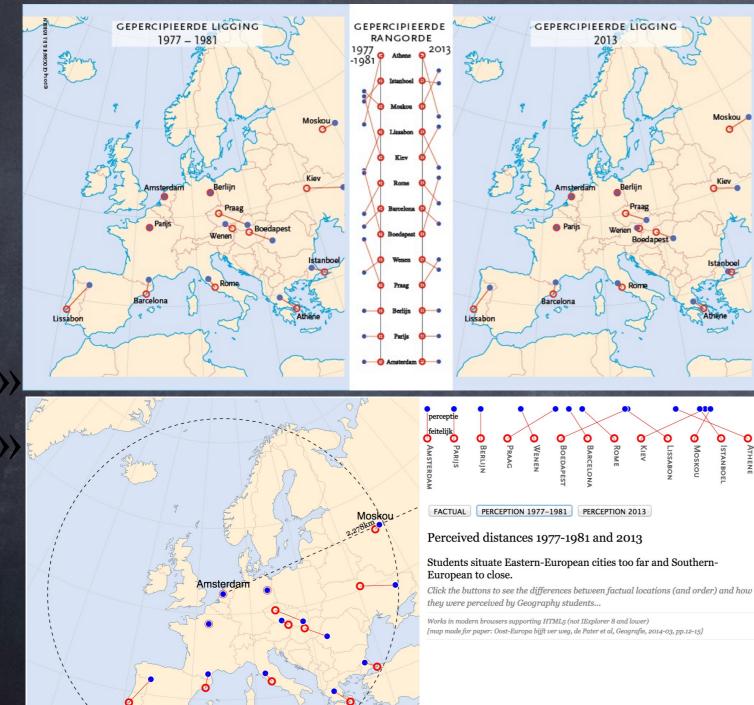
#### Perceived distances 1977-1981 and 2013

#### Students situate Eastern-European cities too far and Southern-European to close.

Click the buttons to see the differences between factual locations (and order) and how they were perceived by Geography students...

Works in modern browsers supporting HTML5 (not IExplorer 8 and lower) [map made for paper: Oost-Europa bijft ver weg, de Pater et al, Geografie, 2014-03, pp.12-15]

#### A change in my world Both were constructed using software



#### this one was digitally drawn

#### this one was coded (programmed)

### **CARTOGRAPHY FROM CODE** possible...?

### **CARTOGRAPHY FROM CODE** ...or an oxymoron?



### **CARTOGRAPHY FROM CODE**

Can coders be cartographers...

... or should cartographers become coders?

#### Technology influences cartography

Technology influences cartography

#### but Cartography ≠ Technology

Technology influences cartography (or at least its tools)

#### Cartography *≠* Technology

Technology influences cartography (or at least its tools)

#### Cartography *≠* Technology

publishing maps: manuscript  $\rightarrow$  print  $\rightarrow$  digital  $\rightarrow$  web

Technology influences cartography (or at least its tools)

Cartography *≠* Technology

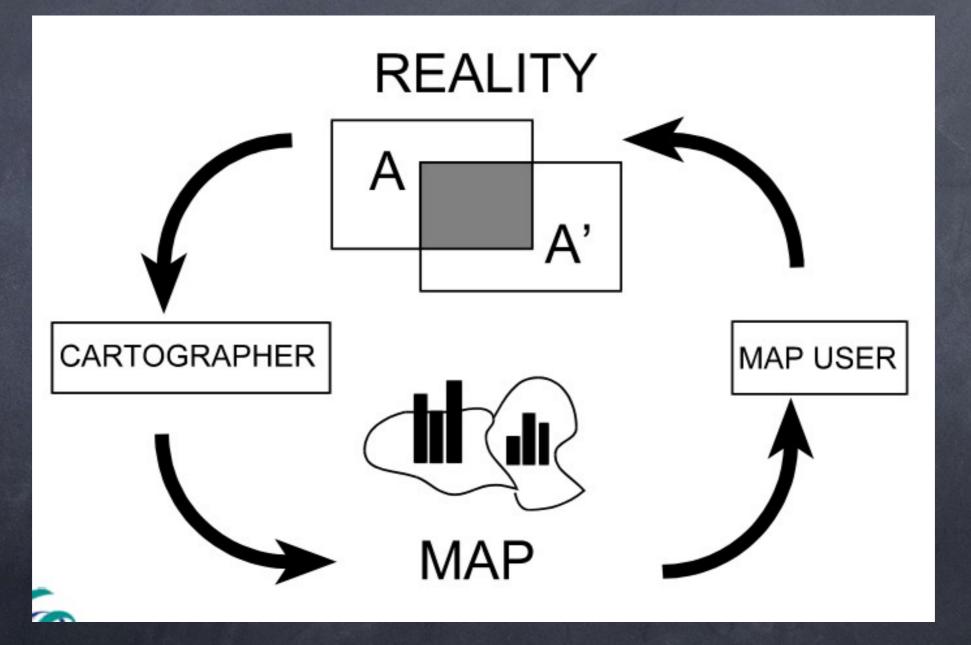
drawing maps: hand drawing → digital drawing → digital construction (coding)

Technology influences cartography (or at least its tools)

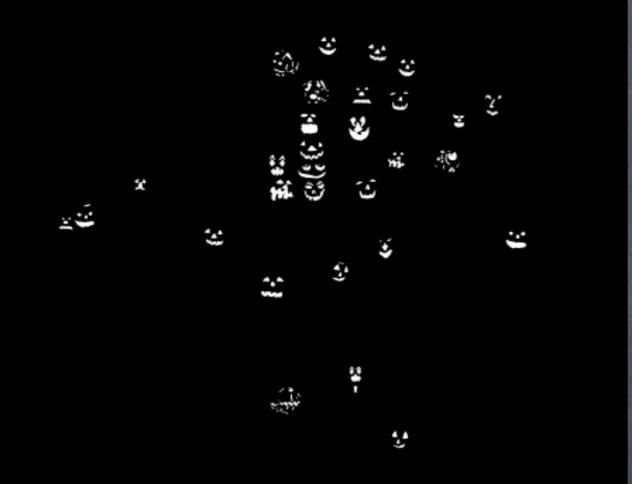
#### Cartography *≠* Technology

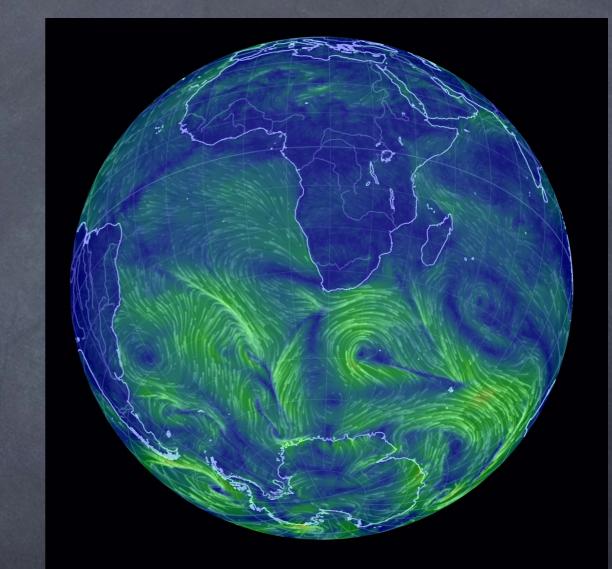
Cartography = visualising spatial data with a certain INTENT

# **Cartography = Communication**



### The right tool for the job

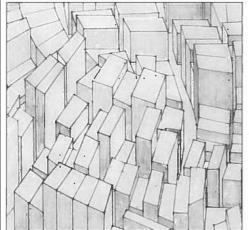


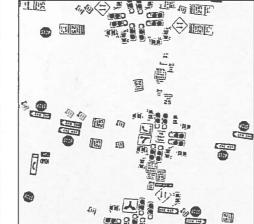


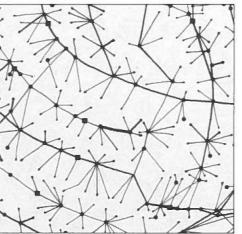
#### sketched manuscript $\leftrightarrow$ coded website

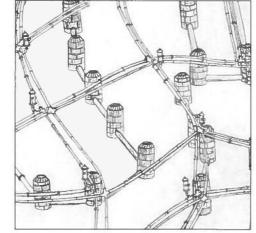
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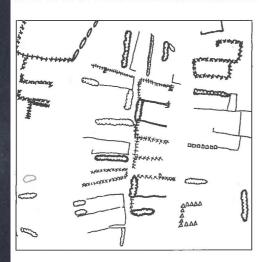
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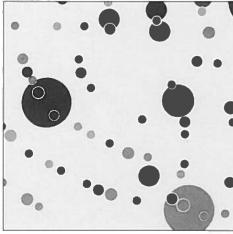


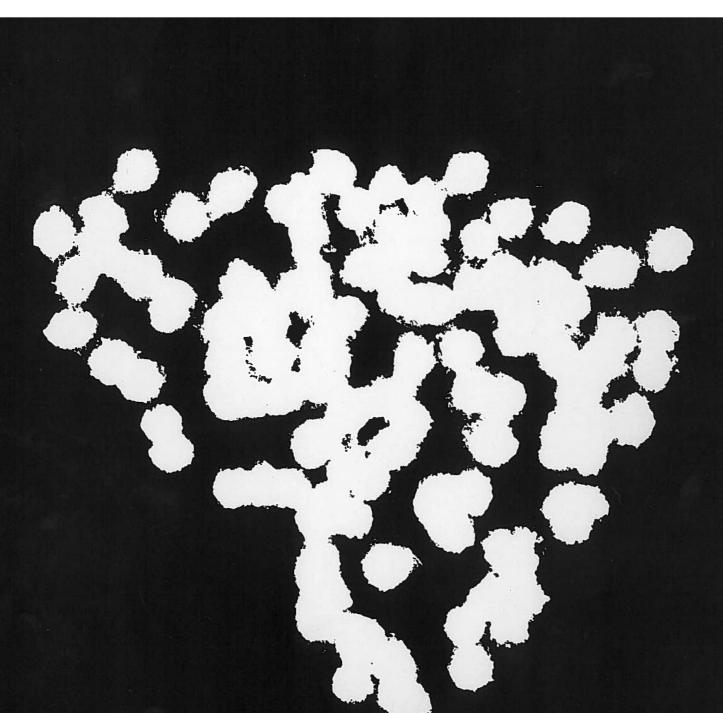












"Everything Sings" a narrative Atlas

**Dennis Wood** 

Cameron Beccario http://earth.nullschool.net/

**So**....

#### Can coders be cartographers ...?

**So**....

#### Can coders be cartographers ...?

Sure, just as engravers could be cartographers

**So**....

#### Can coders be cartographers ...?

Sure, just as engravers could be cartographers

Cartography is a state of mind

Som

#### Can coders be cartographers ...

# ... or should cartographers become coders?

So

#### Can coders be cartographers ...

# ... or should cartographers become coders?

Sure, just as they could become engravers

It's just another tool!

providing

tools that implement cartographic intent

providing (cartographic knowledge for) tools that implement cartographic intent

providing (cartographic knowledge for) tools that implement cartographic intent:

"code that thinks like a cartographer"

providing (cartographic knowledge for) tools that implement cartographic intent:

## "code that thinks like an atlas"

# The Dutch National Atlas

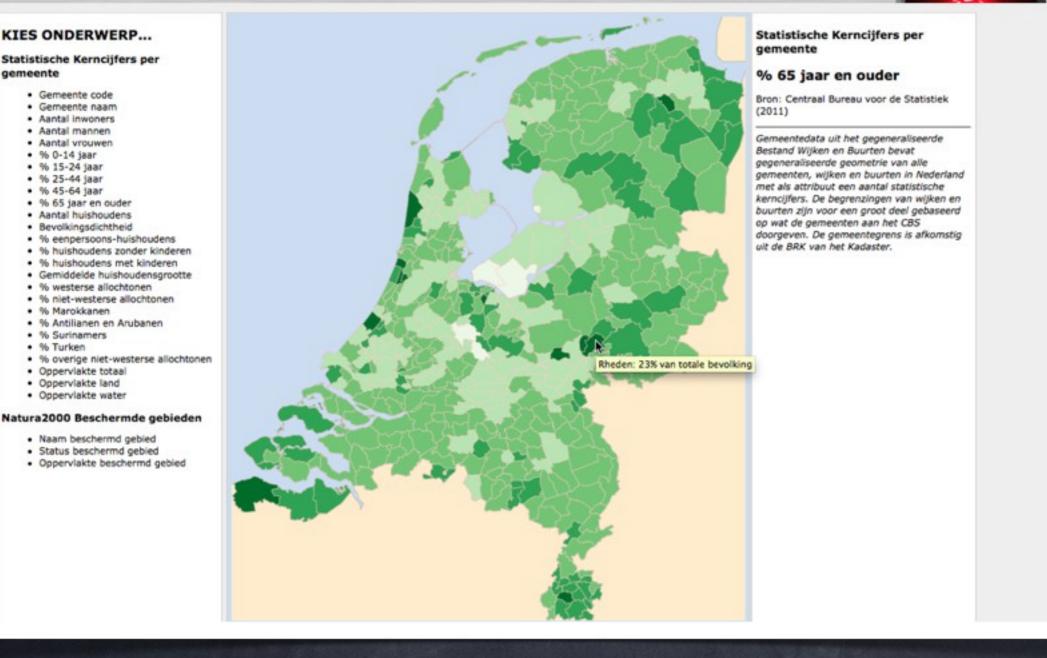
National Atlas of the Netherlan...

Signature - State - St

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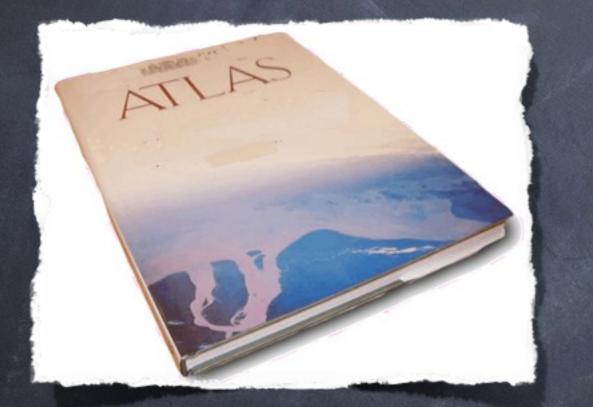
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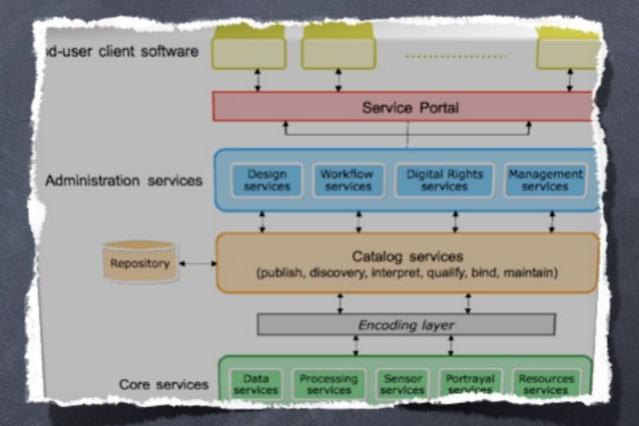
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### www.nationaleatlas.nl

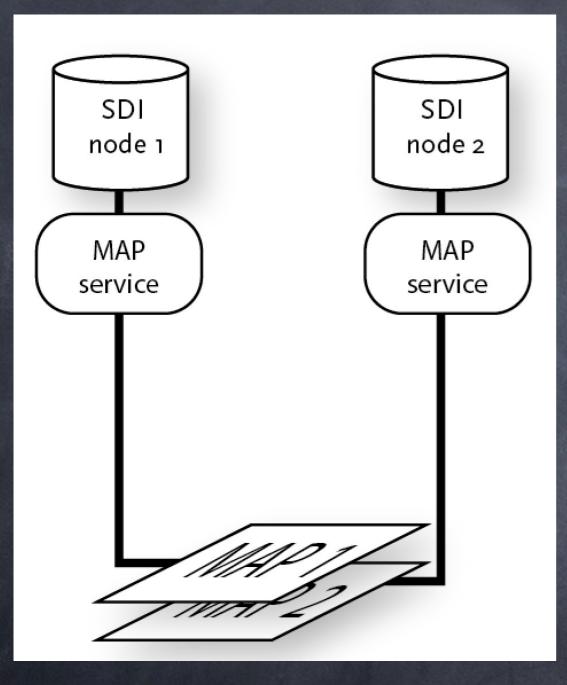
#### Atlas as part of a Spatial Data Infrastructure





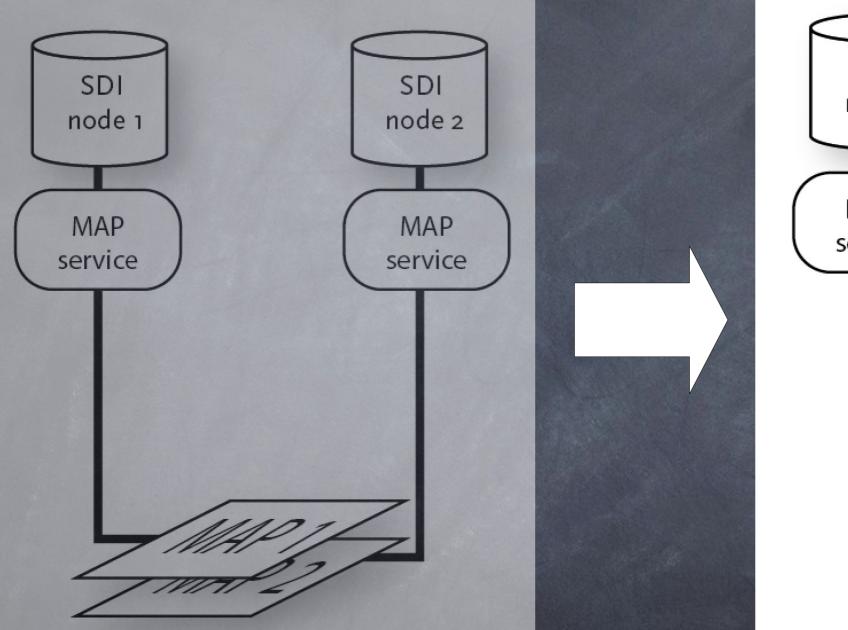
a combination of two different worlds

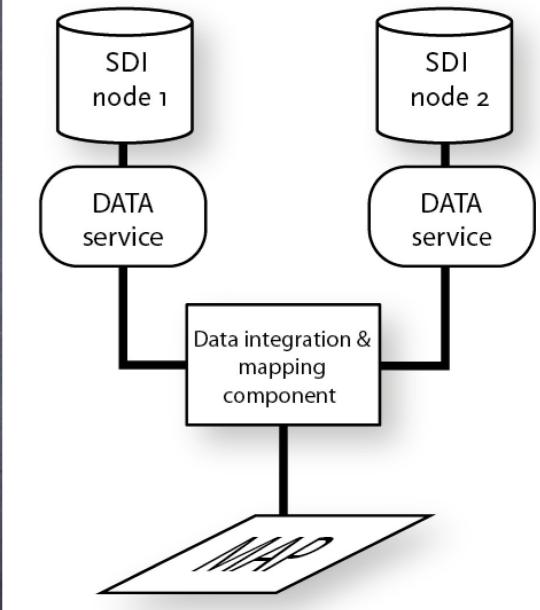
### conceptual change needed



sub-optimal combination of arbitrary map layers

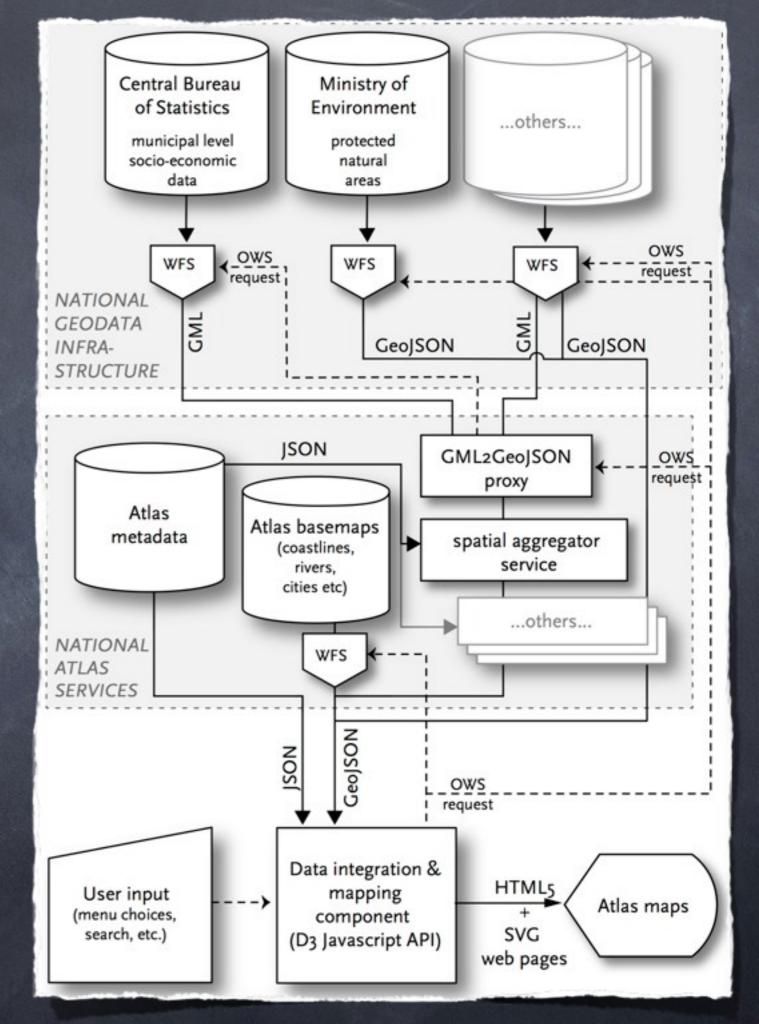
### conceptual change needed

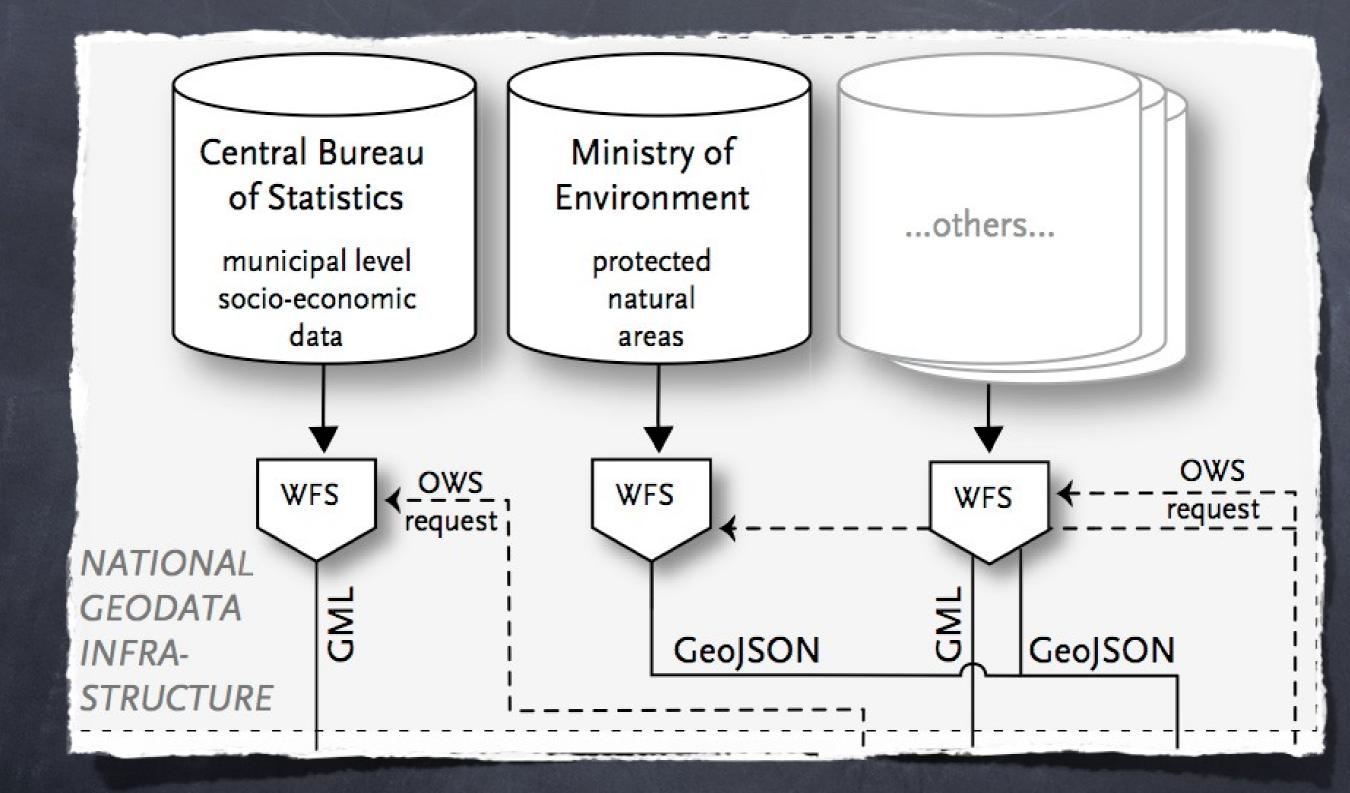




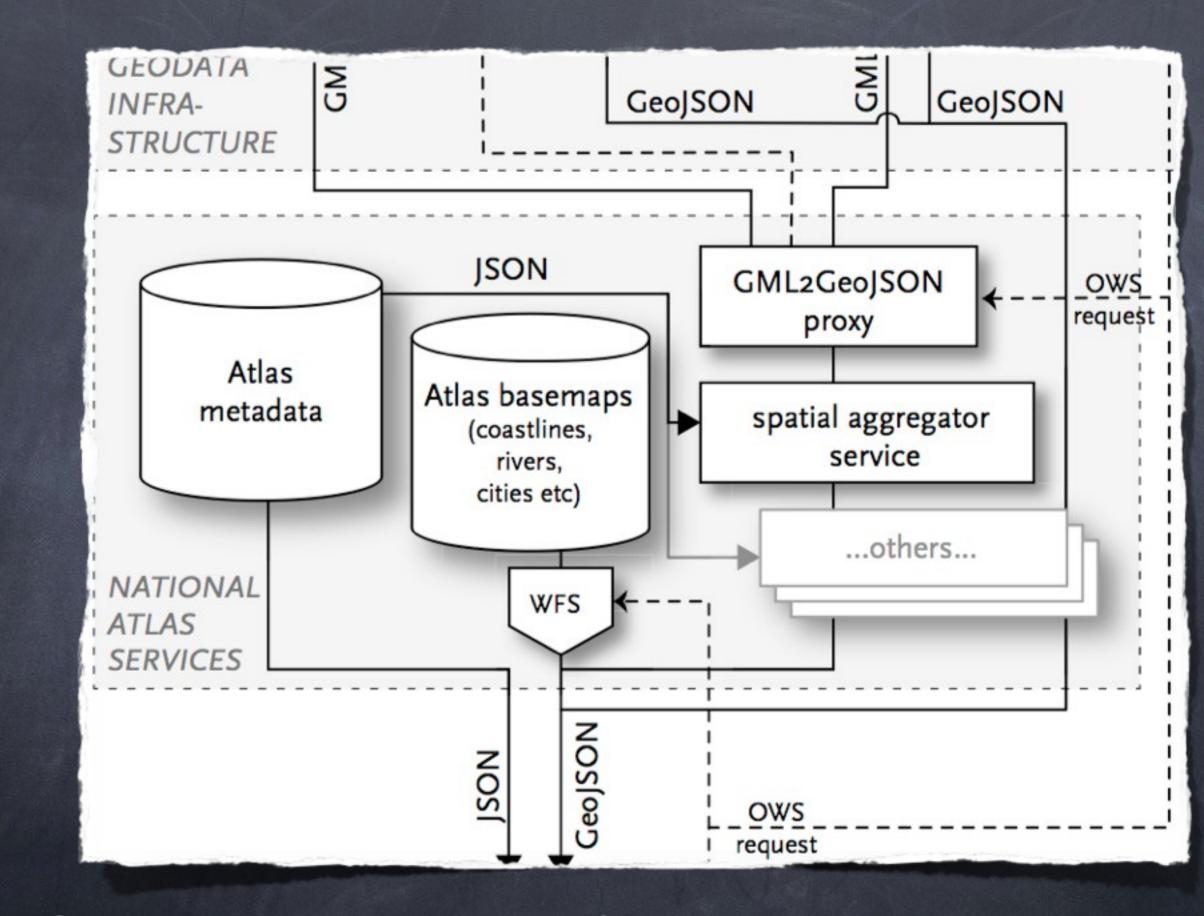
sub-optimal combination of arbitrary map layers integrated mapping of data layers

### Architecture



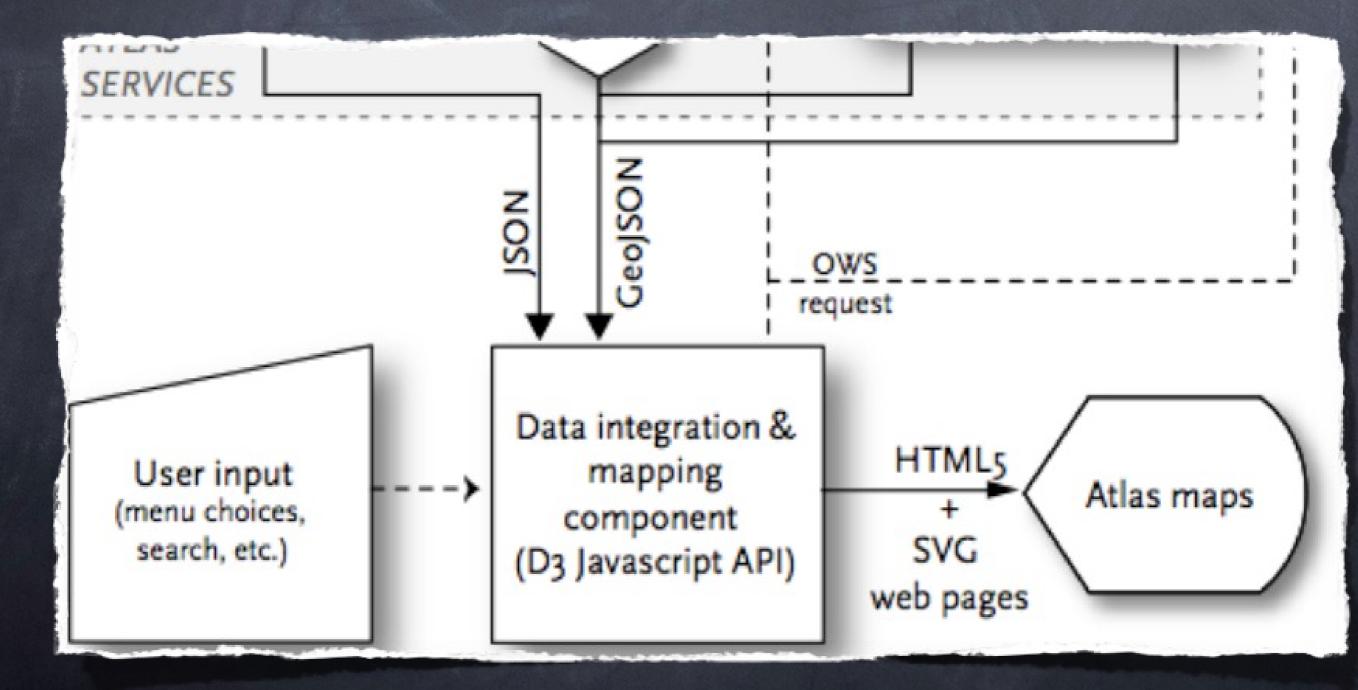


use data services (WFS) requests
GeoJSON where possible



#### **ATLAS utility services & basedata**

#### Atlas Viewer: - based on the Open Web Platform - uses D3 library



# Thank you!

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