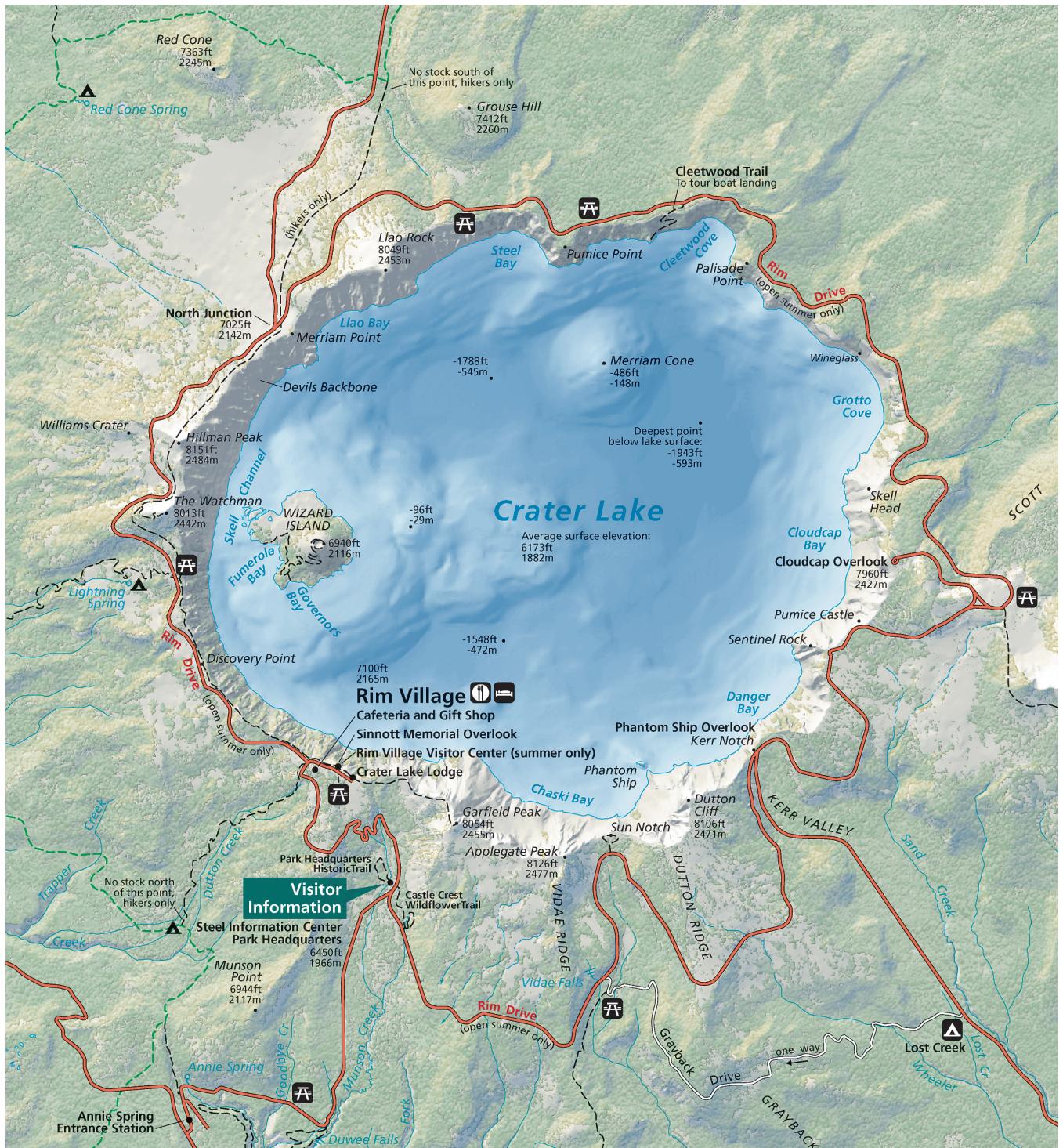




Getting Real Addendum A

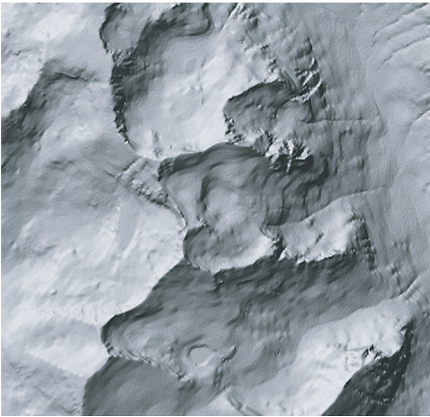
Excerpt from the NPS map of Kenai Fjords National Park, Alaska at actual size. Illumination applied to northwest slopes on the shaded relief depicts the relief more lightly and legibly when combined with background landcover textures.



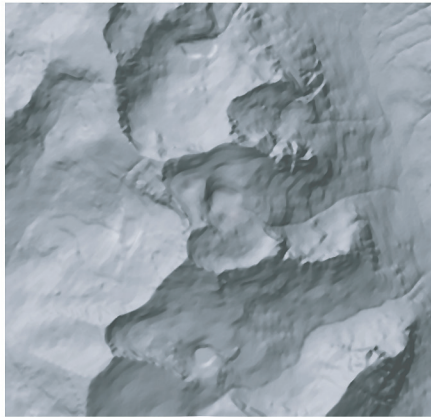
Getting Real Addendum B

Excerpt from the NPS map of Crater Lake National Park, Oregon at actual size. The map employs the texture substitution technique to portray forests. The tree canopy texture derives from a cloned aerial photograph taken in California. It fills a forest boundary delineated precisely—small copses of trees are visible on the map—from a USGS Digital Orthophoto Quadrangle of Crater Lake. Graphical embossment gives forest edges a slightly tree dimensional appearance.

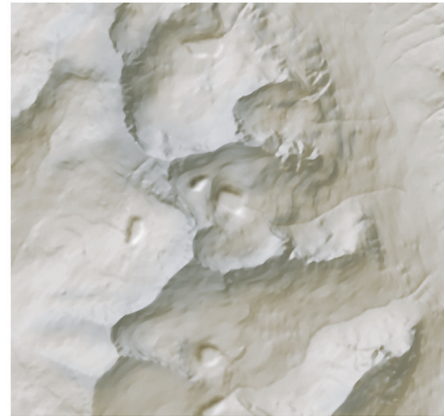
1) Raw shaded relief



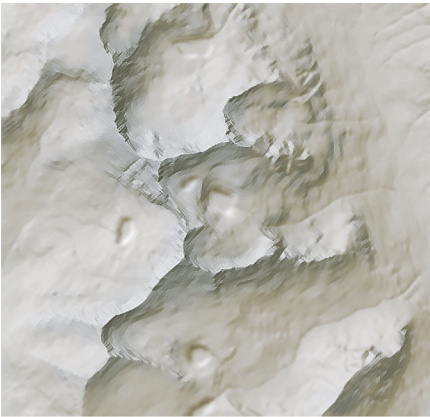
2) Generalized shaded relief



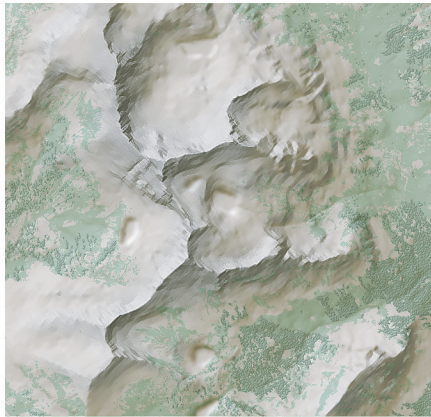
3) Colorized lowlands



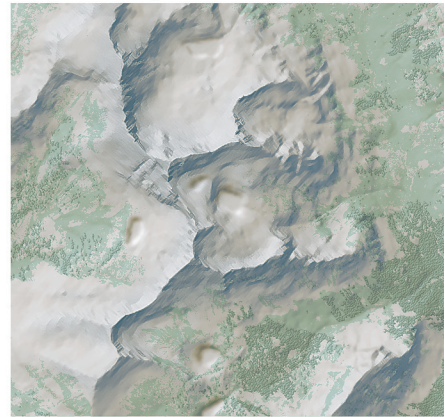
4) Rock texture



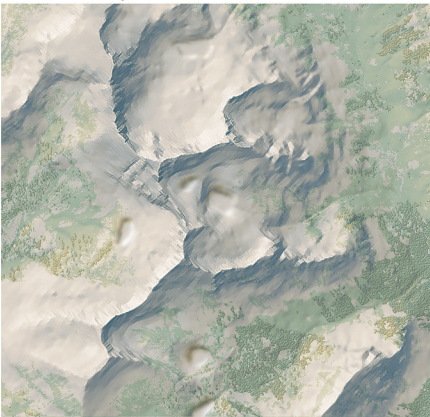
5) Meadows and forests



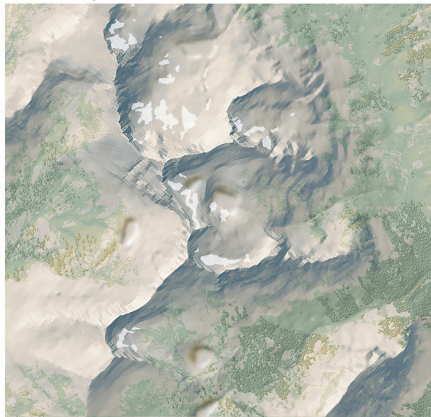
6) Blue shadows



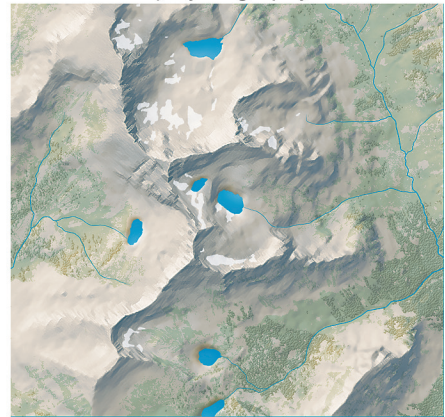
7) Warm illumination



8) Glaciers and snowfields



9) Hydrography



Getting Real *Addendum C*

Grand Teton National Park, Wyoming. This sequence of images at reduced size shows how to build a cartographically realistic base map in Adobe Photoshop. Because of the large amount of merged information, using transparent pastel colors on adjustable layers is key to creating a graphically balanced map.