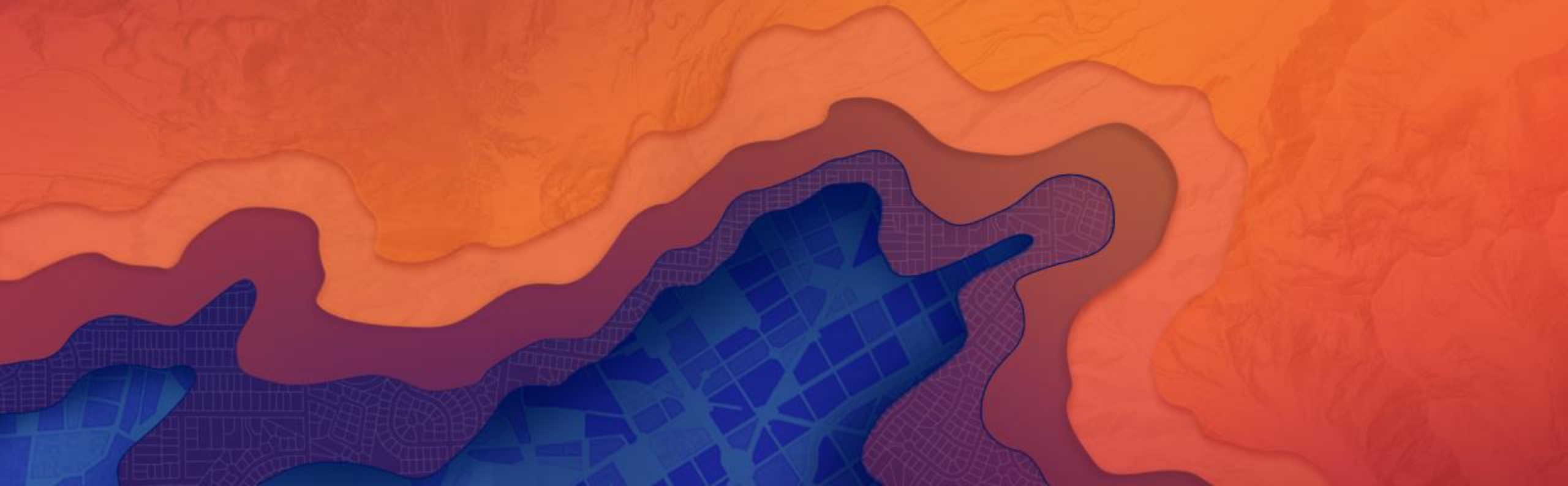# Overview

- Session will look at the provided esri vector basemaps
- Explain the design decisions
- View the result

Advantages of Vector

- Size
- Processing time
- Versatility
- Simplicity
- Standardization
- Still combine with Raster
- Customization

The Reference Document
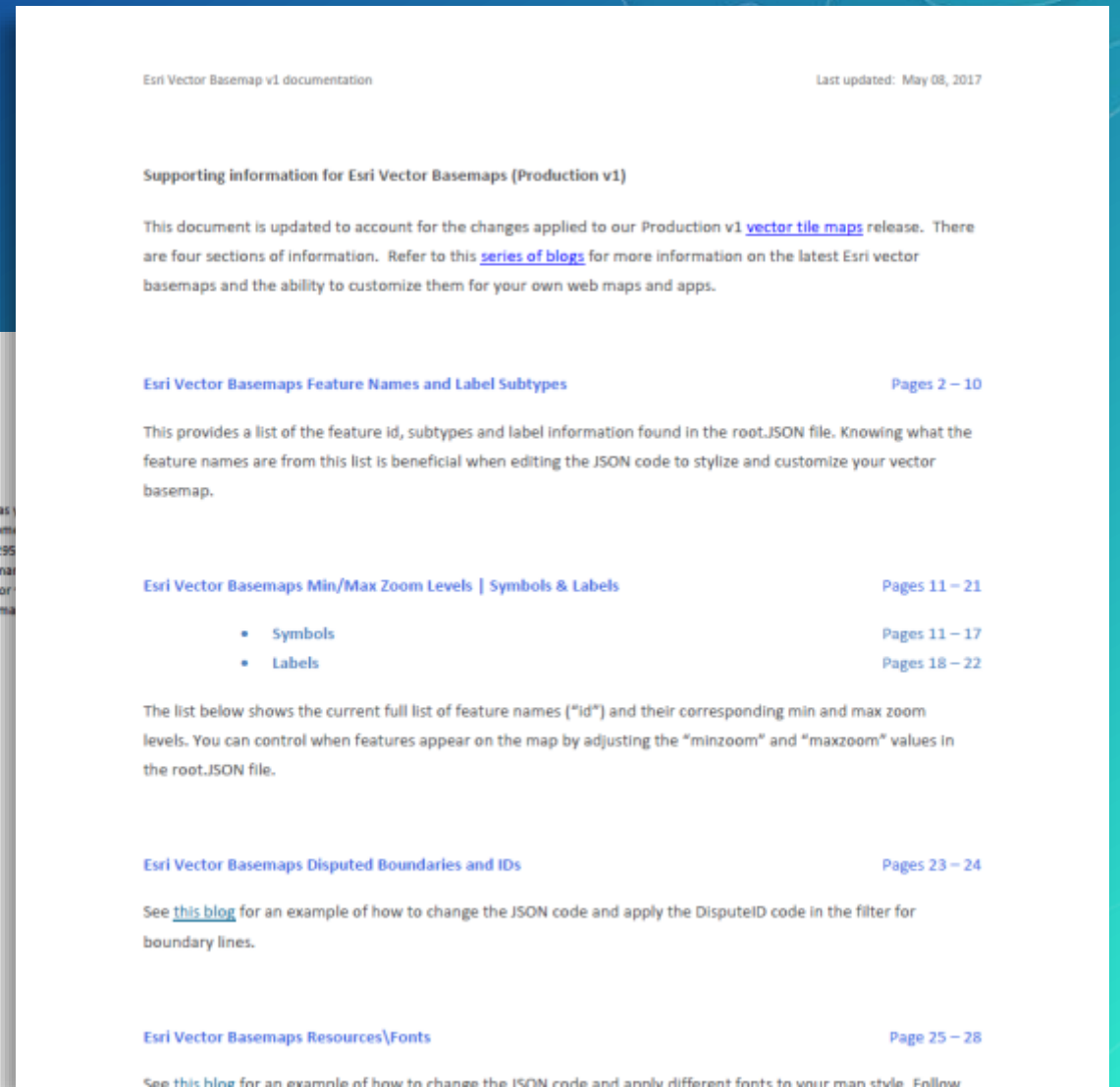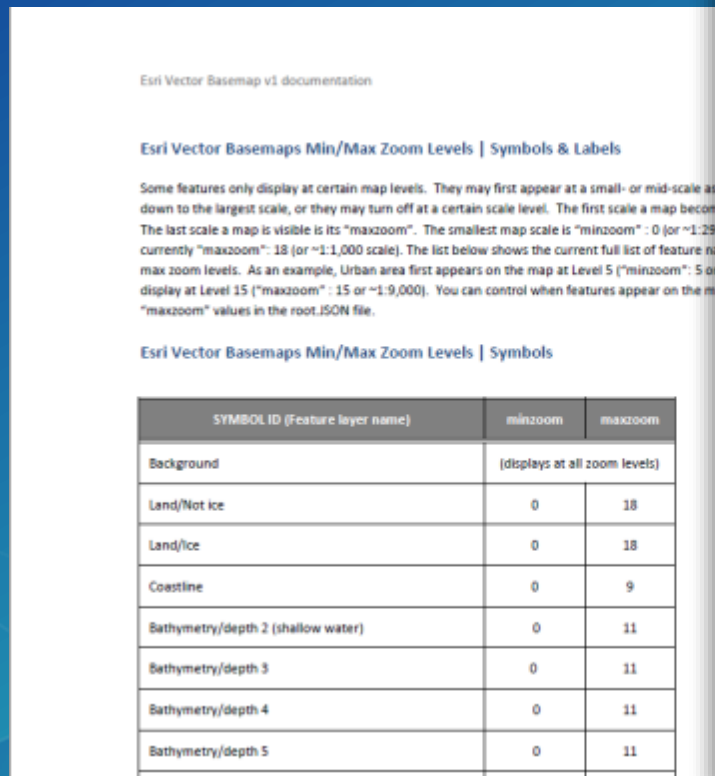
… is available as a pdf via the 'Details' page for your source basemap.

Any of the content listed here can be added to your map.

Esri Vector Basemap v1 documentation

Last updated: May 08, 2017

Supporting information for Esri Vector Basemaps (Production v1)

This document is updated to account for the changes applied to our Production v1 vector tile maps release. There are four sections of information. Refer to this series of blogs for more information on the latest Esri vector basemaps and the ability to customize them for your own web maps and apps.

Esri Vector Basemaps Feature Names and Label Subtypes — Pages 2 – 10

This provides a list of the feature id, subtypes and label information found in the root.JSON file. Knowing what the feature names are from this list is beneficial when editing the JSON code to stylize and customize your vector basemap.

Esri Vector Basemaps Min/Max Zoom Levels | Symbols & Labels — Pages 11 – 21

- Symbols — Pages 11 – 17
- Labels — Pages 18 – 22

The list below shows the current full list of feature names ("id") and their corresponding min and max zoom levels. You can control when features appear on the map by adjusting the "minzoom" and "maxzoom" values in the root.JSON file.

Esri Vector Basemaps Disputed Boundaries and IDs — Pages 23 – 24

See this blog for an example of how to change the JSON code and apply the DisputeID code in the filter for boundary lines.

Esri Vector Basemaps Resources\Fonts — Page 25 – 28

See this blog for an example of how to change the JSON code and apply different fonts to your map style. Follow

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Esri Vector Basemap v1 documentation

Esri Vector Basemaps Min/Max Zoom Levels | Symbols & Labels

Some features only display at certain map levels. They may first appear at a small- or mid-scale as down to the largest scale, or they may turn off at a certain scale level. The first scale a map become The last scale a map is visible is its "maxzoom". The smallest map scale is "minzoom" : 0 (or ~1:295 currently "maxzoom": 18 (or ~1:1,000 scale). The list below shows the current full list of feature na max zoom levels. As an example, Urban area first appears on the map at Level 5 ("minzoom": 5 or display at Level 15 ("maxzoom" : 15 or ~1:9,000). You can control when features appear on the ma "maxzoom" values in the root.JSON file.

Esri Vector Basemaps Min/Max Zoom Levels | Symbols

SYMBOL ID (Feature layer name)	minzoom	maxzoom
Background	(displays at all zoom levels)	
Land/Not Ice	0	18
Land/Ice	0	18
Coastline	0	9
Bathymetry/depth 2 (shallow water)	0	11
Bathymetry/depth 3	0	11
Bathymetry/depth 4	0	11
Bathymetry/depth 5	0	11

ArcGIS Online Vector Tile Basemap Matrix

	HIGH CONTENT HIGH SATURATION	HIGH CONTENT MEDIUM SATURATION	LOW CONTENT LOW SATURATION	LOW CONTENT HIGH SATURATION
QUALITATIVE POINTS	Street Map; Street Map Night; Imagery Hybrid	Topographic Map; Navigation	Light Gray Canvas; Terrain with labels	Dark Gray Canvas
QUANTITATIVE POINTS	Imagery Hybrid	Topographic Map; Navigation	Light Gray Canvas; Terrain with labels	Dark Gray Canvas
LINES	Street Map; Imagery Hybrid	Topographic Map; Navigation	Light Gray Canvas; Terrain with labels	Dark Gray Canvas
QUALITATIVE POLYGONS	Imagery Hybrid	Topographic Map	Light Gray Canvas; Terrain with labels	Dark Gray Canvas
QUANTITATIVE POLYGONS	Imagery Hybrid		Light Gray Canvas	Dark Gray Canvas

High Content / High Saturation

Basemaps and Reference Maps
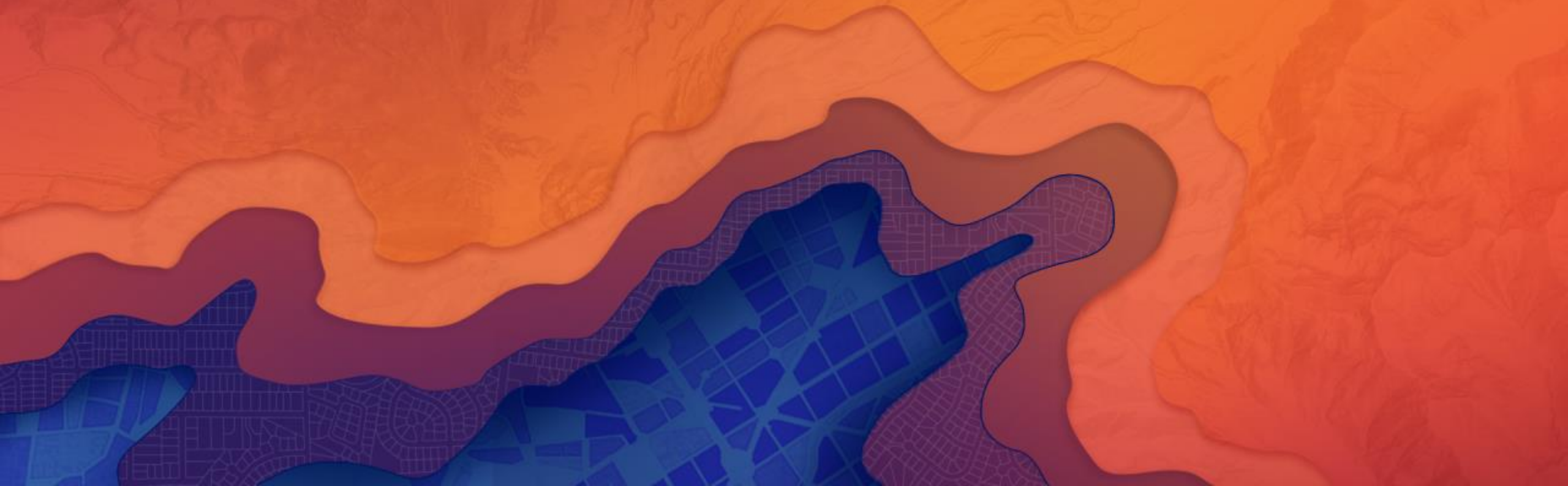
High Content / High Saturation
Basemaps and Reference Maps

- These maps are designed to have impact, and to work as reference maps as well as base maps.

They include:

- Street Map (with and without hillshade)
- Street Map (Night)
- Imagery Hybrid*

The Street Map

Works well for transportation subjects

Works well with Qualitative Points

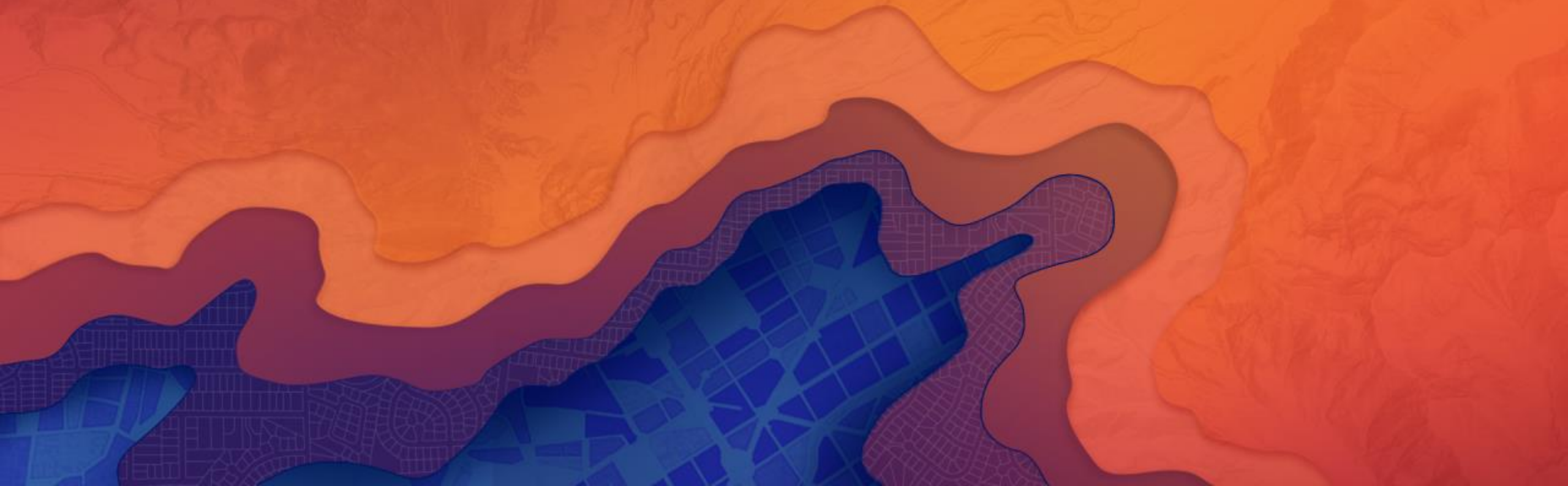Not so good for Quantitative data.

The Street Map

With and without relief
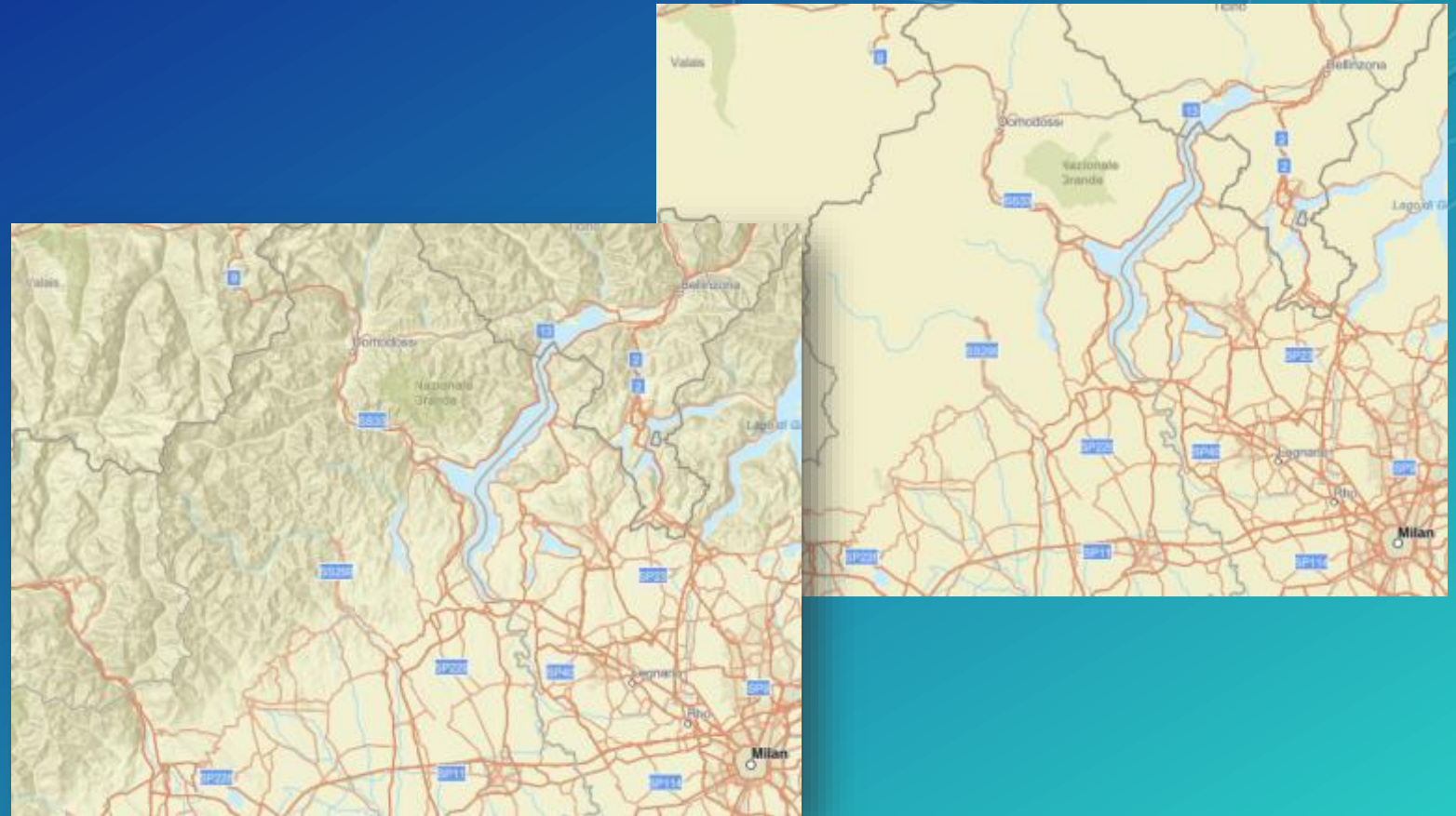
The Street Map (Night)

Designed to be used in low light conditions
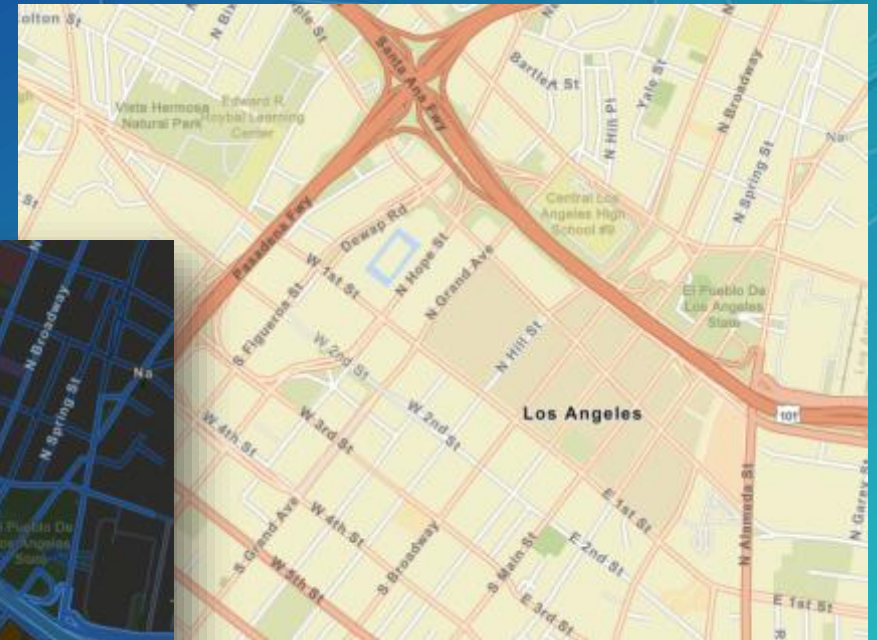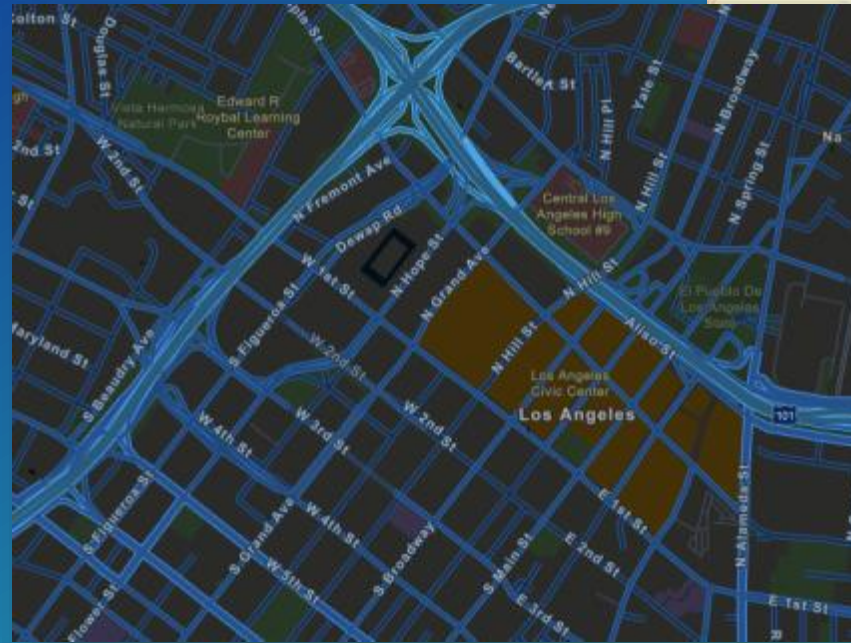
Low Content / Low Saturation
Basemaps

These maps are designed to be as neutral as possible, with a minimum of content.

They include:

- Light Gray Canvas Map
- Dark Gray Canvas Map
- Terrain with Labels

They work with all types of data…

… as long as there is *enough* content.

The 'Map Sandwich' concept: Update
Using the Light Gray Canvas Map as an example

*Move reference layer(s)
to the 'Basemap' layer

☑ Light Gray Canvas Reference
•••
◢ ◉ Light
☑ Li

🔍	Zoom to
🗔	Transparency
⬆	Set Visibility Range
↑	Move up
↓	Move down
🗔	Rename
❎	Remove
📋	Copy
🗺	**Move to Basemap**
📄	Show Item Details

◢ ◉ Light Gray Canvas

🗺 Light Gray Canvas Reference

🔍	Zoom to
🗔	Transparency
⬆	Set Visibility Range
↑	Move up
↓	Move down
🗔	Rename
❎	Remove
🗺	Move from Basemap
🗺	**Set as Reference Layer**
📄	Show Item Details

Reference Layer

Feature Service

Base Layer

☑ Feature Service

▶ ◉ World Light Gray Base

🗺 World Light Gray Reference

🗺 World Light Gray Base
•••

The Light Gray Canvas Map

Most of the content
is concentrated in
the bottom 30% of
the tonal range

The Dark Gray Canvas Map

Most of the content is concentrated in the bottom 30% of the tonal range

The Dark Gray Canvas Map

Job
Accessibility
Story Map

Jennifer Bell, Esri
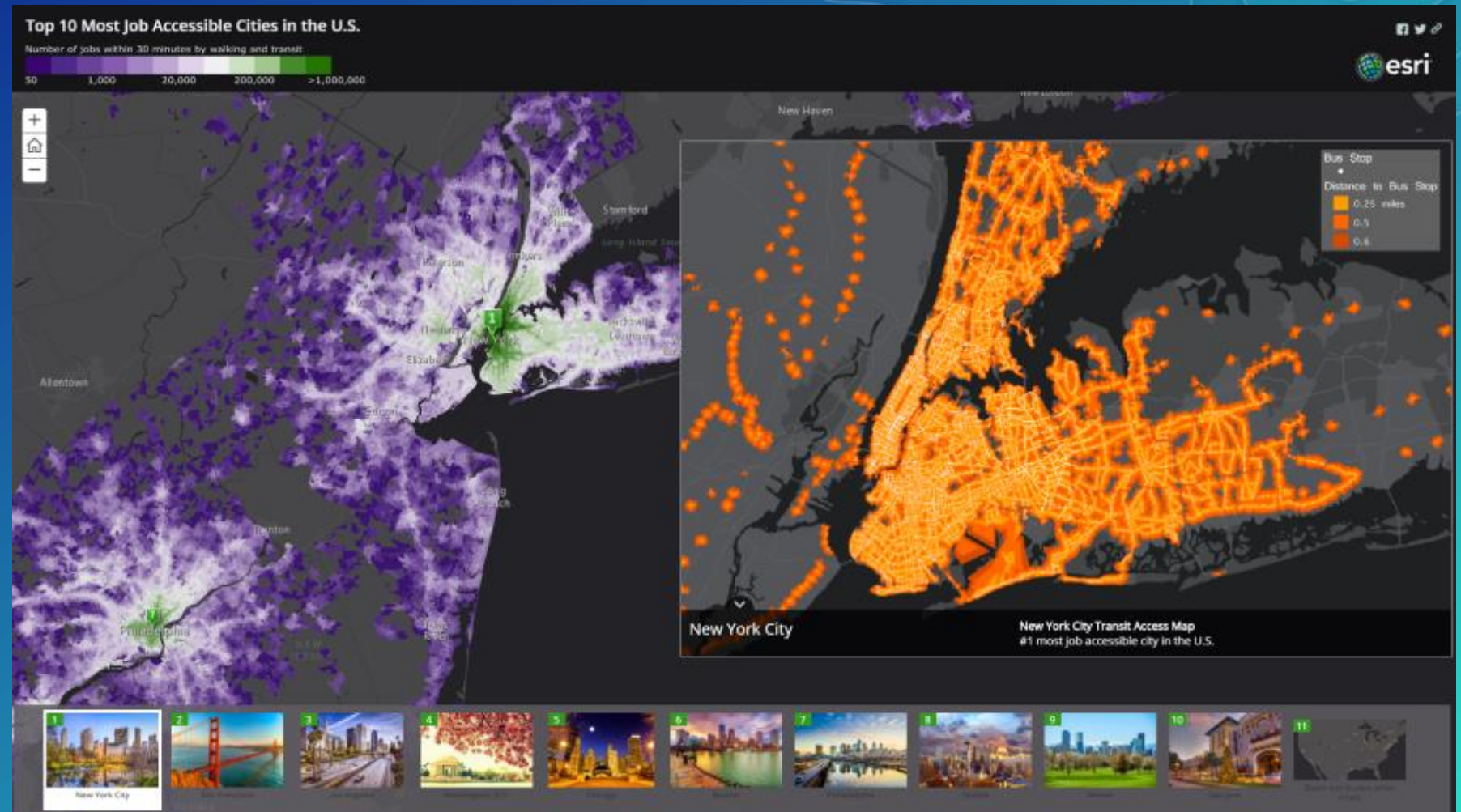
The Terrain with Labels Map

- A little more detailed, but still neutral.
- Specifically for use on top of World Hillshade, but can be used without.

High Content / Medium Saturation
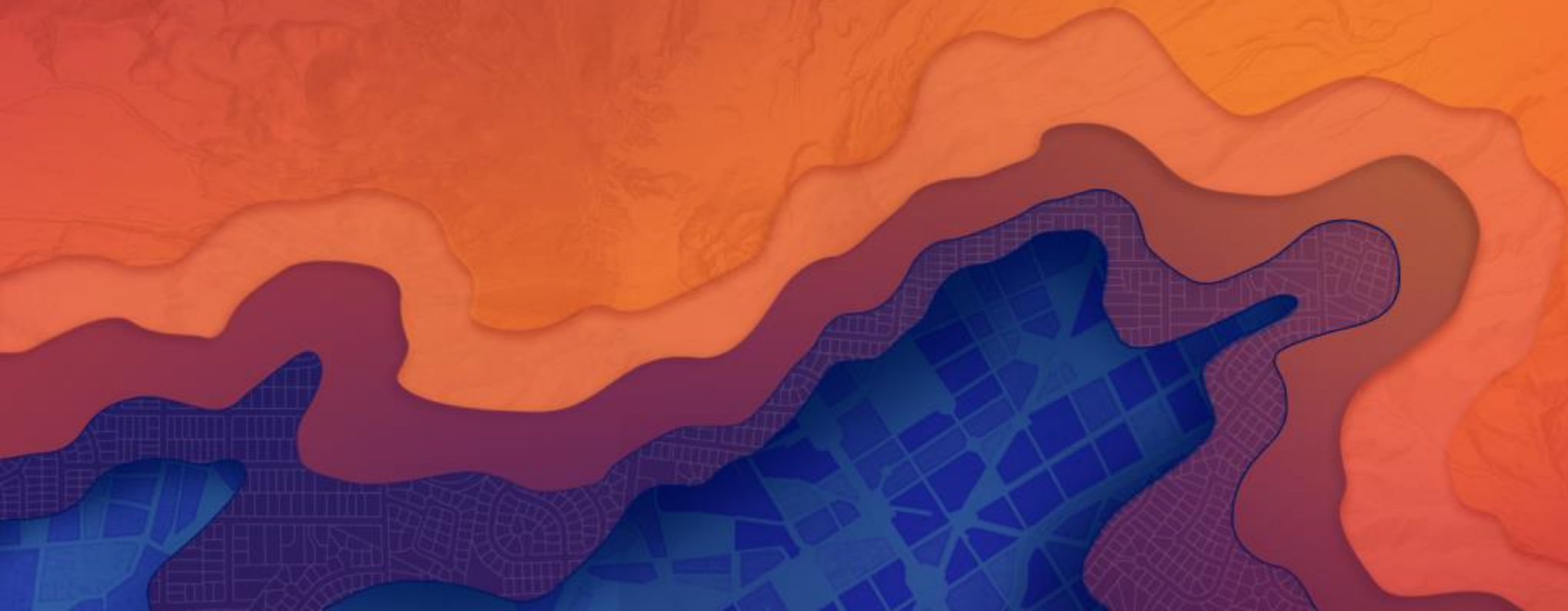
Basemaps

High Content / Medium Saturation
Basemaps

These maps are designed to add text

They include:

The Topographic Map

The Navigation Map

The Street Map Hybrid*

.
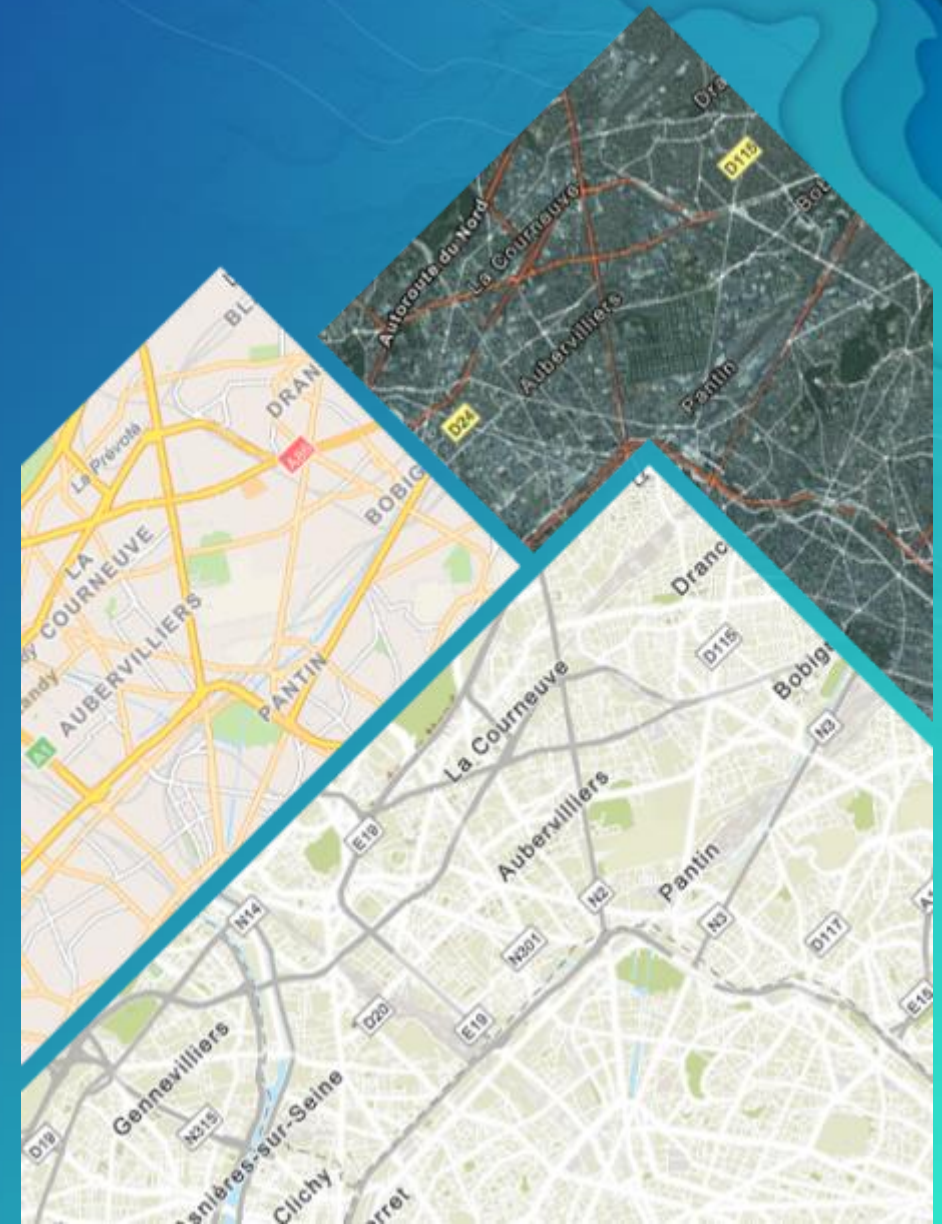
The Topographic Map

- Multi-Directional Hillshade
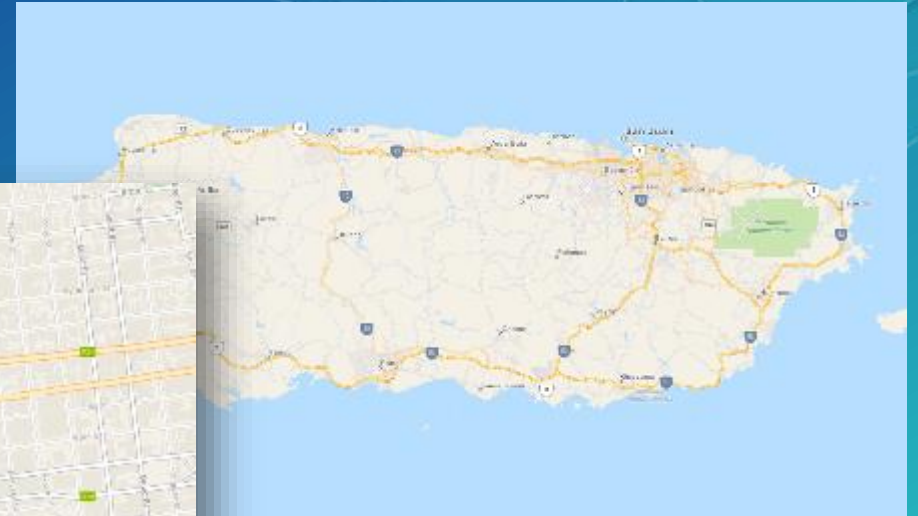
- Updated Design
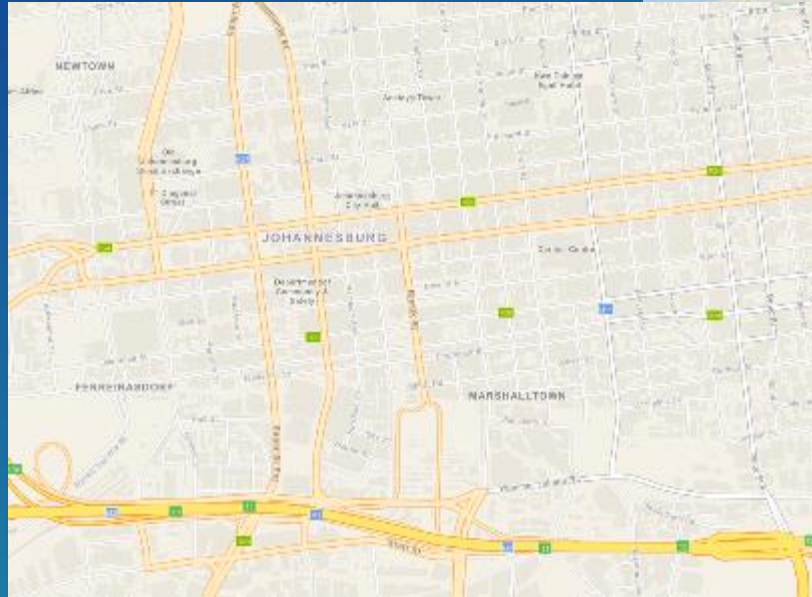
- More content coming
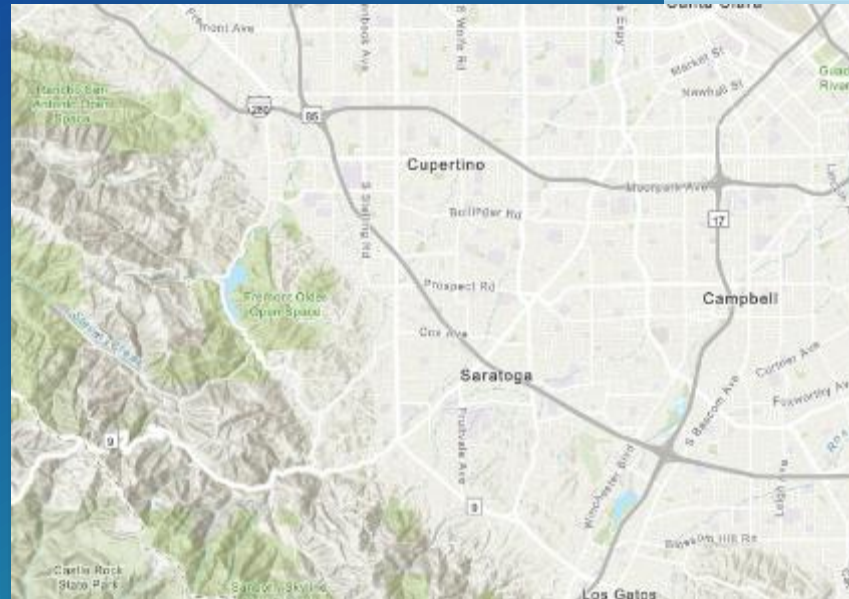
The Hybrid Map

- New*

- Imagery
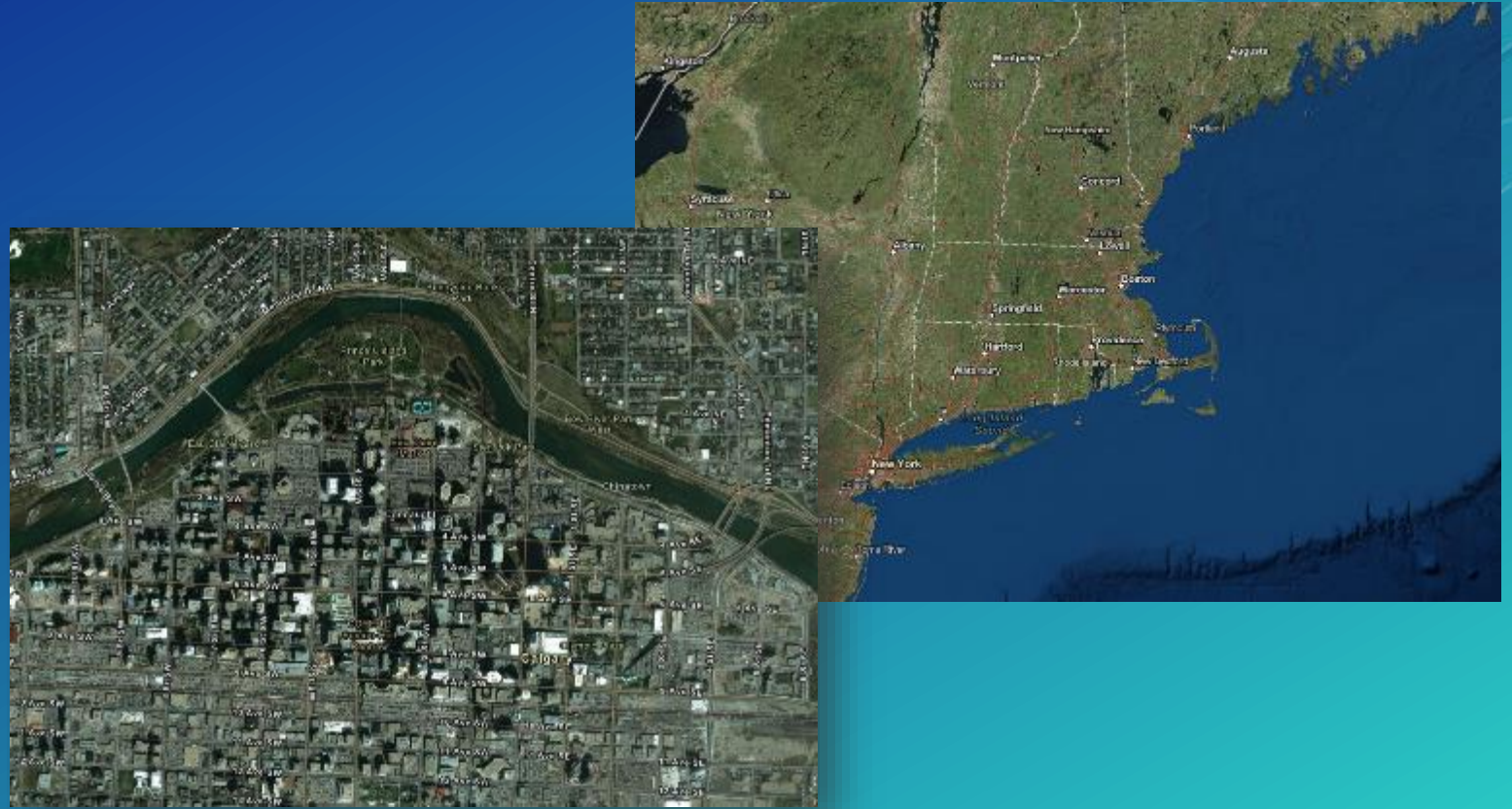
The Navigation Map

- Retina Display

- New

Customization

- One data source
- Change colours
- Turn features on and off
- Change boundaries
- Change language

Links
Adding Content

Vector Basemaps: esriurl.com/VectorMapsGroup

Sample Vector Tile Layers: esriurl.com/StylizedVectorMapsGroup