Creative Vector Basemaps
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How many of you have seen this web page on ArcGIS Online?
Sample Vector Tile Layers

Human Geography Basemap

Autumn Canvas

Black and White
Sample Vector Tile Layers

Colored Pencil

Newspaper

Mid-Century
Starting Out
Requirements

A copy of one of our existing vector basemap layers or …

ArcGIS Pro

… and a graphics drawing application that will allow you to create custom symbols

but most of all …
Requirements

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ArcGIS Pro

… and a graphics drawing application that will allow you to create custom symbols

but most of all …

Imagination!
Changing Fonts

USING THE FONTS AVAILABLE IN OUR BASEMAPS
Create your own copy of a layer

Sign in to your organizational account.
Search for ‘basemaps’ in the Living Atlas and choose one.
Make sure you pick a ‘Vector Tile Layer’
Make a copy of the layer, and save it to your account.
Save a copy of the json and open it, or open the layer into a map editor app.
We’ve got a couple in beta:

http://esri.github.io/arcgisvectortile-style-editor/
https://maps.esri.com/jg/VectorBasemapStyleEditor/index.html
Available Fonts for use with Esri Vector Basemaps
http://esriurl.com/VectorRefDoc
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Arial
Avenir Next
Belleza
Ubuntu
Ubuntu Condensed
Ubuntu Mono
Redressed
Oswald
Cabin Sketch
Palatino Linotype
Josefin Slab
Just Another Hand
synaptics

Creating Custom Symbols

USING SPRITES TO ADD SPECIAL EFFECTS
Build your map in ArcGIS Pro

Decide if you want to build a completed map, or a master document.

• Are the changes you need to make easily handled in the json?
• Are all of the fonts you require included?
• Can the derived maps be built using one set of sprites?
Steps for customizing sprites

- Building the symbols
- Applying them in ArcGIS Pro
- Publishing a tile package

Sprites for the ‘Street’ Vector Basemap
Sprites

Sprites for the ‘Colored Pencil’ Vector Basemap
Building the Symbols

Point symbols are straight forward - Use your imagination!
Building the Symbols

Line and polygon symbols are not as simple as they may at first seem …
Building the Symbols

A cropped version of the hatched tile ...
Building the Symbols

A cropped version of the hatched tile ... and an uneven version of the texture.
Build your map in ArcGIS Pro

Ordnance Survey Open Data
Artwork for sprites

Pattern Tile for water

Pattern tile for forest
Add special effects

Textured effect in water
Add special effects

Textured effect in water

Pattern effect for woodland.
Headline Here

Point symbols
Publishing the Map
CREATING A VECTOR TILE LAYER
Publishing the service

Directly to a web layer
Publishing the service

Via a Vector Tile Package
The Final Result

Previewed in ArcGIS Pro
Links

**ArcGIS.com ‘Vector Basemaps’**
All of our core set of Vector Tile Basemaps

[http://arcg.is/1NbxHKj](http://arcg.is/1NbxHKj)

**ArcGIS.com ‘Sample Vector Tile Layers’**
Our experiments using some of the techniques discussed here

[http://arcg.is/1LKa9VN](http://arcg.is/1LKa9VN)

**JSON Map Editor**
Simple vector tile editor with JSON code alongside a preview map


**‘GUI’-style Map Editor**
Vector tile editor that itemizes by layer

[https://maps.esri.com/jg/VectorBasemapStyleEditor/index.html](https://maps.esri.com/jg/VectorBasemapStyleEditor/index.html)

**JSON Lint**
A useful (and free) online tool for reformatting JSON files and validating the final result

[https://jsonlint.com](https://jsonlint.com)
Download the Esri Events app and find your event

Select the session you attended

Scroll down to find the survey

Complete Answers and Select "Submit"