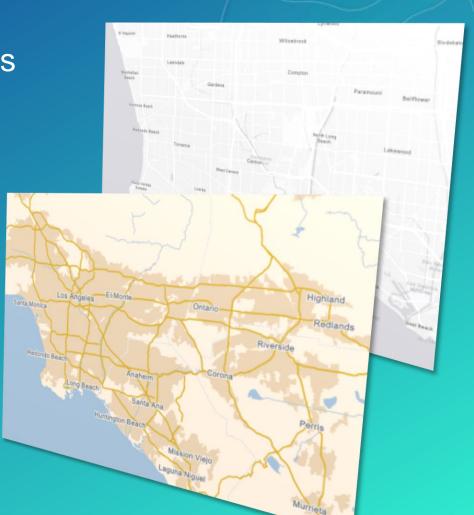


- Goal
  - Efficiently and effectively make basic changes to the Esri vector basemap based on your organization's brand (i.e. color palette)
- Experience Level
  - Entry Level
- First in a series of three Demos



- What this Demo is NOT
  - Advanced JSON editing
  - Sprite changes
  - VTPK (Vector Tile Package related)
- Other Demos in this Theater, on this topic
  - Creative Vector Basemaps
    - Tuesday, July 11, 3:30pm 4:15pm
  - Tips and Tricks for Vector Basemap Customization
    - Wednesday, July 12, 2:30pm 3:15pm

- What you need
  - Custom color palette
    - converted to Hexidecimal value
  - ArcGIS.com log in
  - Esri Vector Basemap Tile Layer
- Where to find the Esri Vector Basemap Tile Layer
  - Living Atlas of the World
  - Vector Basemap Group



- Basemap Gallery
- ArcGIS.com Search

- Select a Basemap to start
  - Basemap levels of complexity
  - What is the map's purpose
  - Understand the map's spatial reach
- Copy and Save Vector Tile Layer in your ArcGIS.com account
  - or create copy through Vector Style Editor

Esri Vector Basemap Reference Document

- Biggest bang for the buck
  - Water
  - Land
  - Urban Areas
  - Roads

Have a plan of attack

Keep an original copy & save often

- Additional content to change at larger scales
  - Parks & Land Use
  - Buildings
  - Label Colors & Fonts

Three\* paths for doing the map branding

## Styling Vector Basemaps

JSON editing

(Adobe Brackets)

JSON style editor

**BETA** 

Vector style editor

**BETA** 

- JSON editing (Adobe Brackets)
  - Minimal editing
  - Understand root.json file
  - Fully customizable
  - Update ArcGIS.com item

```
1804
                   "type": "line",
                   "source" : "esri",
1805
                   "source-layer": "Road tunnel",
1806
                   "filter" : ["==", "_symbol", 2],
1807
                   "minzoom": 9,
1808
                   "layout" : {
1809 1
1810
                       "line-cap" : "round",
                       "line-join" : "round"
1811
1812
                   "paint" : {
1813 ♥
                       "line-color": "#E69973",
1814
                       "line-opacity": 0.5,
1815
                       "line-width" : {
1816 ₹
1817
                           "base" : 1.2,
1818
                           "stops": [[9, 0.5], [14, 2.67], [17, 13]]
1819
1820
1821 ₹
1822
                   "id": "Boundary line/Disputed admin5",
                   "type" : "line",
1823
                   "source" : "esri",
1824
1825
                   "source-layer": "Boundary line",
                   "filter" : ["==", "_symbol", 11],
1826
1827
                   "minzoom": 16,
                   "layout" : {
1828 ₹
1829
                       "line-join" : "round"
1830
                   "paint" : {
1831 ₹
1832
                       "line-color": "#9DA0A2",
1833 ₹
                       "line-width" : {
1834
                           "base" : 1.2.
1835
                           "stops" : [[16, 1.6], [18, 2.5]]
1836
1837
                       "line-dasharray" : [6.0, 3.0]
```

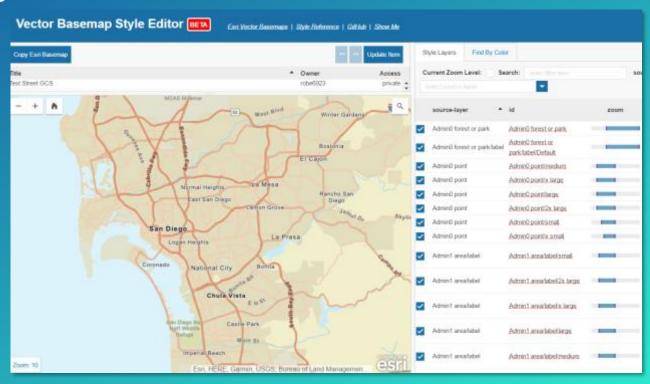
https://esri.github.io/arcgis-vectortile-style-editor

- Vector Style JSON Editor (beta)
  - Minimal editing
  - Understanding of root.json
  - Fully customizable
  - On screen map display
    - Make changes
    - See changes
    - Save changes

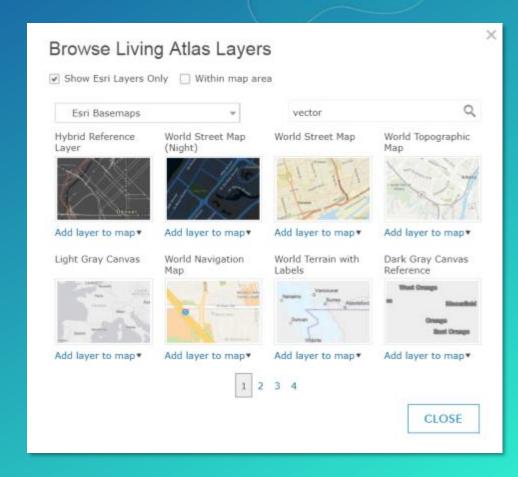
```
"sources": {
                                                                                                                 Q
            "esri": {
                 'type": "vector",
                 "url": "https://basemaps.arcgis.com/b2/a
        "glyphs": "https://basemaps.arcgis.com/b2/arcgis
        "sprite": "https://www.arcgis.com/sharing/rest/c
                                                                                                    CLEVELAND
        "layers": [
                 "type": "background",
                 "id": "background",
                     "background-color": "#b6deff"
                                                                                                        BHAKER
                                                              RIVER
                                                                                                        HEIGHTS
19
                 "type": "fill",
                 "id": "Land/Not ice",
                 "minzoom": 0.
23 -
                 "paint": {
                     "fill-color": "#F6F1E7"
                                                                              PARMA
                 "source-layer": "Land",
                "layout": {},
                 "filter": [
                     "_symbol",
                                                                            ROYALTON
                 "source": "esri"
                 "type": "fill",
                 "id": "Land/Ice",
                 "minzoom": 0,
                 "naint": /
```

https://maps.esri.com/jg/VectorBasemapStyleEditor/

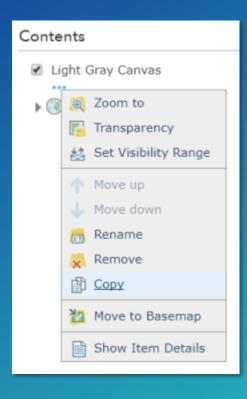
- Vector Basemap Style Editor (beta)
  - Understanding of basemap layers
  - More feature editing
  - Change by color
  - On screen map display
    - Make changes
    - See changes
    - Save changes

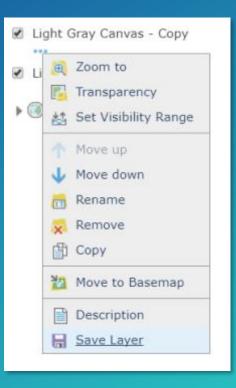


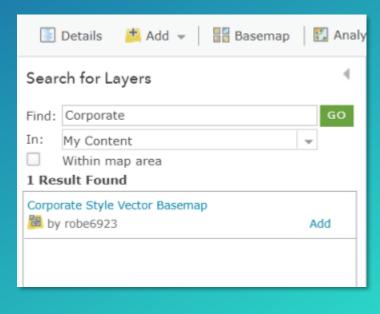
- Copying a Vector Tile Layer to your Content for JSON editing
  - Sign in to ArcGIS.com
  - New Map
  - Add > Browse Living Atlas Layers
  - Show Esri Layers Only
  - Category > Esri Basemaps
  - Search: vector



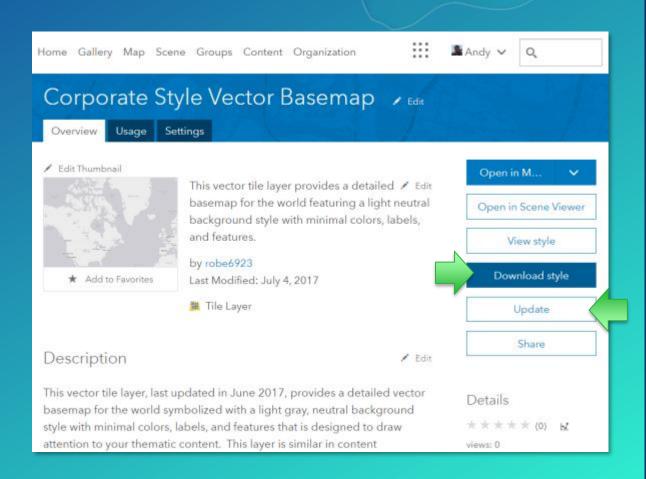
- Copying a Vector Tile Layer to your Content for JSON editing
  - Copy
  - Save Layer
    - Name
  - Add fromMy Content

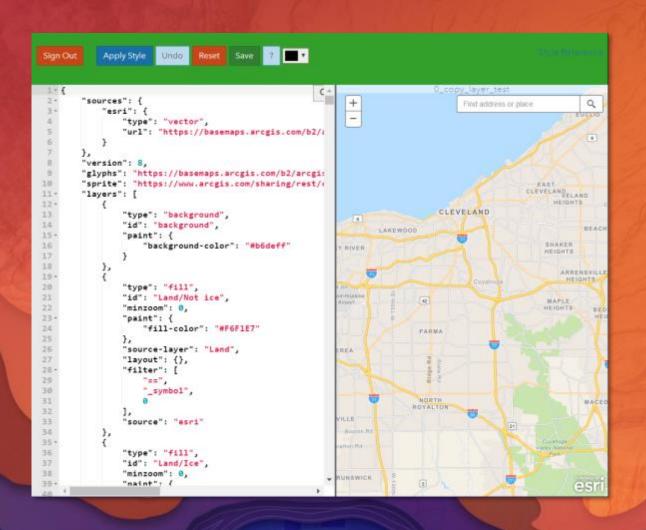






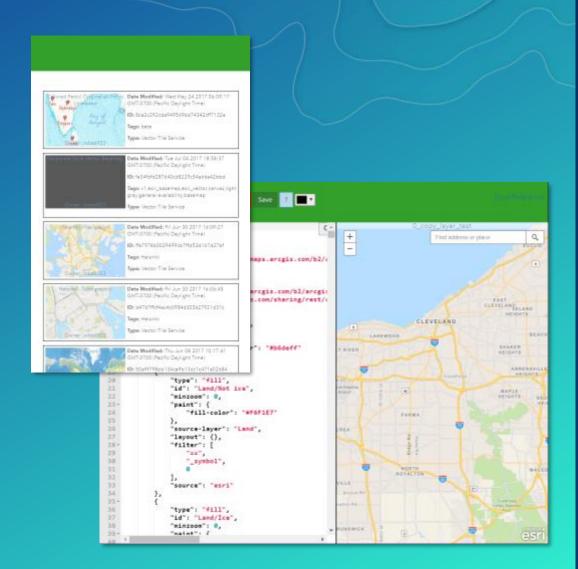
- Copying a Vector Tile Layer to your Content for JSON editing
  - On Tile Layer item page
  - Download style
    - root.json
  - Make edits
  - Update



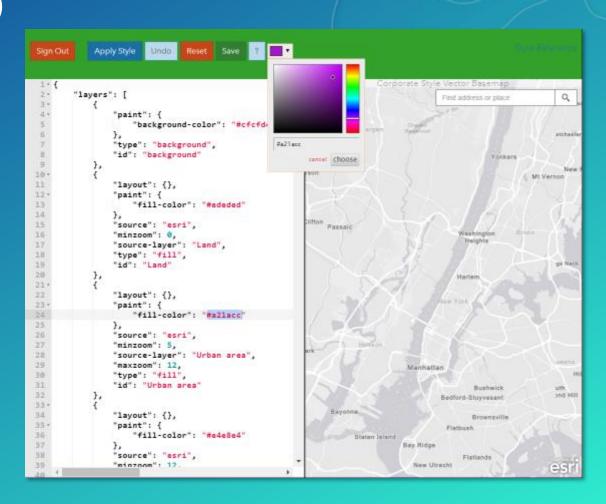


# Vector Style JSON Editor (beta)

- Vector Style JSON Editor (beta)
  - Sign-in prompt
  - Select vector basemap tile layer
    - Copied to My Content
  - JSON | Map windows
  - Make changes to JSON
    - Apply and view
    - Save

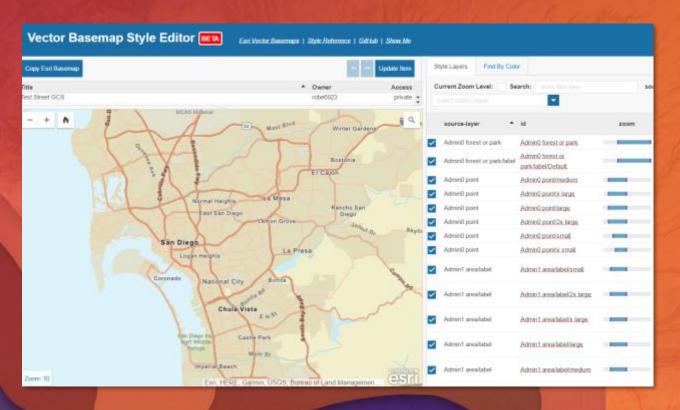


- Vector Style JSON Editor (beta)
  - Edit JSON
  - Select color (picker)



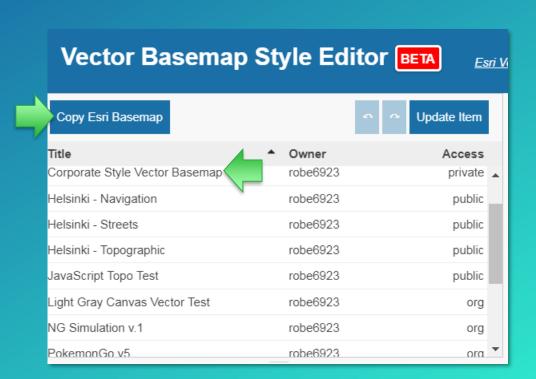
- Vector Style JSON Editor (beta)
  - Apply Style
  - Save
    - to My Content

```
"layers": [
        "paint": {
            "background-color": "#cfcfd4"
        "type": "background",
        "id": "background"
        "layout": {},
        "paint": {
            "fill-color": "#ededed"
        "source": "esri",
        "minzoom": 0,
        "source-layer": "Land",
        "type": "fill",
        "id": "Land"
        "layout": {},
        "paint": {
            "fill-color": "#a21acc
        "source": "esri",
        "minzoom": 5,
        "source-layer": "Urban area",
        "maxzoom": 12,
        "type": "fill",
        "id": "Urban area"
        "layout": {},
        "paint": {
            "fill-color": "#e4e8e4"
        "source": "esri",
        "minzoom": 12.
```

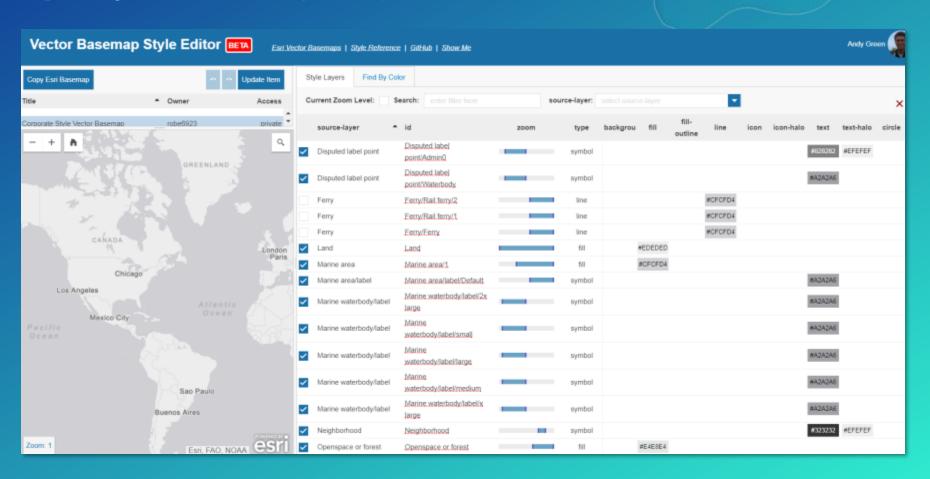


# Vector Basemap Style Editor (beta)

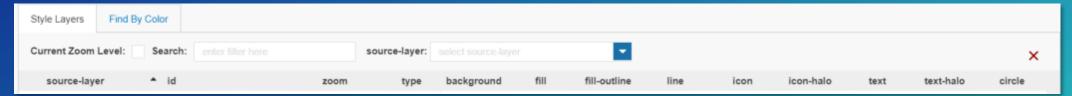
- Vector Basemap Style Editor (beta)
  - Sign-in prompt
  - Read beta warning
  - Select vector basemap tile layer
    - Copied to My Content
  - OR copy Esri Basemap



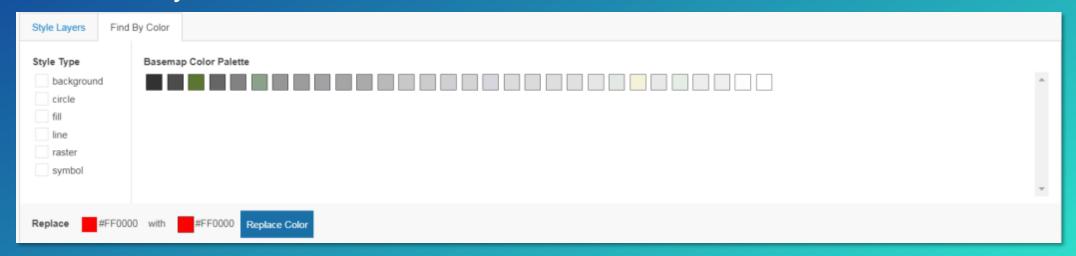
- Vector Basemap Style Editor (beta)
  - Map window
  - Layer panel



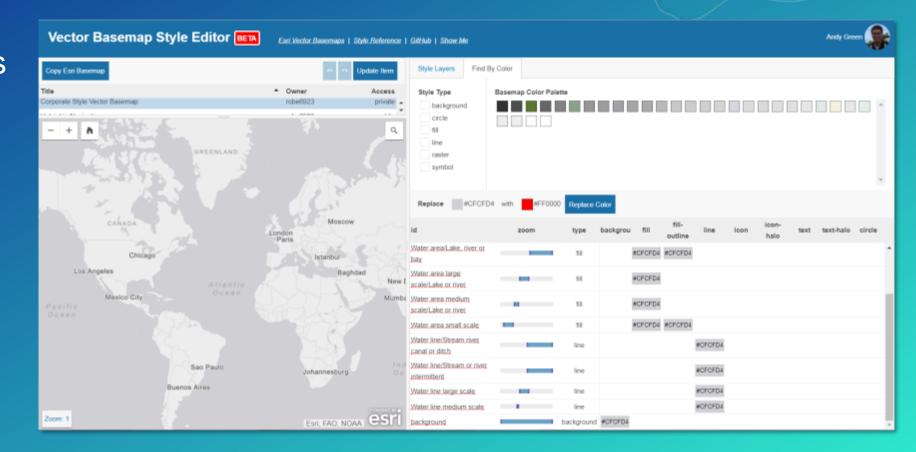
- Vector Basemap Style Editor (beta)
  - Attributes to re-style by Layers



- OR Find by Color

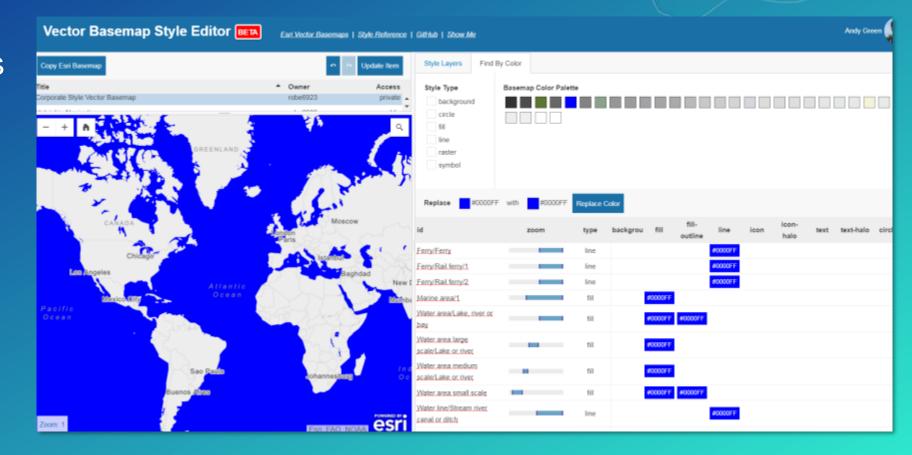


- Vector Basemap Style Editor (beta)
  - Select color
  - Isolates layers
  - Replace all



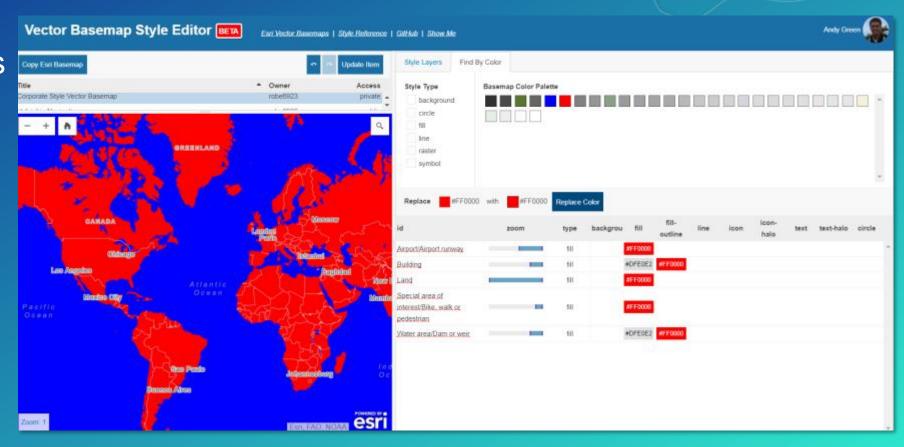
- e.g. Water

- Vector Basemap Style Editor (beta)
  - Select color
  - Isolates layers
  - Replace all



- e.g. Water

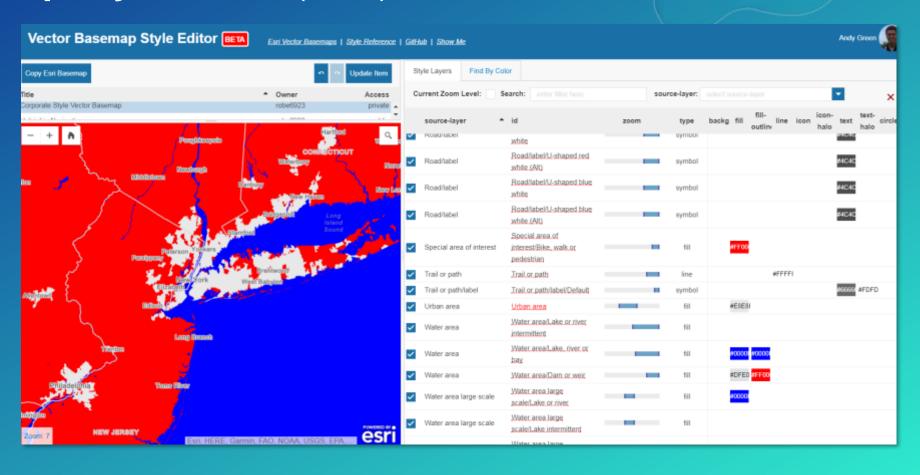
- Vector Basemap Style Editor (beta)
  - Select color
  - Isolates layers
  - Replace all



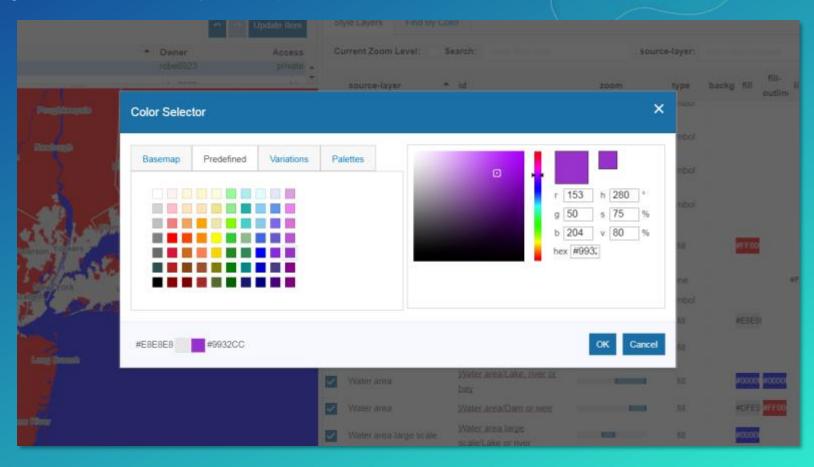
- e.g. Land

- Vector Basemap Style Editor (beta)
  - Style Layers
  - Find Layer
  - Change attributes
  - Zoom in

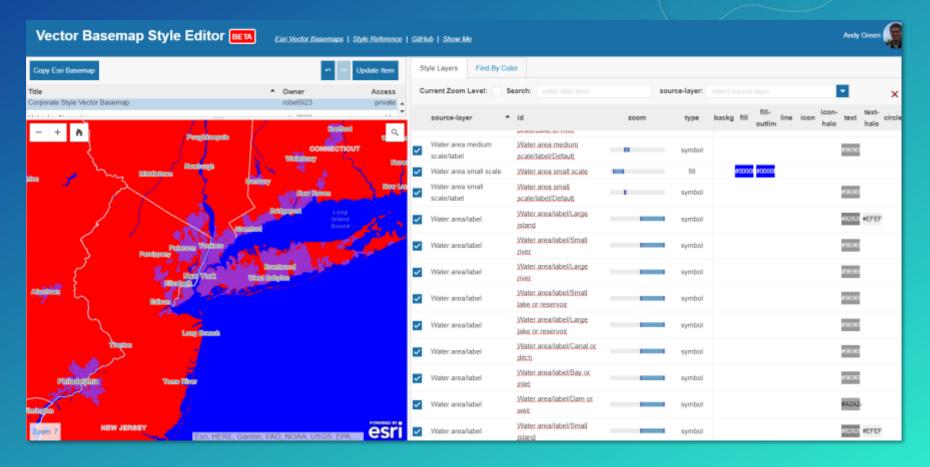
- Urban area



- Vector Basemap Style Editor (beta)
  - Color Selector
  - Options



Vector Basemap Style Editor (beta)



- Urban area

- Vector Basemap Style Editor (beta)
  - Update Item
    - Saves tile layer in your Content



- Purpose of the map
  - Small scale changes

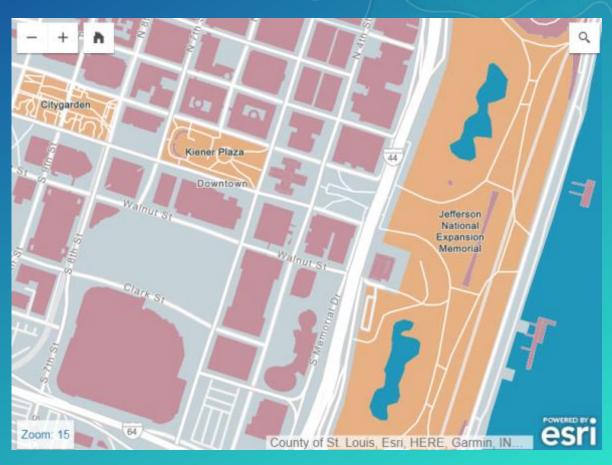


- Large scale changes



Rich and Adventurous





https://designschool.canva.com/blog/brand-color-palette/

Waimea Waters

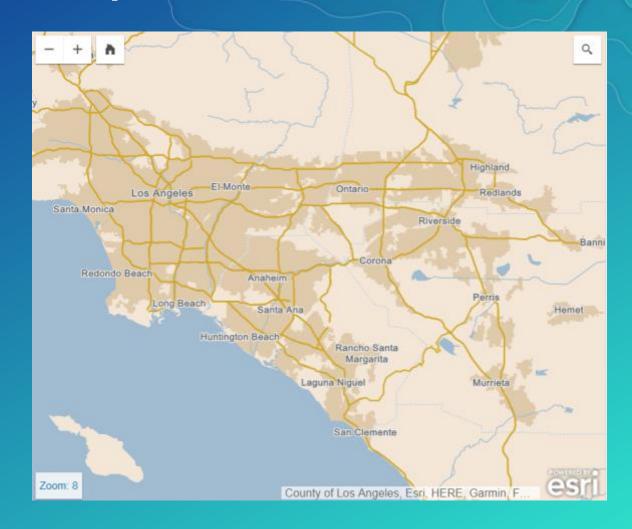




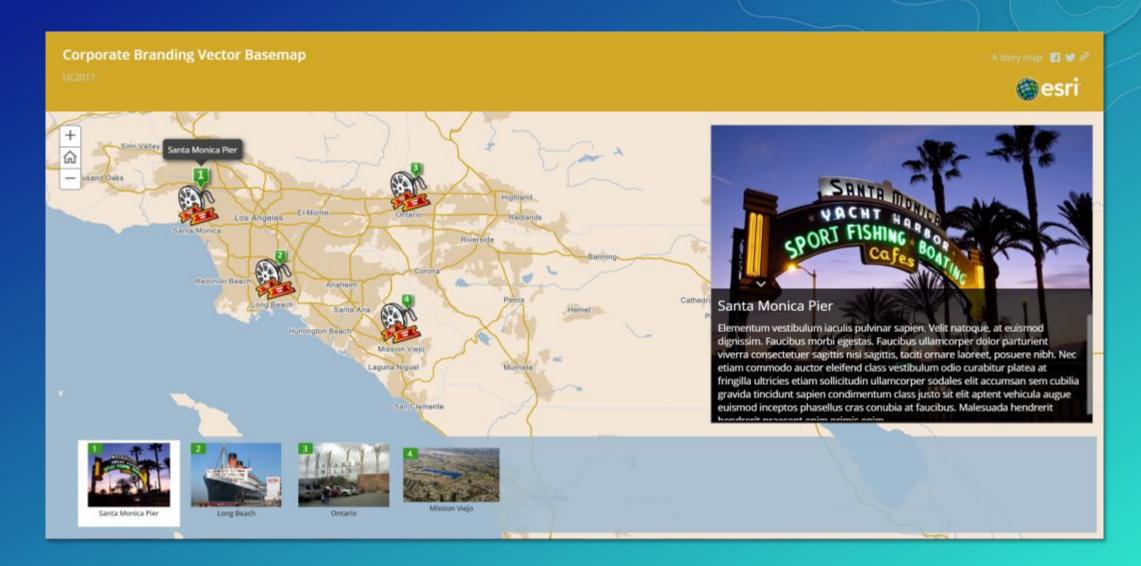
https://designschool.canva.com/blog/brand-color-palette/

#### Green and Gold





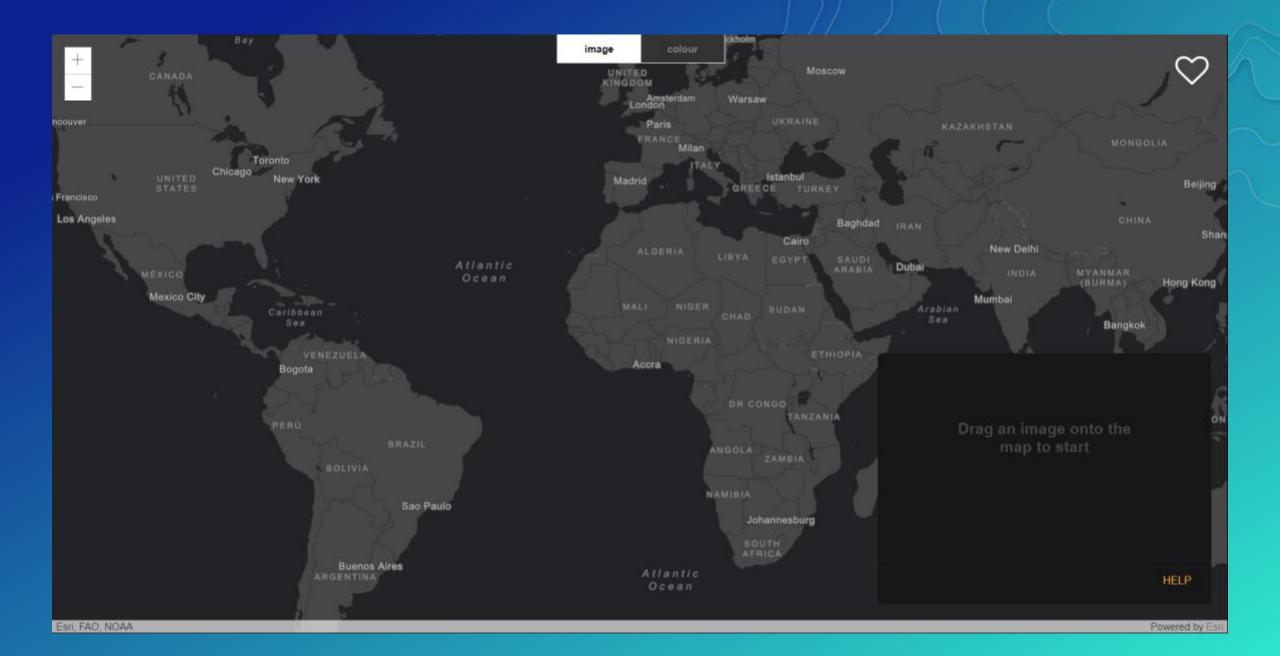
https://designschool.canva.com/blog/brand-color-palette/



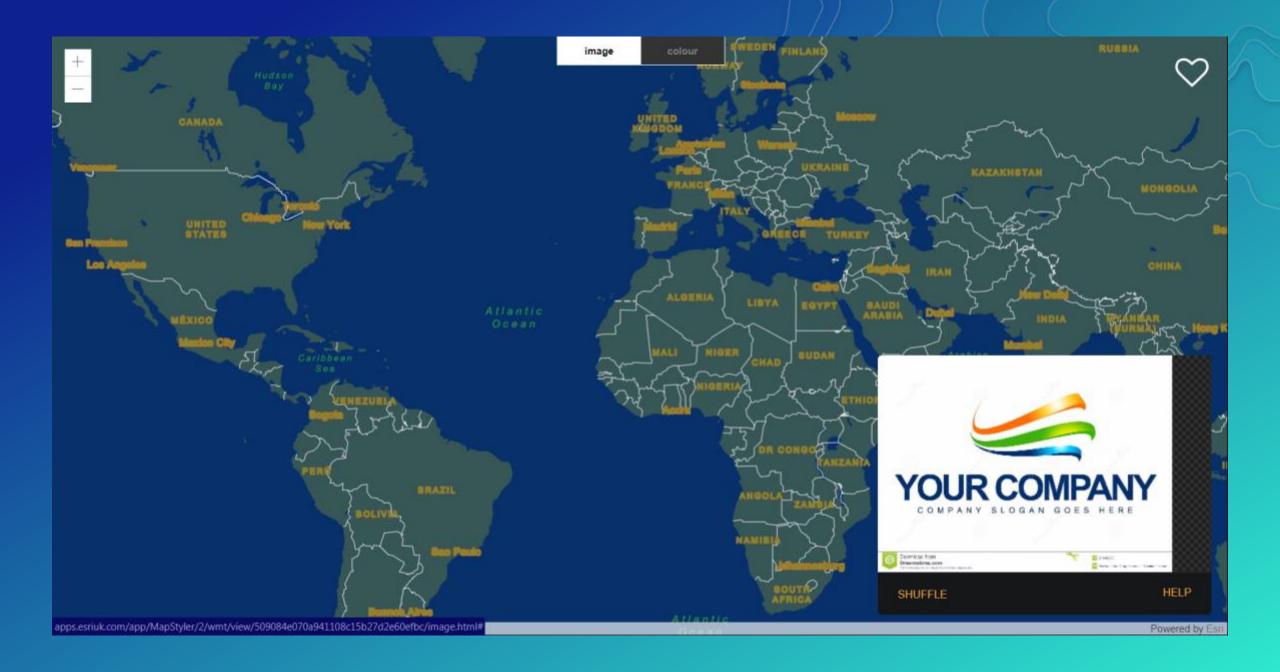
- New mapstyler from Esri UK
- Drop image to apply colors
  - Uses Dark Gray Canvas
- Shuffle color arrangements
- Update your copy on ArcGIS.com
- In development... more to come



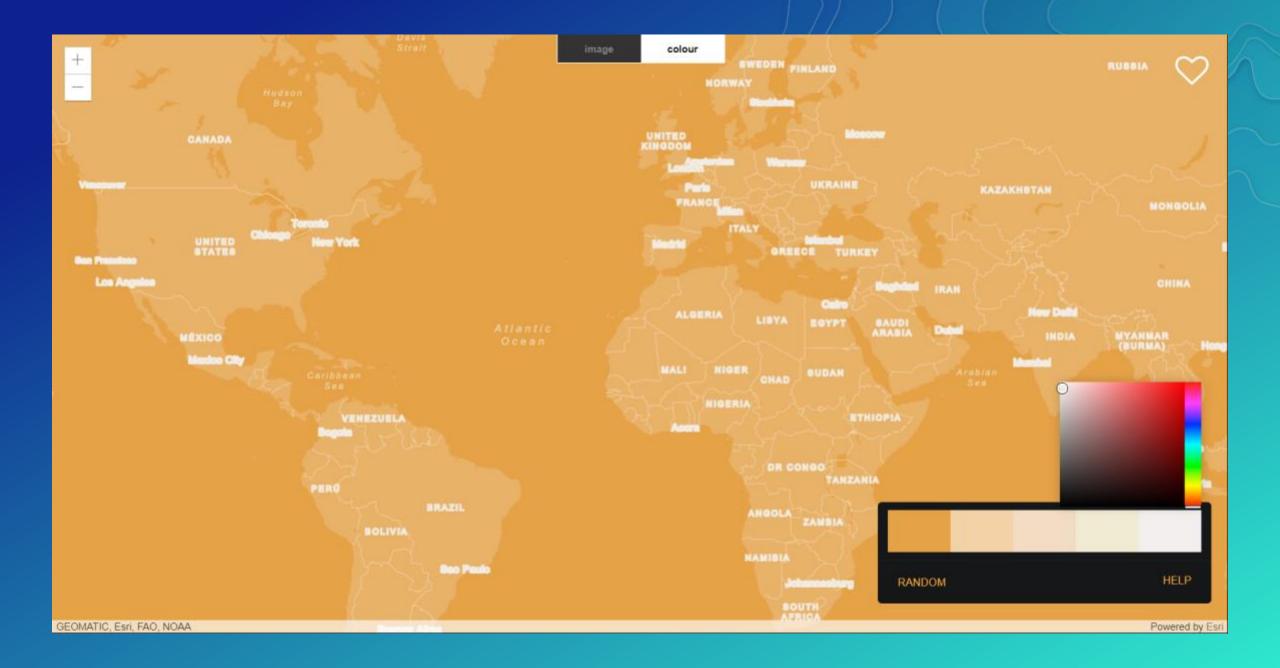
http://esriuk.com/mapstyler











- Bring your color palette
- What are the scales & content being mapped
- Decide on starting basemap
- Change feature colors and save
  - Vector Style JSON editing
  - Vector Basemap Style Editor
- Integrate into app, web site, etc.

https://blogs.esri.com/esri/arcgis/tag/vector-basemap/

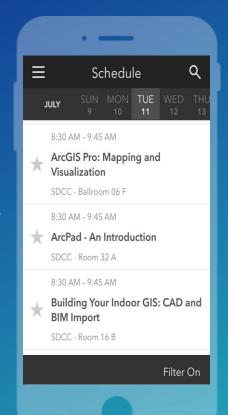
#### Please Take Our Survey on the Esri Events App!

# Corporate Brand Your Vector Basemap

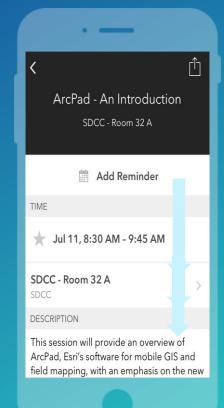
#### Download the Esri Events app and find your event



## Select the session you attended



## Scroll down to find the survey



### Complete Answers and Select "Submit"

