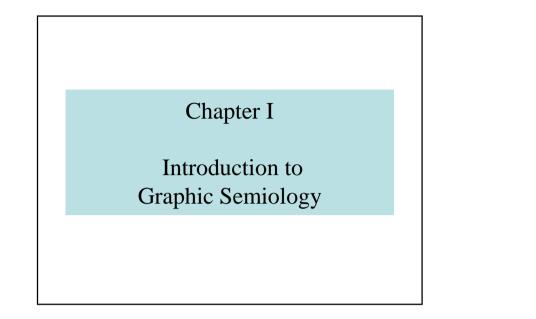
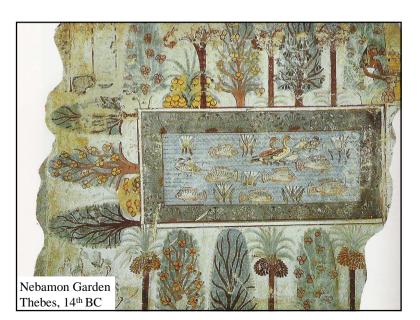
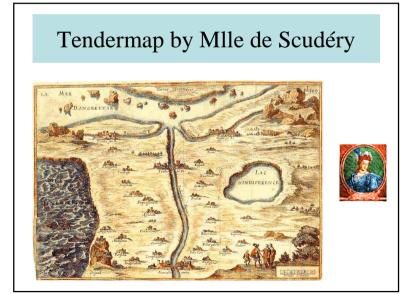
1

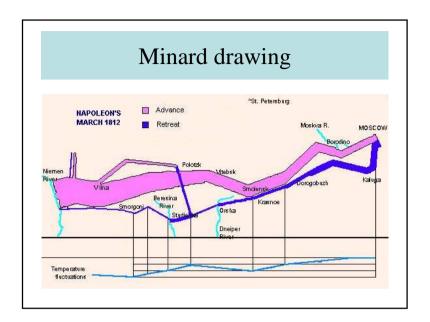


### 1 – Introduction to Graphic Semiology

- 1.1 Introduction
- 1.2 Static Cartography
- 1.3 Dynamic and Interactive Cartography
- 1.4 Subjective Aspects of colors
- 1.5 Color Matching
- 1.6 Cartograms
- 1.7 Chorems
- 1.8 How to Lie with Maps
- 1.9 Conclusions

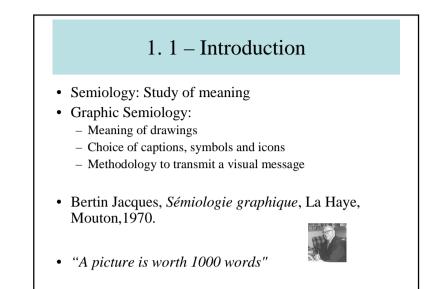






## Methodology

- Analysis of the message to be transmitted
- Selection of the medium
- Selection of icons, symbols
- Structuring corporate design/identity
- Psycho-technical Tests



# Applications

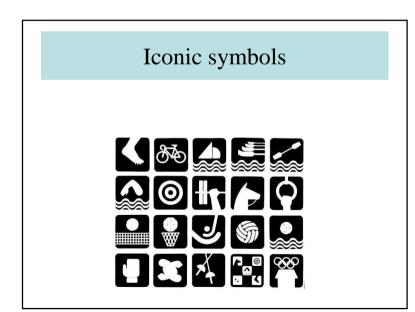
- Highway Code
- Commercial messages
- Newspaper layout
- Corporate identity
- Mapping
- Statistical summaries
- GUI design
- Etc.

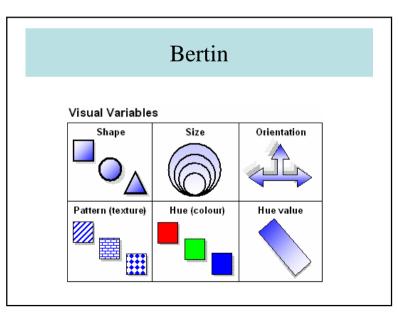
## Animated Graphic Semiology

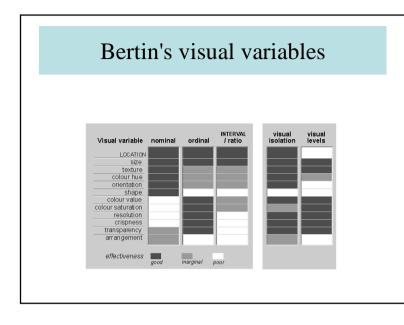
- Movement
  - ex: linear phenomenon
- Flickering
- Mutation
- Replacement
- Gradual modification
  - ex: gradual modification of a shape
  - ex: slow modification of colors
- Velocity
  - Adapted to the size, to the contrast and duration of the phenomenon.

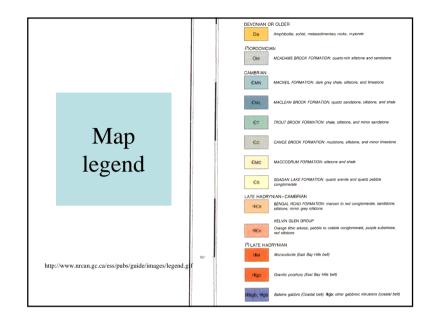
### Information to be transmitted

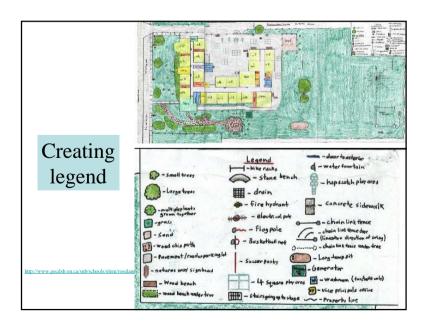
- Différential information: a list of objects, of production goods, of countries, etc.
- Ranked information : geological layers, chronological order, etc.
- Quantitative information: measures, proportions, etc.

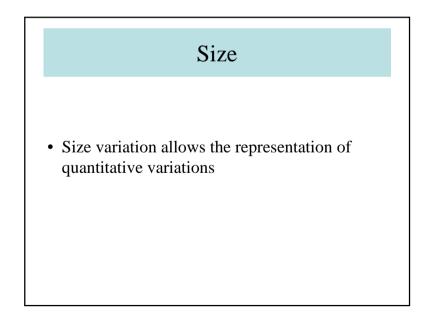












## Shapes

- Shapes represent object identities
  - Pictograms
  - Basic shapes (square, circle, etc.)
- Readability often better than realistic drawings

## Colors

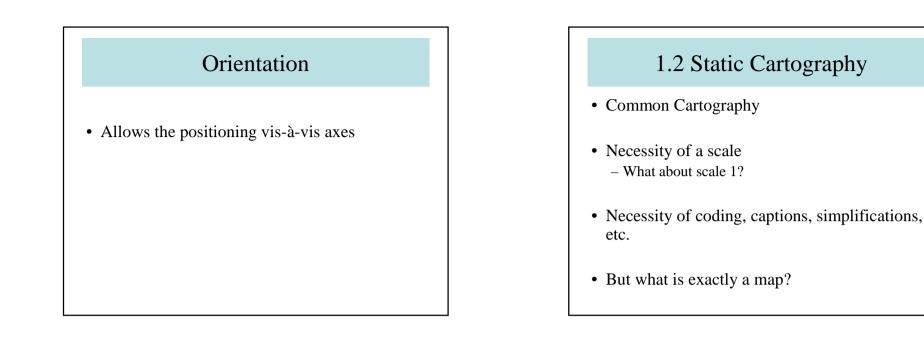
- May represent differences, but there are cultural and psychological connotations.
- $\rightarrow$  non-ordered differences

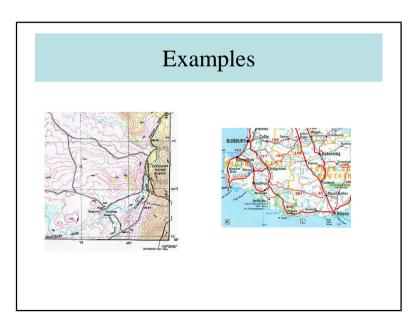
## Hue values

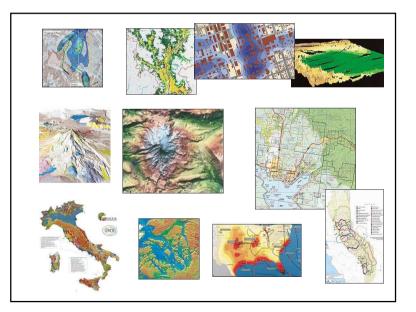
• Variation of color value is a variation of luminous intensity; allows ordered relations (quantitative relations)

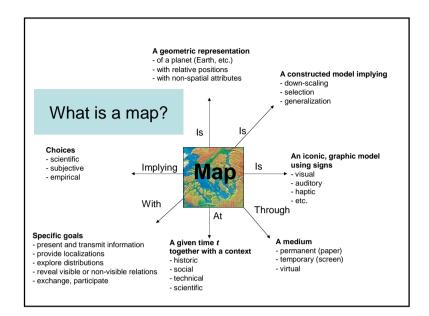
#### Patterns

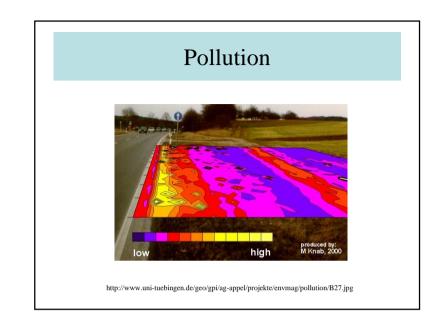
• Patterns may represent several variables (shape, size) through ordered relations and relative quantitative differences

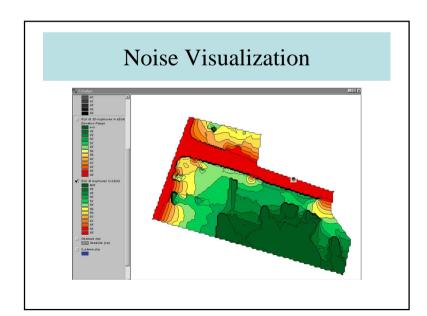


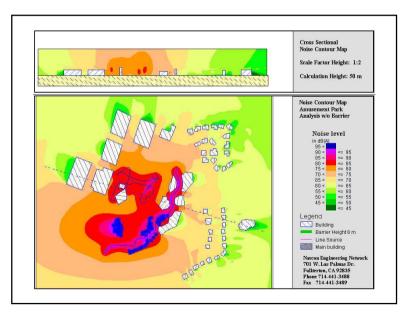


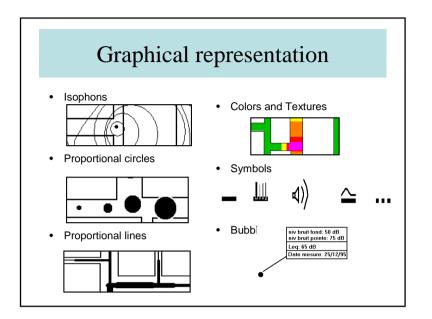


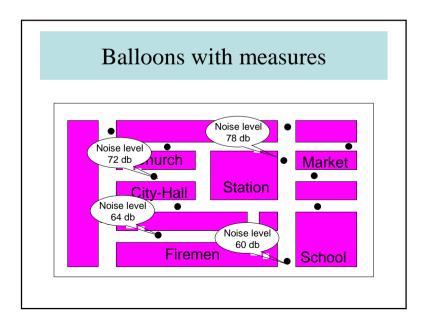


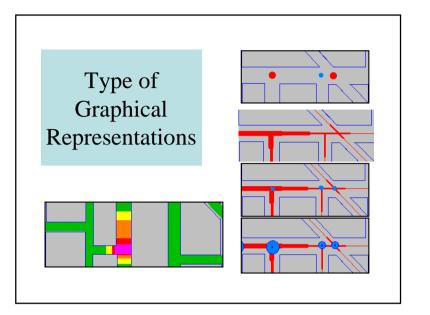


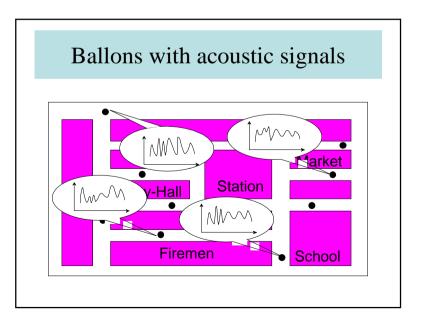


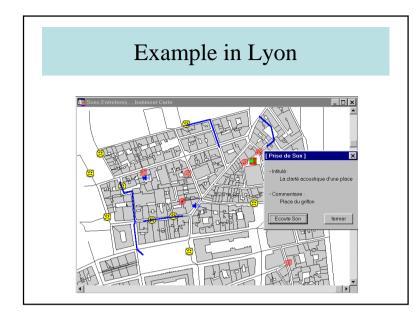


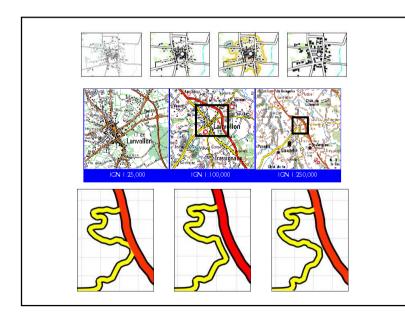


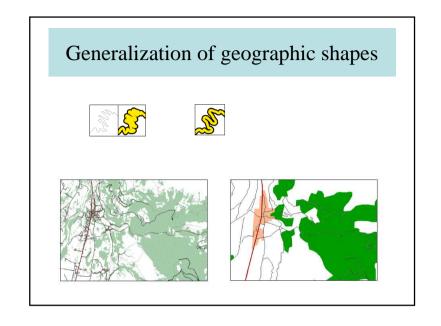


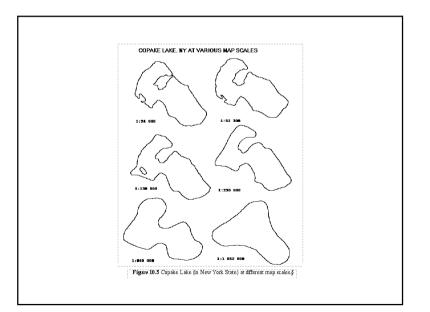


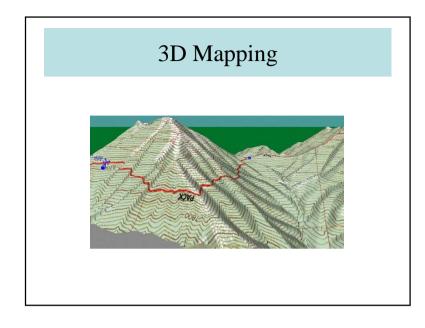


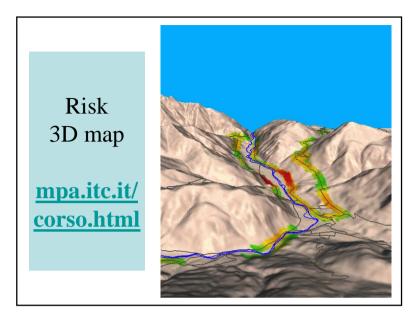


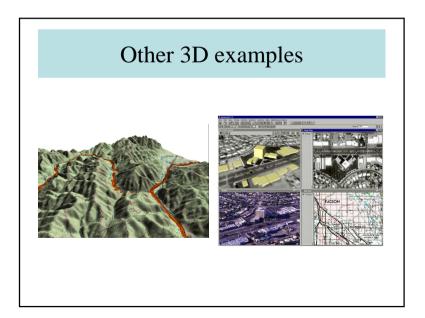






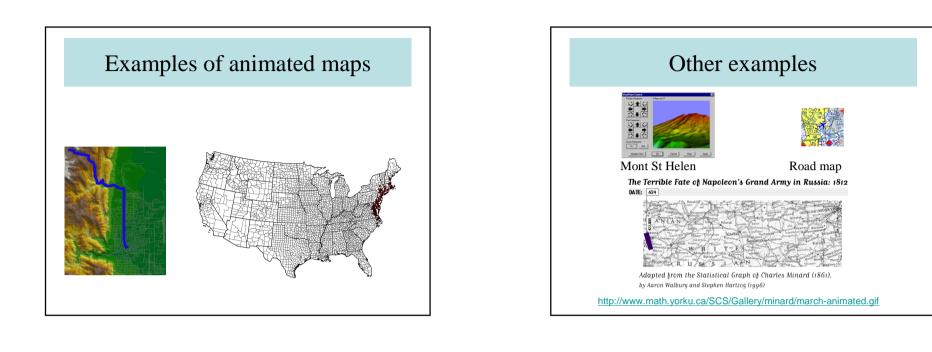


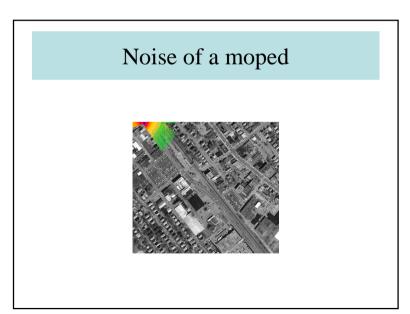


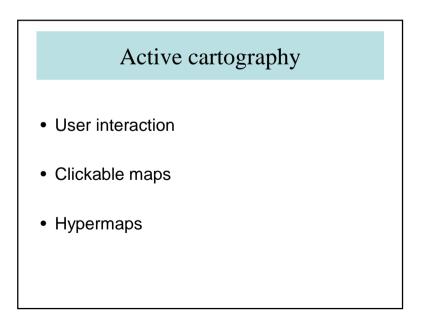


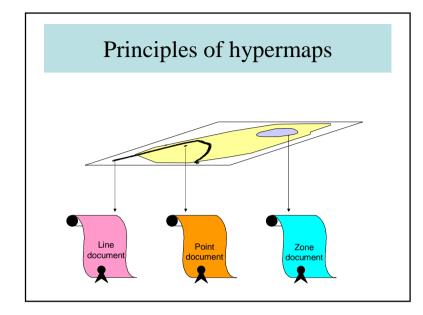
# 1.3 – Animated and Interactive Cartography

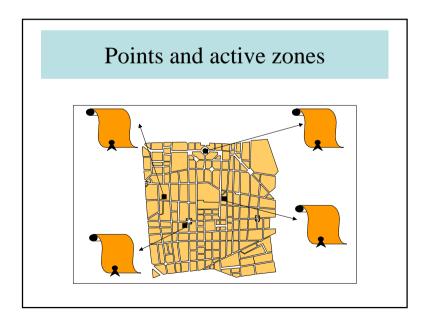
- With animation
  - modification of shapes
  - modification of colors
- What about extensions of graphic semiology?

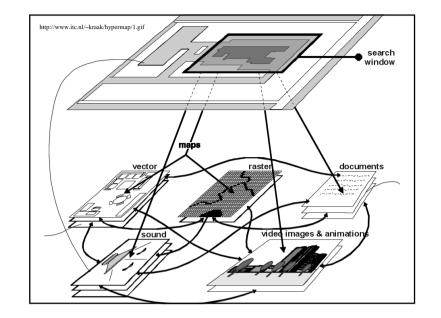


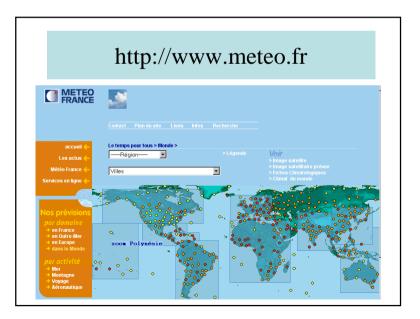


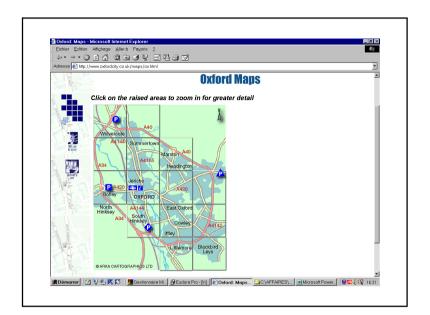


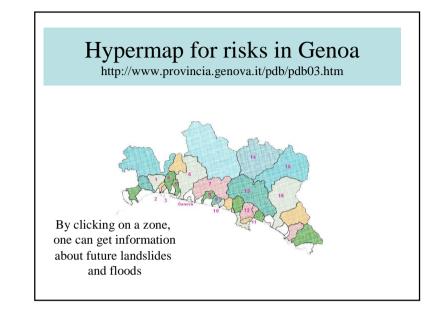


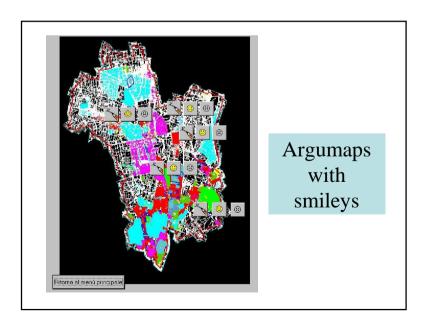


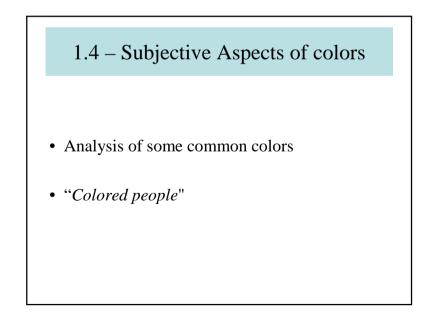




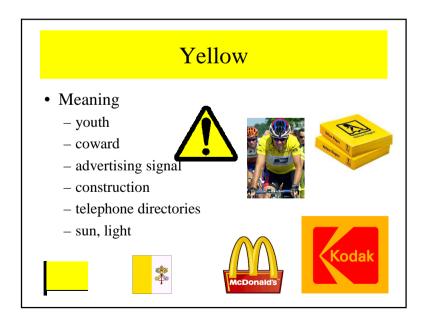


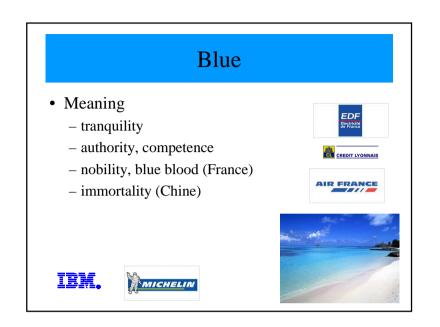




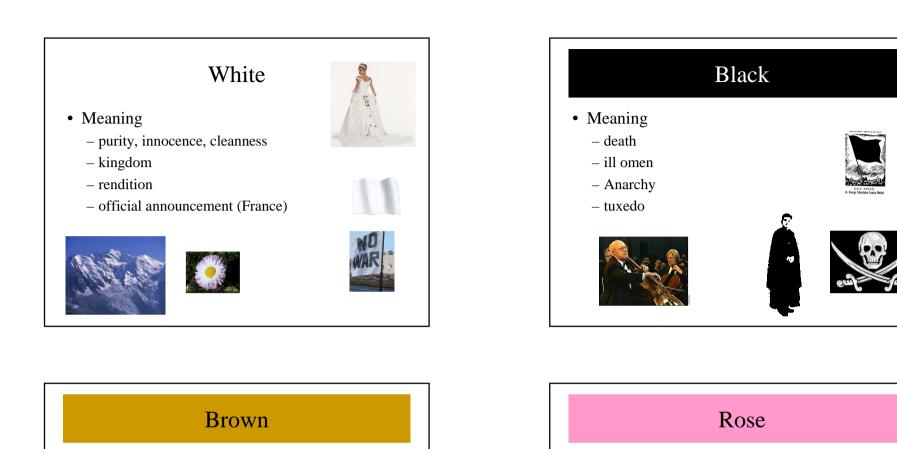


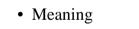












- innocence, fragility
- woman,



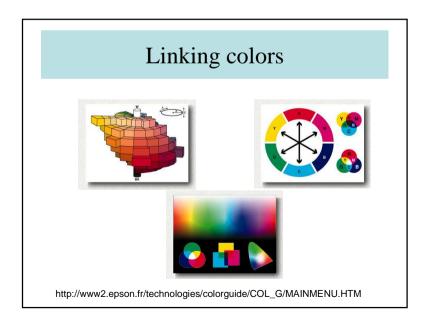
• Meaning

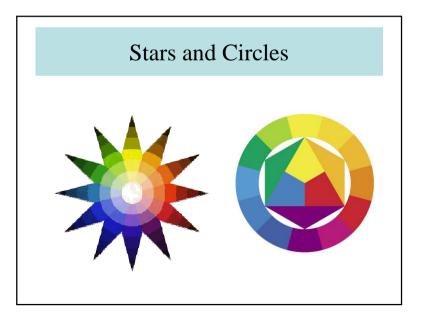
- solidness

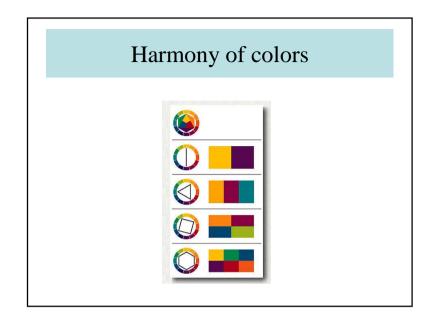
- neutrality

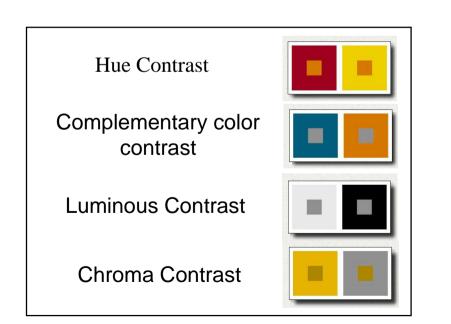
- "bullshit"

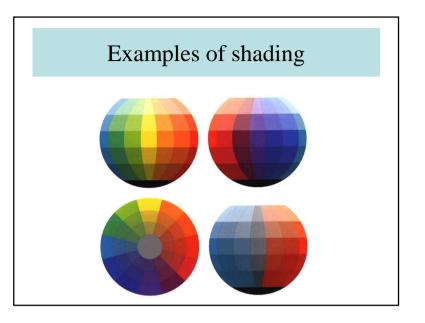


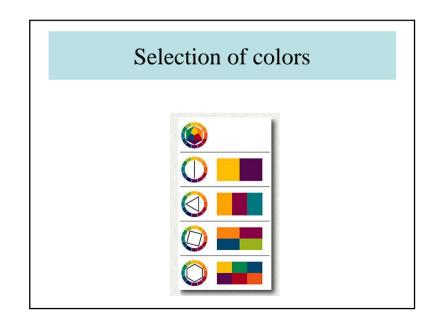




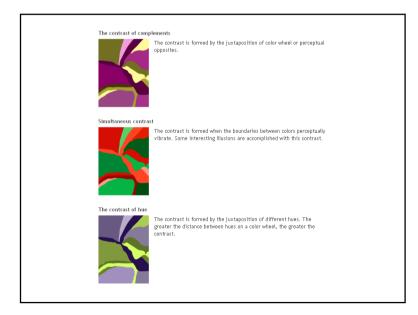


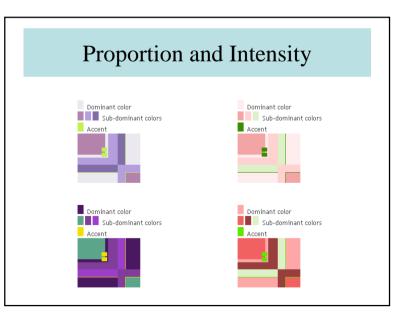


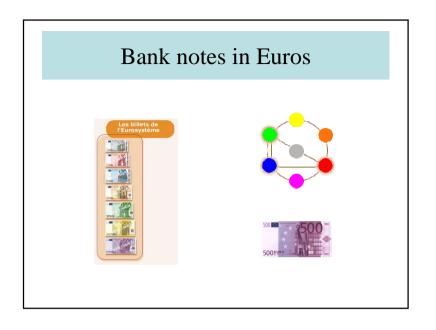


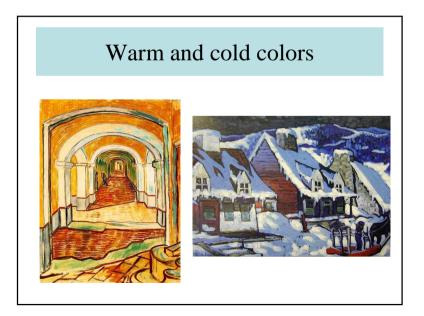


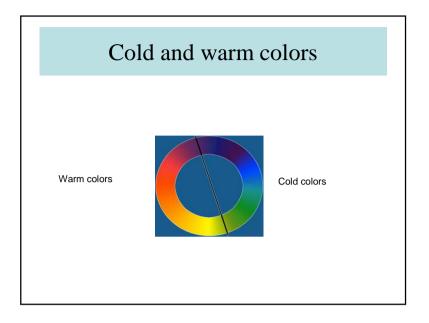


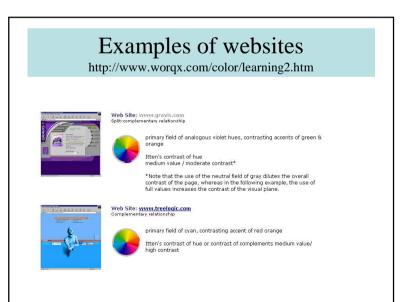




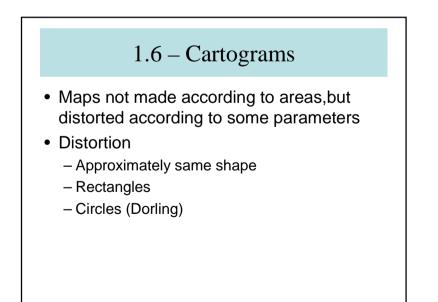


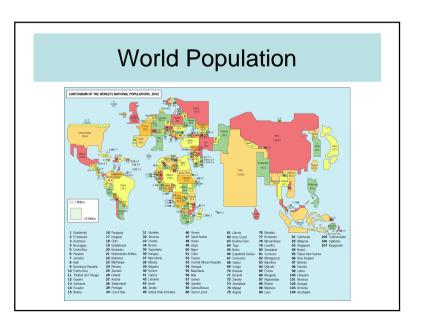


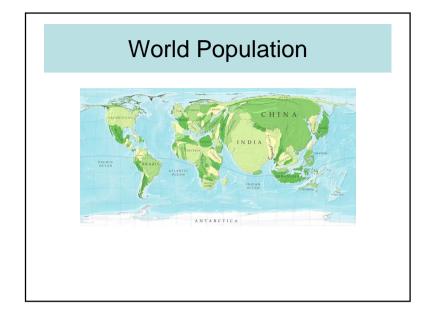


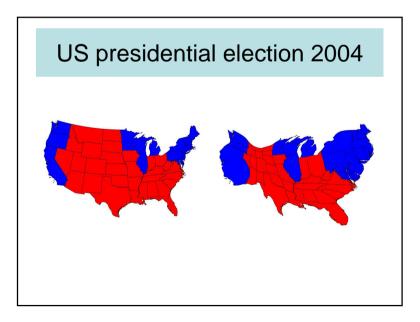


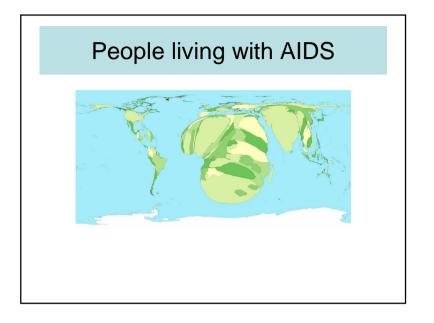


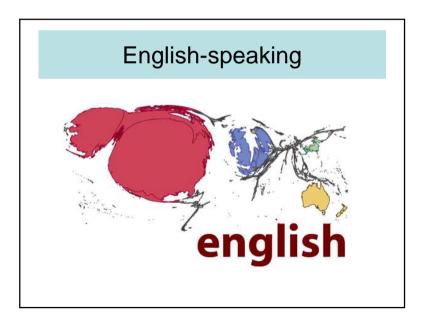


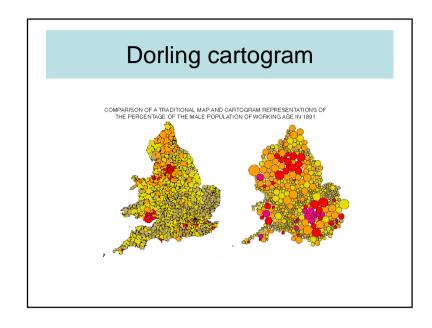






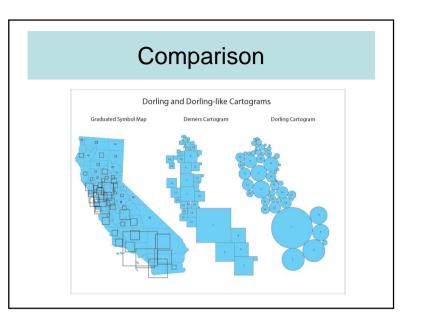


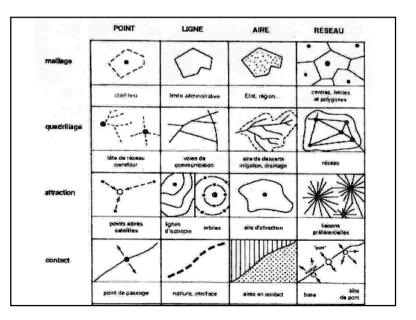




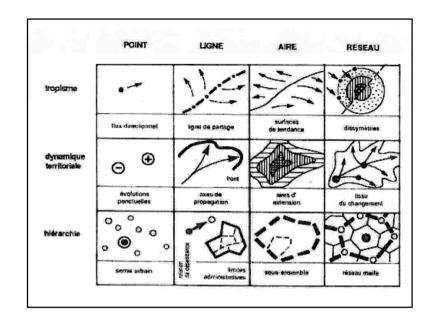
### 1.7 – Chorems

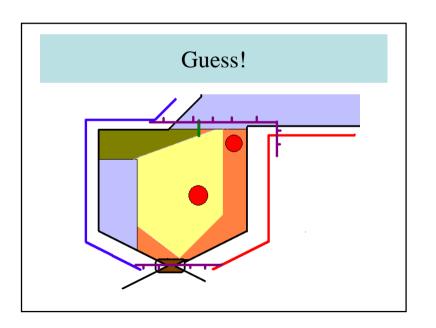
- A chorem is a schematic representation transmitting meaning for a spatial phenomenon
- Generally visual representation
- Brunet's Chorems

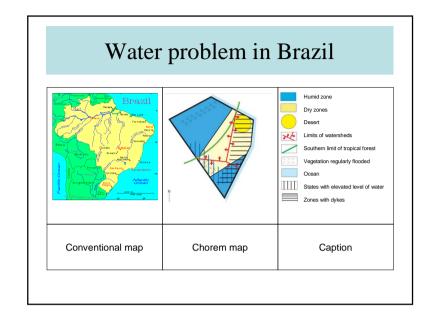




#### Visual Information Systems







### 1.7 – How to Lie with Maps !

- Ill-chosen legend can yield erroneous decisionmakers
- Volontarily or non volontarily
- Book "How to Lie with Maps!"

