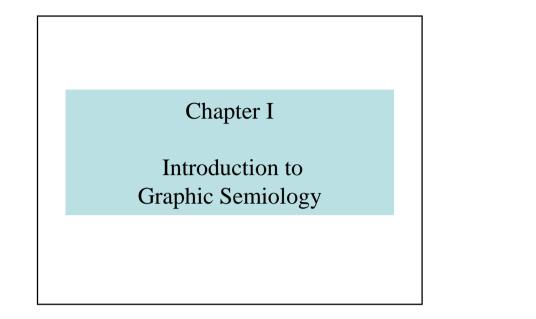
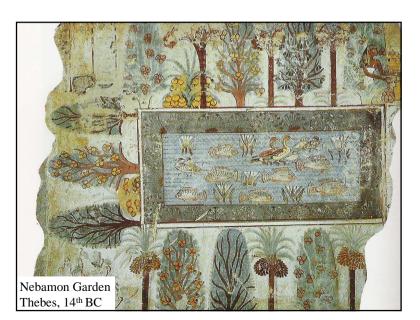
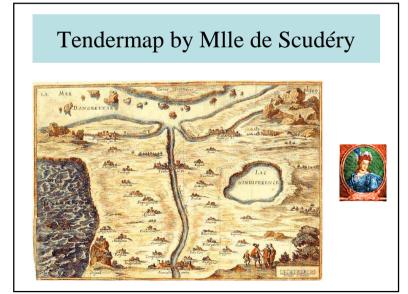
1

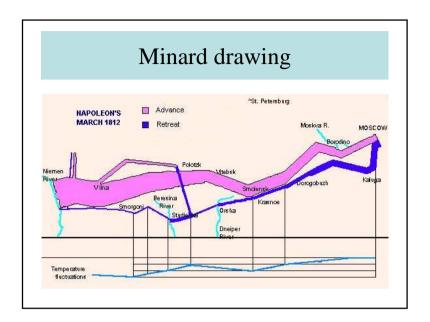


1 – Introduction to Graphic Semiology

- 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

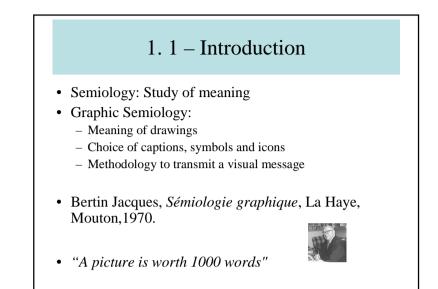






Methodology

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



Applications

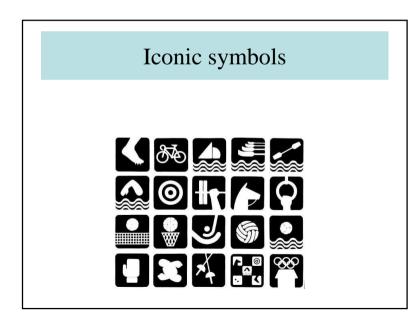
- Highway Code
- Commercial messages
- Newspaper layout
- Corporate identity
- Mapping
- Statistical summaries
- GUI design
- Etc.

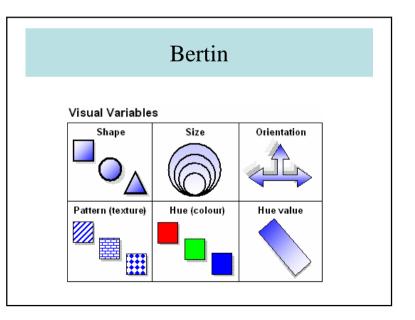
Animated Graphic Semiology

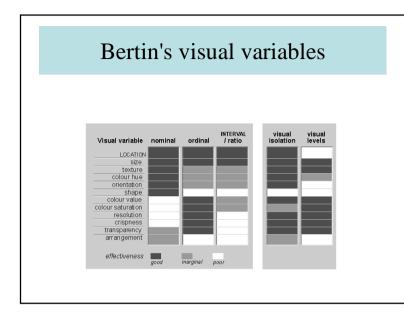
- Movement
 - ex: linear phenomenon
- Flickering
- Mutation
- Replacement
- Gradual modification
 - ex: gradual modification of a shape
 - ex: slow modification of colors
- Velocity
 - Adapted to the size, to the contrast and duration of the phenomenon.

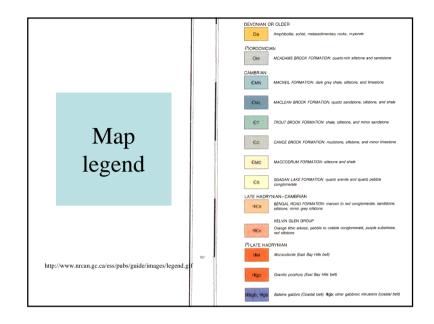
Information to be transmitted

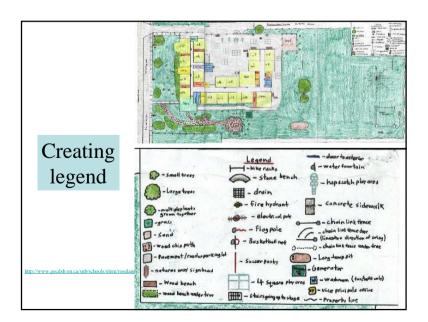
- Différential information: a list of objects, of production goods, of countries, etc.
- Ranked information : geological layers, chronological order, etc.
- Quantitative information: measures, proportions, etc.

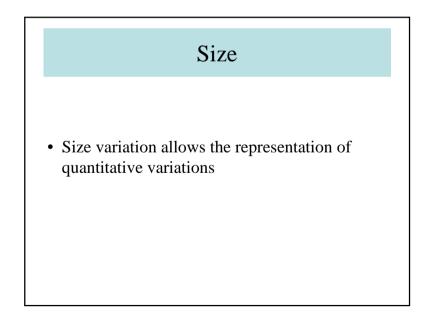












Shapes

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

Colors

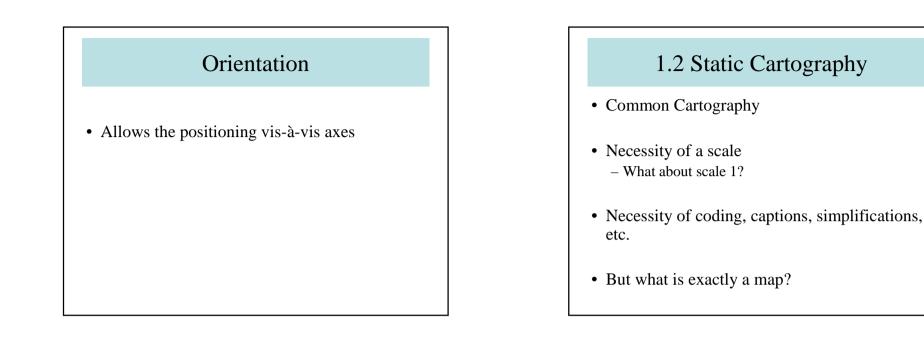
- May represent differences, but there are cultural and psychological connotations.
- \rightarrow non-ordered differences

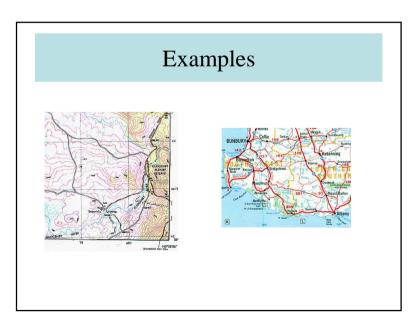
Hue values

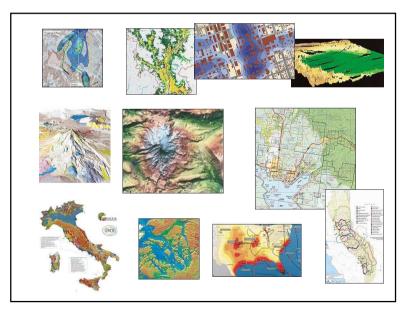
• Variation of color value is a variation of luminous intensity; allows ordered relations (quantitative relations)

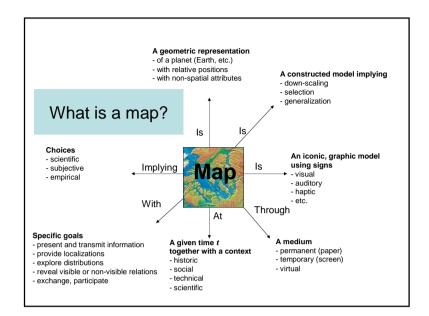
Patterns

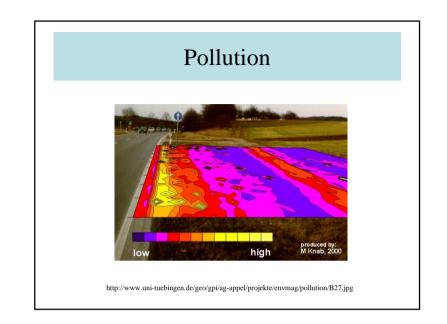
• Patterns may represent several variables (shape, size) through ordered relations and relative quantitative differences

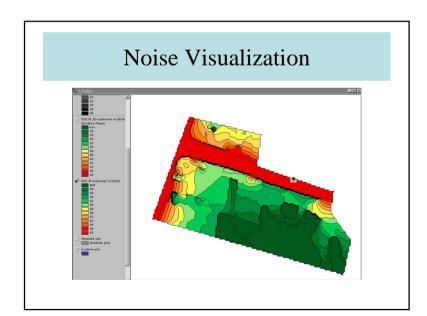


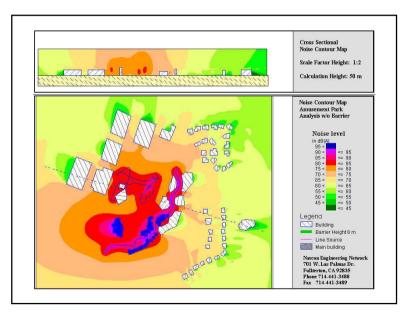


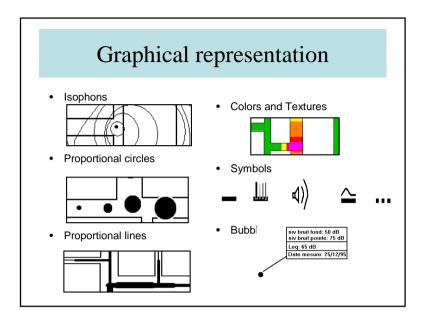


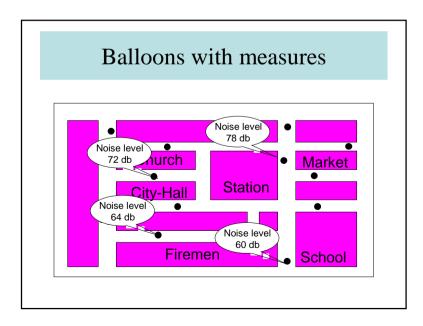


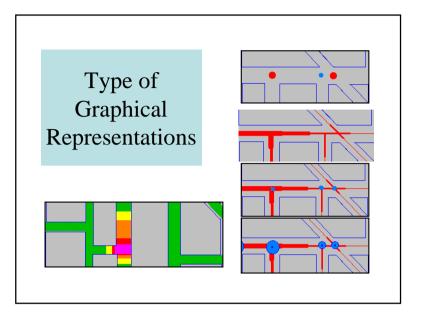


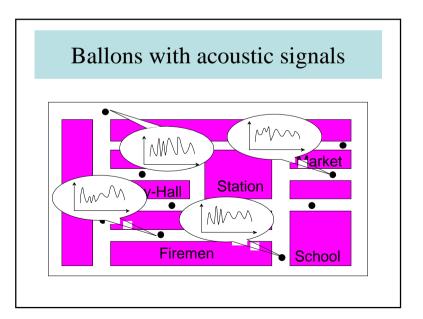


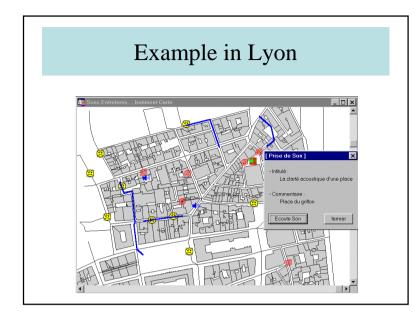


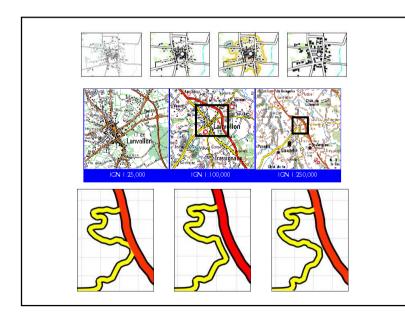


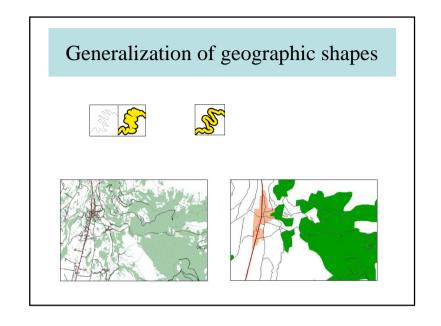


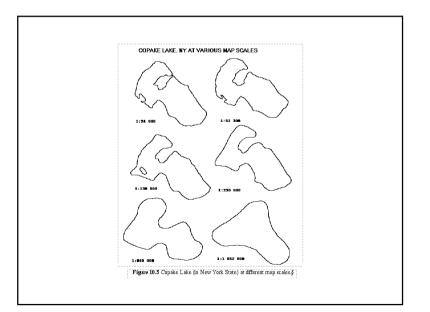


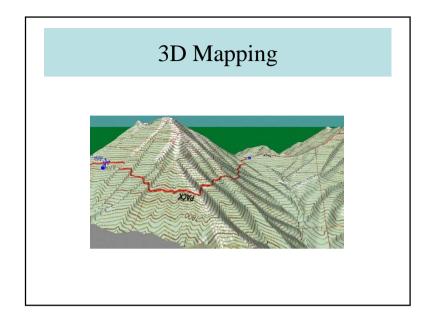


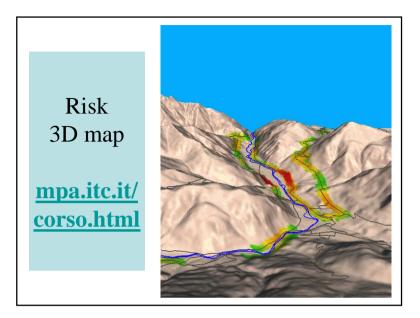


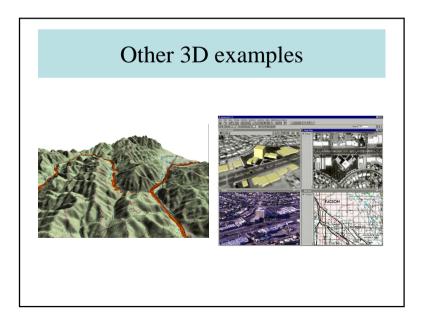






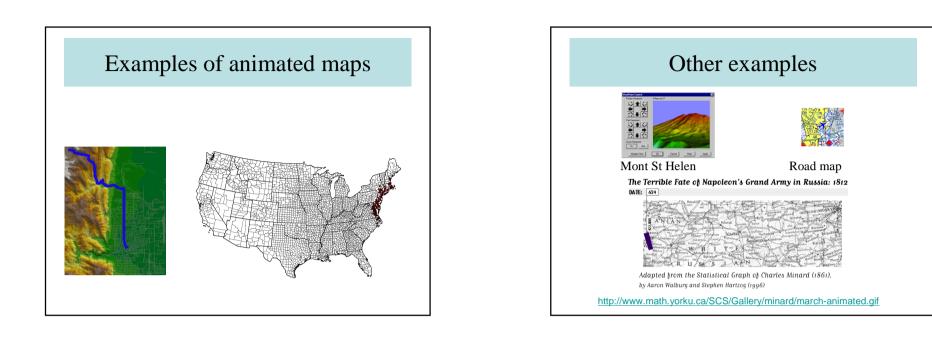


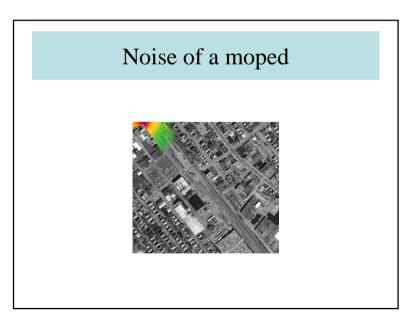


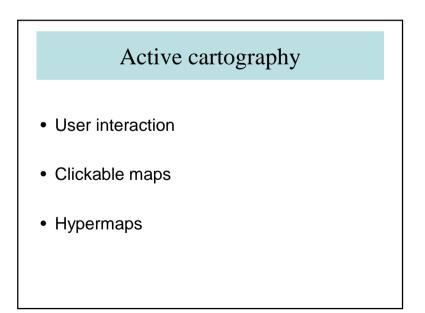


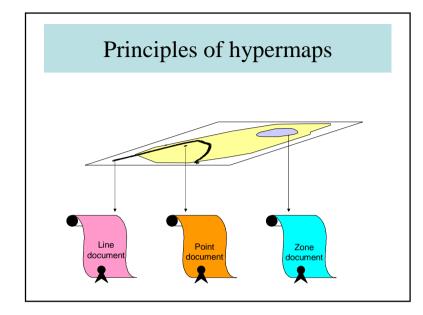
1.3 – Animated and Interactive Cartography

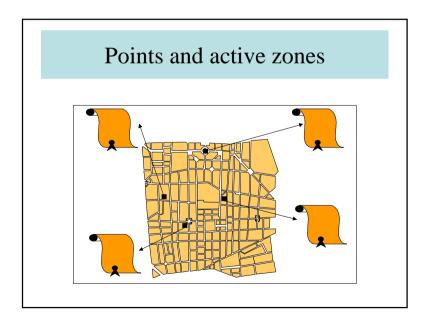
- With animation
 - modification of shapes
 - modification of colors
- What about extensions of graphic semiology?

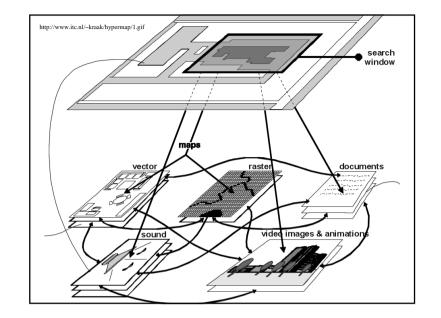


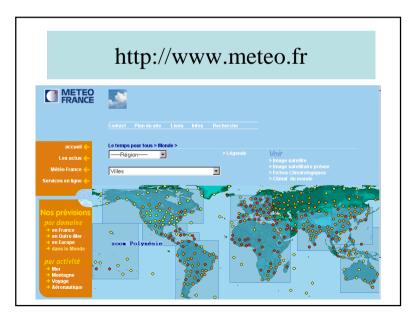


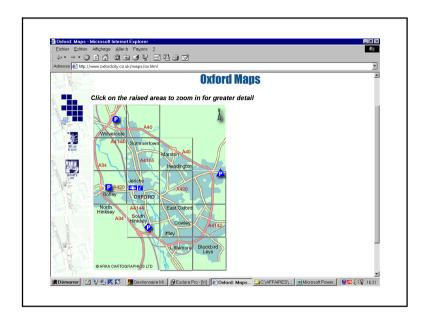


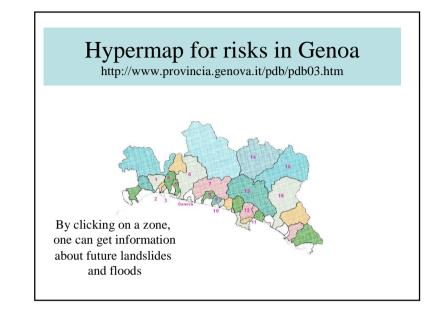


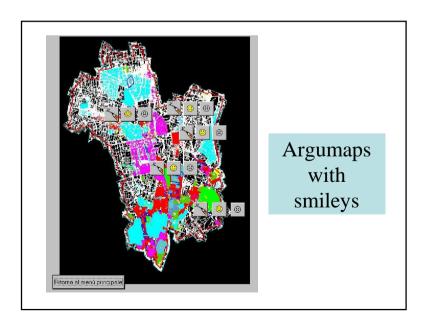


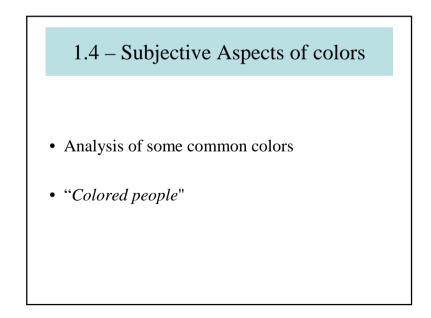




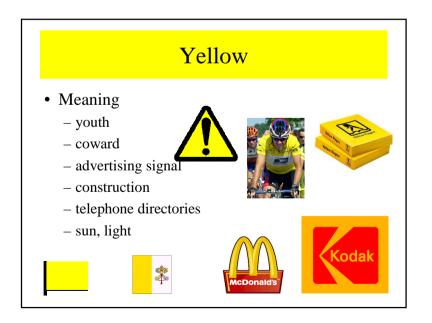


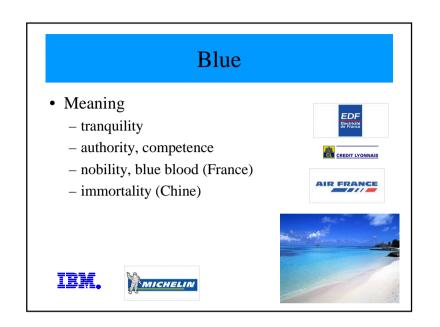




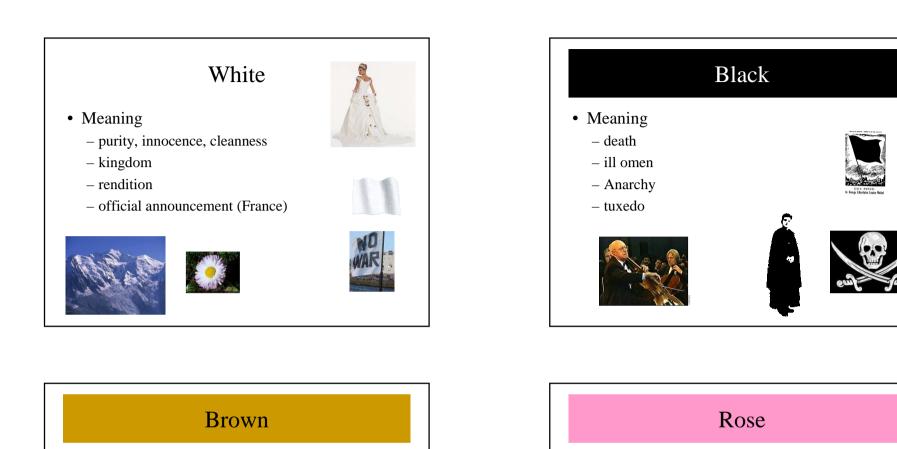


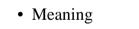












- innocence, fragility
- woman,



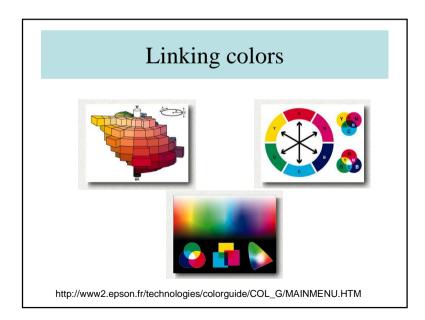
• Meaning

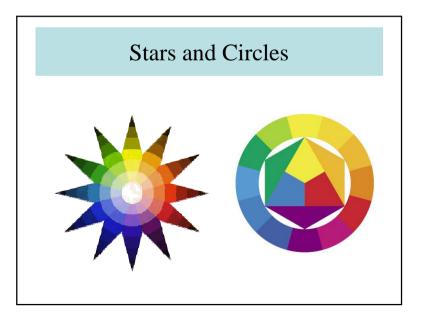
- solidness

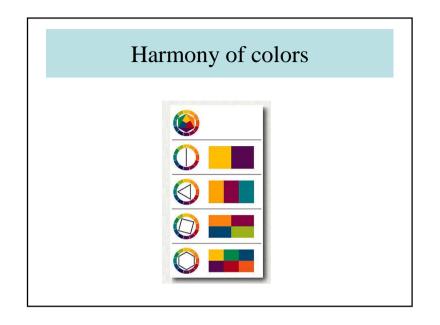
- neutrality

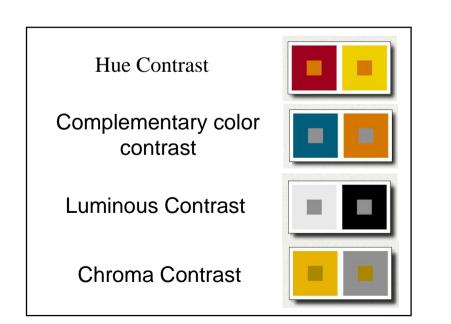
- "bullshit"

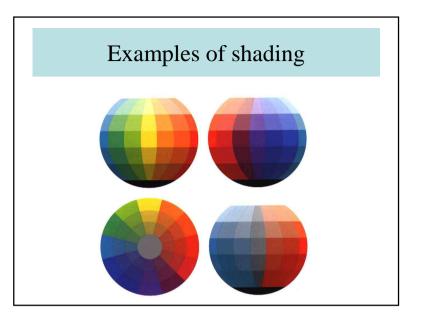


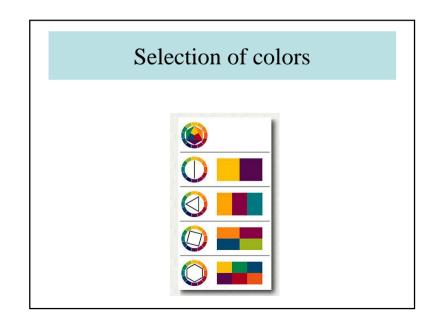




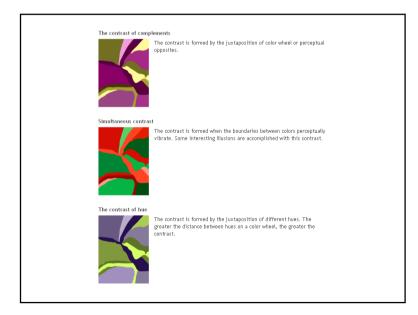


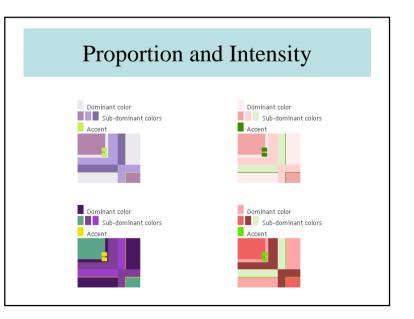


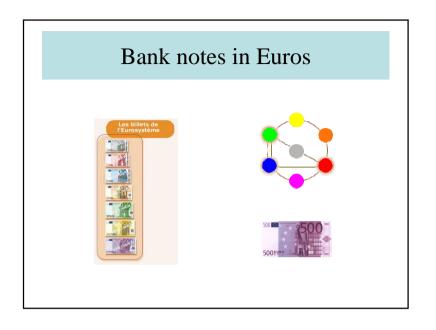


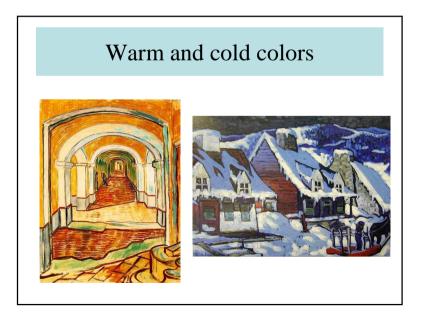


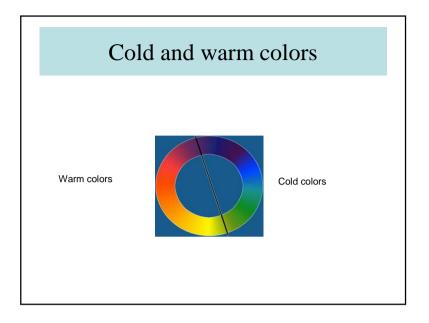


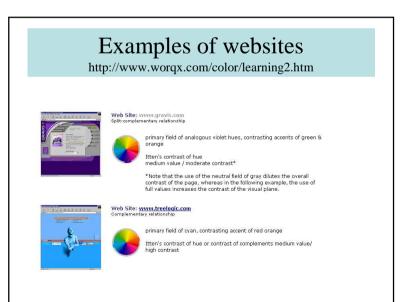




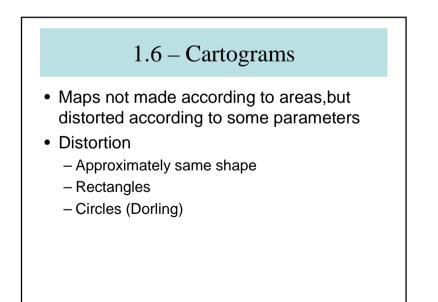


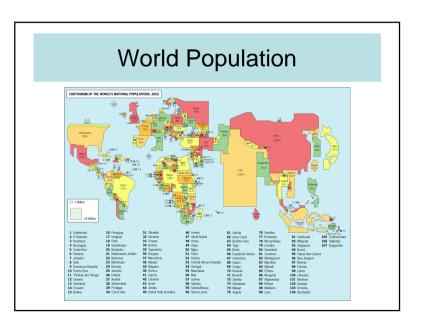


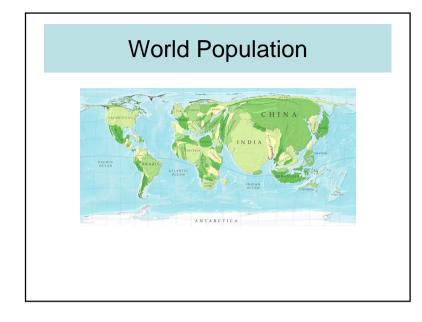


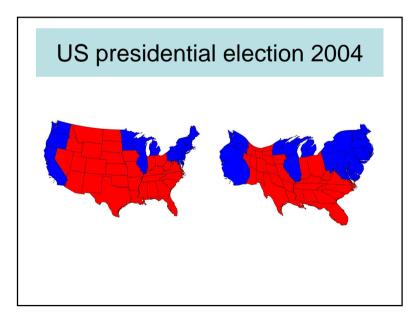


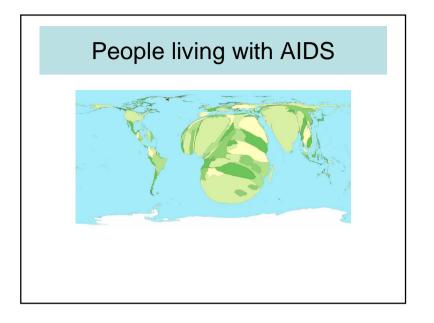


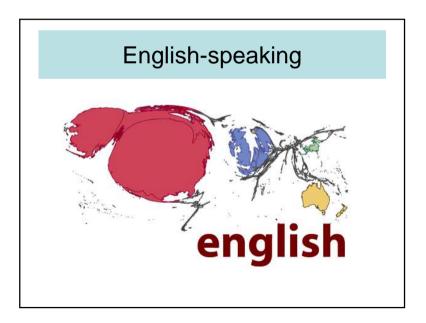


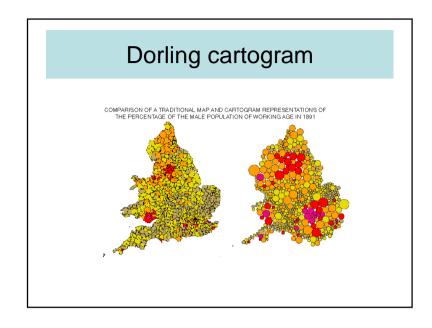






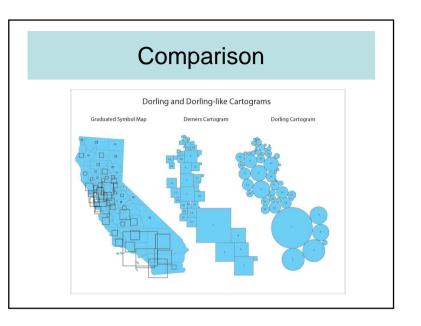


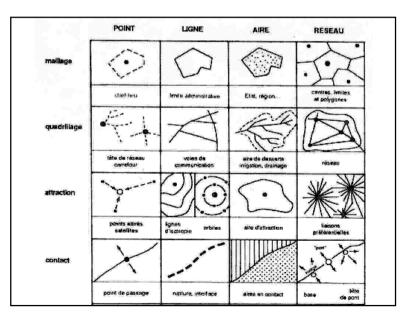




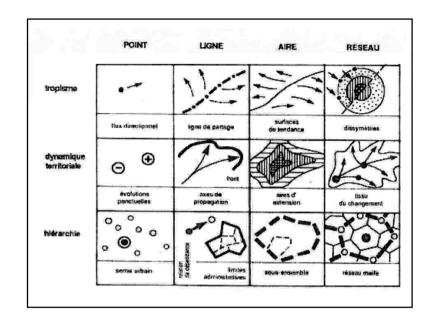
1.7 – Chorems

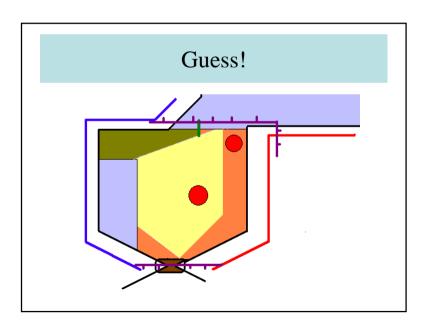
- A chorem is a schematic representation transmitting meaning for a spatial phenomenon
- Generally visual representation
- Brunet's Chorems

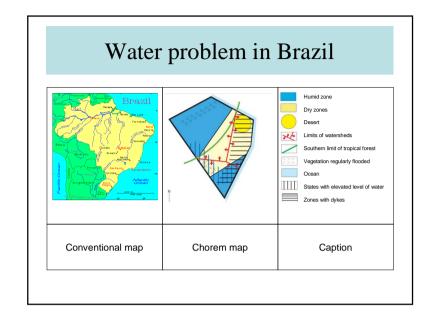




Visual Information Systems







1.7 – How to Lie with Maps !

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

