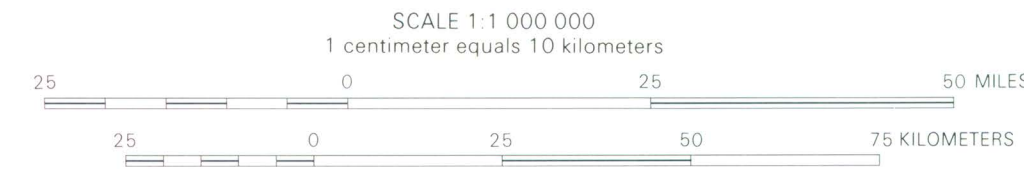


INDEX OF PUBLISHED EXPERIMENTAL SHADED-RELIEF MAPS  
Published maps are indicated by an "1" series number.



DIGITAL SHADED RELIEF WITH COLOR-CODED ELEVATIONS  
EXPERIMENTAL DIGITAL SHADED-RELIEF MAPS OF CALIFORNIA

By  
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1990

**NOTES ON MAPS**

The relief on these maps is portrayed by computer methods (Batson and others, 1991) that use an array of known topographic elevations (digital elevation model, or DEM) to compute a theoretical reference value for slope segments between each pair of elevation values on the basis of the slope segment's azimuth angle. Shaded-relief maps are conventionally illuminated from the northwest at an elevation of 45° above the horizon (here, 1981). For this map, however, a Sun azimuth of 0° (due north) and an elevation of 30° above the horizon were chosen in order to minimize artifacts created by the interpolation methods used in the DEM mosaic, and to depict the best apparent positive relief. The elevation of the Sun determines the contrast of the image, because contrast can be modified by other means; the elevation is not critical. The DEM used for this map consists of a grid of elevation values at 30-m intervals.

DEM blocks with dimensions of 1° in latitude by 1° in longitude were originally compiled by the Defense Mapping Agency Topographic Command (DMATC) by digitizing contour lines on 1:250,000-scale quadrangles. DMATC computer-generated values every 0.01 m, approximately 60 m at map scale and formed a matrix of rows and columns of elevation values. Each matrix was processed in Transverse Mercator coordinates.

A regional DEM was then compiled by making a mosaic of these blocks. This compilation required significant refinement and reprocessing of the original data. For example, the boundaries of each block had to be identified precisely so that spurious data outside the block could be discarded and so that the block could be accurately positioned in the digital map that formed the mosaic. Strips of data points were recognized, but during original compilation, these regions were identified and new values from adjacent data points were interpolated. The discontinuities between blocks were smoothed by using a regional correction. Each block was transformed to a Lambert Conformal Conic projection and resampled from the original grid to a spacing of 100 m per elevation value. Because of the interpolation methods and numerous photomechanical steps required to produce this map, the digital map does not precisely fit the geographic base in some marginal areas. These marginal areas appear as black or white. Also, data were not available for some islands off the southwestern shore, and these islands are not shown.

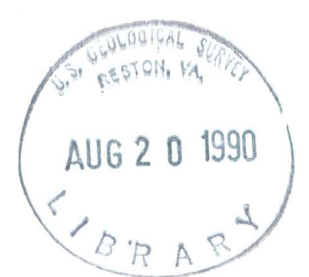
The color-coded elevation version (sheet 1) shows areas of elevation in color superimposed on the black-and-white shaded relief. Most shaded-relief maps do not depict actual elevation through color, but the color elevations were added here to provide a sense of the real relief. It should be noted, however, that relief shading is merely a visual aid; the color elevations were added here to provide a sense of the real relief. Colored elevation zones conventionally range from green for the lower elevations to brown for the higher values as are normally used. The experimental color coding applied to the elevation zones for this map was designed by Kathleen Edwards, R.M. Batson, and E.M. Batson for visual effect only and does not necessarily represent actual surface coloration.

The digital shaded-relief (sheet 2) is shown without culture and drainage so that the physiographic features are not obscured.

**REFERENCES CITED**

Batson, R.M., Edwards, Kathleen, and Elston, E.M., 1975, Computer-generated shaded-relief maps, U.S. Geological Survey Journal of Research, v. 1, no. 4, p. 601-602.

Hart, B.R., 1981, 3D shading and the reflectance map: Proceedings of the Institute of Electrical and Electronics Engineers, v. 69, no. 1, p. 14-47.



M(200)  
I  
no. 1848  
sheet 1  
c. 2