Automatic placement of text for objects that do not have a clear geographic definition

Rose Nyberg Lantmäteriet, the Swedish mapping, cadastral and land registration authority

Long term timeline







A historical map from Årsunda parish in Gästrikland, dated 1664

Contemporary digital map, Malmö



Agenda

- Very short presentation of the automatic generalisation project
- Text and automatic text placement

The project MTP (Modern Topographic Production)

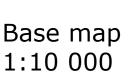
Presentations at ICC

- Wednesday, July 5, 2017 2:50 PM 3:50 PM
- Thursday, July 6, 2017 4:10 PM 5:30 PM

Malmö

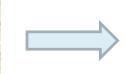








topographic map 1:50 000



Smaller scales



Main objectives MTP

- Increased map production effectivity
- A more flexible production line
- Harmonized content of the topographic databases
- Automatic text placement
- Automatic generalisation of smaller scale maps
 - \triangleright Starting with 1:10 000 \Longrightarrow 1:50 000



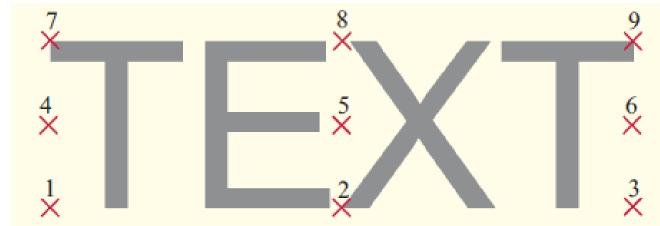
Development environment MTP

- ArcGIS Desktop version 10.5 with Maplex, ModelBuilder and FME Extension for ArcGIS
- FME Desktop 2016 Oracle Edition
- Proprietary tools developed with ArcObjects (C#) and Python (ArcPy)
- JavaScript is used to create widgets for the web



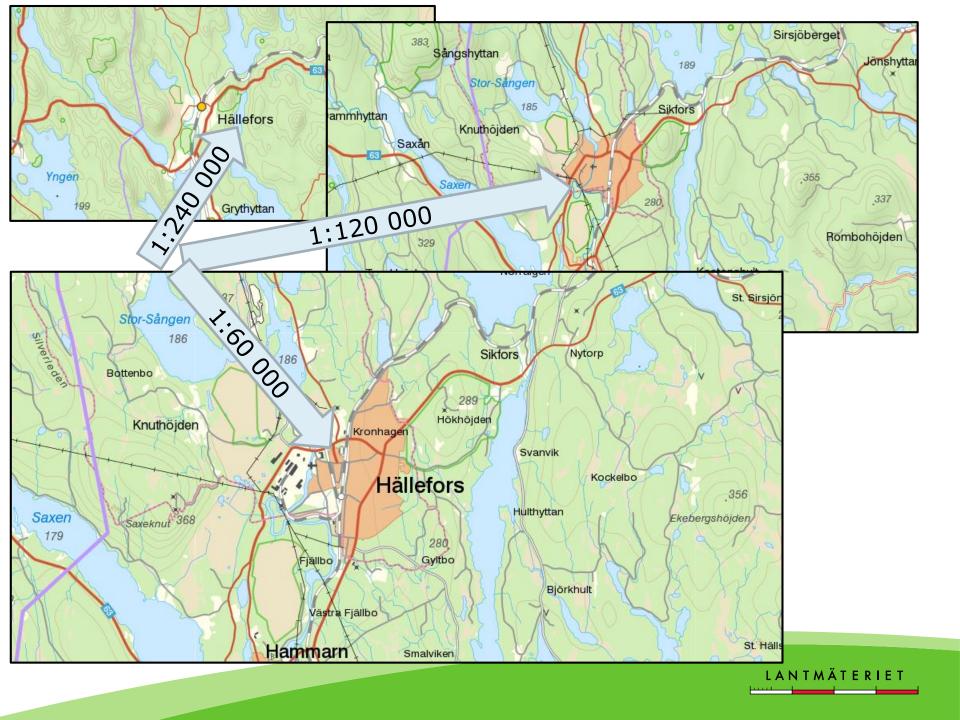
Current data model for texts

- Texts as stand-alone objects without connection to real world objects (stored as annotations)
- Points or polylines









Desired data model

Texts as attributes to real world objects



- Where the type, geometry, size and other attributes of the real world object can be used to
 - decide in which scales the labelling will be done
 - decide size and font for the text label
 - find the best text placement



Work to do in the base map 1:10 000

Automatically store the texts as attributes in the real world objects

- The work has not been started yet, only some testing
- Using geoprocessing tools
- Might be necessary to develop custom tools
- Manual edits can be necessary



DRAFT / MTP Work hypothesis

Base map 1:10 000

Real world object

Attributes

- Geometry
- Text
- Etc.

Annotation

Attributes

- Geometry
- Angle
- Etc.

Automatic generalisation, labelling and conversion to annotations

1:50 000

Real world object

Attributes

- Geometry
- Text
- Etc.

Annotation

Attributes

- Geometry
- Angle
- Etc.

1:100 000

Real world object

Attributes

• ...

Annotation

Attributes

•

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Etc. smaller scales

Texts belonging to real world objects without map representation today

- Mountains, valleys, bays, building areas
- Invisible objects will be created

Invisible objects sample

Bays and straits

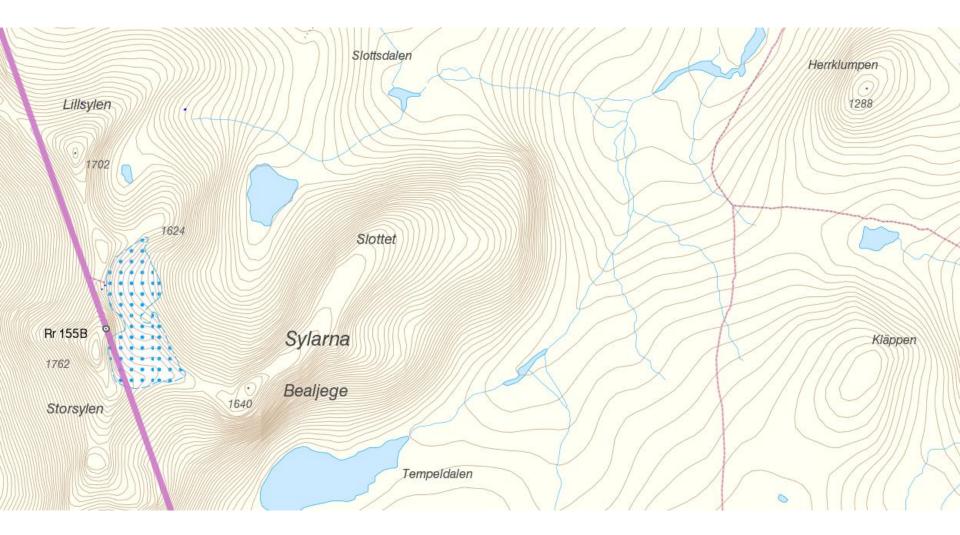


1:15 000



Invisible objects sample

Mountains and valleys



Questions to discuss

- 1. Other's experiences of labelling
 - 1. Automation level
 - 2. Product types
- 2. Comparison with manually placed texts
- 3. Software
- 4. Performance



Thanks for your attention!

Contact information

rose.nyberg@lm.se

http://www.lantmateriet.se

