Creating a National Geographic-style Physical World Map

Tom Patterson • US National Park Service
CleanTOPO2
ETOP02 and SRTM Plus – Linear artifacts

Shaded relief

Survey ship routes
Editing bathymetry in Photoshop

1) Shaded relief

Layer Mask transfer

2) Grayscale data
Extent of bathymetry edits
CleanTOPO2

Before

Bermuda

After

Bermuda
Natural Earth II
Natural Earth II – Potential natural vegetation
Natural Earth II classification

1. Desert
   - Highland
   - Tundra
   - Polar (bare ground)
   - Glacier
   - Antarctic ice shelf

2. Grassland (steppe)
   - Open forest (savannah)

3. Tropical forest
   - Temperate forest
   - Northern forest
   - Mediterranean vegetation
Forest color determined by Köppen climate classification

- Temperate (Ca, Cb, Da)
- Mediterranean (Cs)
- Northern (Db, Dc, Dd)
- Tropical (Af, Aw)
Hydrography

World Data Bank II

World Data Bank II + MODIS
Comparison

National Geographic

Natural Earth II
Natural Earth Projection
Natural Earth pseudocylindrical projection

Kavraisky VII  Natural Earth  Robinson

Natural Earth projection
+
Natural Earth II dataset
Plan Oblique Relief
Relief Comparison

2D Conventional  Plan Oblique Relief  3D Oblique

Natural Scene Designer 5.0 (alpha)

Physical Map of the World: Two Versions