

Term Project 1: Fantasy Reference Map

Points: 100 Points

Prompt: The two term projects are meant to be more involved than the class projects. In this first term project, you will generate a reference map for a fantasy environment. This map can reference different time periods or genres (for example, futuristic, space opera, medieval fantasy, steam punk, post-apocalyptic, etc.). The scale is also up to you (for example, an individual city, a province or country, a continent, or an entire globe). Deliver your layout as a PDF file. Regardless of the time period/genre and scale the map must:

- ❖ Be a reference map that represents a reimagined or imaginary landscape.
- ❖ Be generated from scratch in a vector graphics editing software (Adobe Illustrator or Inkscape).
- ❖ Have names applied to feature and boundaries using cartographic labelling rules.
- ❖ Have well defined symbology to represent different features or landscape components.

A few suggestions:

- ❖ There are a lot of good name generators online (<https://www.fantasynamengenerators.com/>, <https://blog.reedsy.com/character-name-generator/fantasy/>, <https://www.name-generator.org.uk/fantasy/>, etc.)
- ❖ Have a look at fantasy maps associated with books, video games, movies, and/or Dungeons and Dragons.
- ❖ Don't be too ambitious with this. Make sure that you can accomplish what you set out to accomplish in the available time.

Rubric:

- ❖ The level of detail/generalization should be appropriate for the map scale (for example, a map of a city would have more detail than a map of a country or continent). Geographic features and boundaries have adequate detail but are also generalized where necessary to reflect the scale of the map. (15 Points)
- ❖ Labels and names are applied using cartographic standards. All text should be easy to read, well associated with the referenced feature, and honor rules associated with different features, such as rivers, mountain passes, political boundaries, etc.). Consider your use of font family, font style, font size, font color, label orientation, and label position. (15 Points)
- ❖ Use of consistent symbology to represent similar features and different symbology to represent disparate features (for example, woodlands could be symbolized differently than marshes). The styles and symbols defined should be consistently used. (10 Points)
- ❖ Provide ancillary elements including a scale bar, north arrow, and title. (10 Points)
- ❖ Make use of space well and establish visual hierarchy within the layout. (10 Points)
- ❖ Incorporate a well-designed legend to make the interpretation of the symbology easier. (10 Points)
- ❖ Drawing and layers should be neat, well organized, and scale appropriate. Geographic features and boundaries have adequate detail but are also generalized where necessary. (15 Points)

- ❖ Consider the level of abstraction applied. The map should have a clear theme and all symbology and styles should honor this theme. For example, a futuristic-looking font would not be a good choice for a medieval fantasy map. (15 Points)