

### Do More with Basemaps

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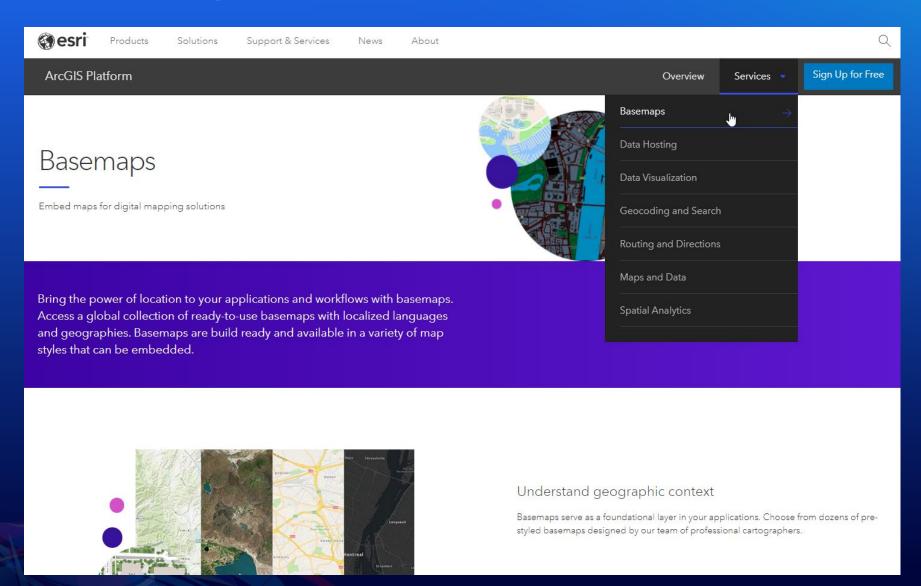
#### Do More with Basemaps

 Basemaps set the stage for your layers. In this session, you will learn about the new tools with basemaps that allow you to change the colors, add layers, and tips on using the vector tile style editor.

- Presentation outline:
  - Esri Vector Basemaps, Localization, OpenStreetMap, Road Ahead
  - Creating & maintaining your own basemap layers
  - Managing your hosted Vector Tile Layer
  - Replace Layer Demo
  - Vector Tile Style Editor Demo
  - Enhance your basemaps with Layer Blending & Demo
  - Suggested links for more information

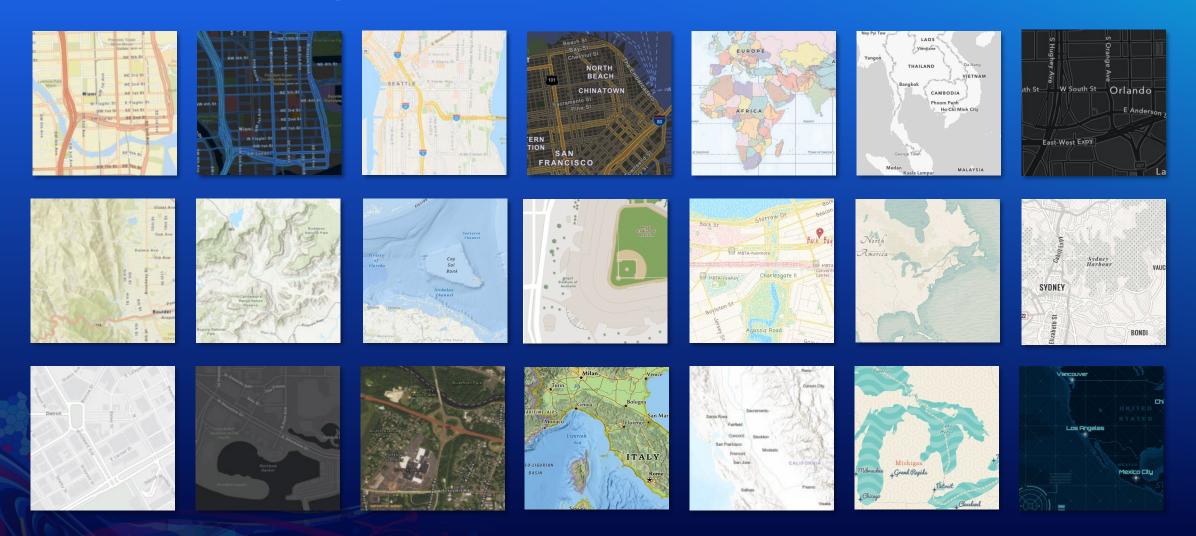


Andy Green



- Basemaps are ready-to-use in a variety of map styles.
- Basemaps serve as a foundational layer in your applications.
- Content is available at multiple scales using authoritative data from commercial, open source and community contributions.

- Customizable by design, select the colors, patterns, and labels that meet your organization's unique needs.
- Quickly add Esri basemaps to your applications.
  Maps are optimized for web, mobile, and desktop applications.
- Available with localized content in a number of languages.



#### **Localization of Esri Vector Basemaps**



- Arabic
- Chinese (Hong Kong)
- Chinese (Simplified)
- Chinese (Taiwan)
- Czech
- Danish
- Dutch
- Estonian
- Finnish
- French
- German

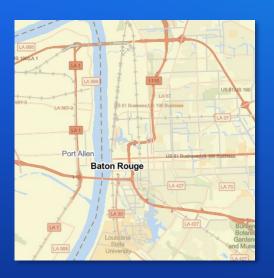
- Greek
- Hebrew
- Italian
- Japanese
- Korean
- Latvian
- Lithuanian
- Norwegian
- Russian
- Polish
- Portuguese (Brazilian)

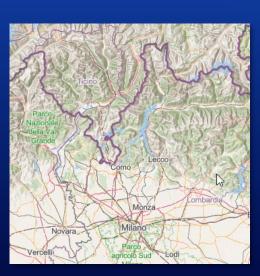
- Portuguese (Portugal)
- Romanian
- Spanish
- Swedish
- Thai
- Turkish
- Ukrainian
- Vietnamese
- More to be added in 2021
  - Bosnian, Catalan, Croatian,
    Hungarian, Indonesian, Serbian,
    Slovak, Slovenian

#### **OpenStreetMap Vector Basemaps**

- OpenStreetMap
- OpenStreetMap Daylight (Beta)











#### **Esri Vector Basemaps Road Ahead**

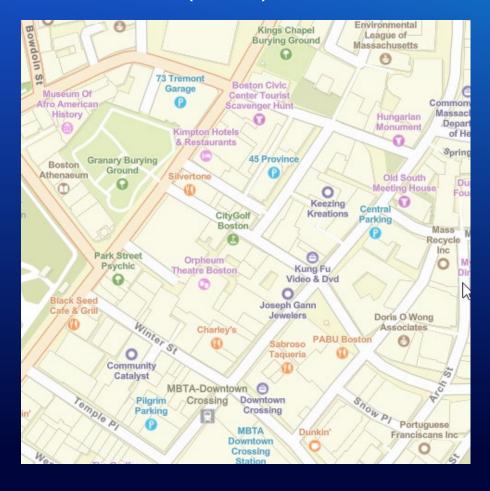
#### **Multi-source styles**

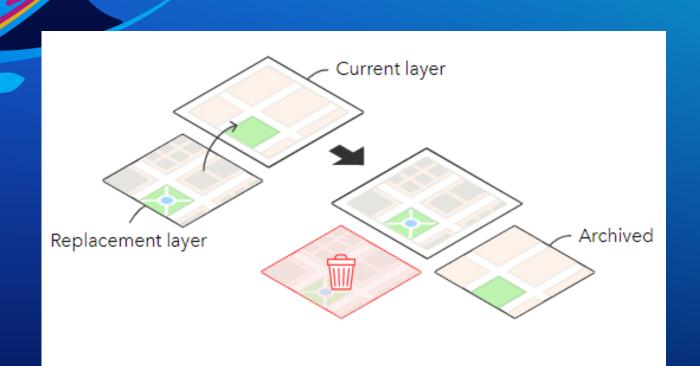
Topographic with Contours (Beta)



#### **Places/Points of Interest**

- Places (Beta)





# Creating & maintaining your own basemap layers in ArcGIS Online

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#### Leveraging ArcGIS Online Tools to Manage & Customize your Basemaps

- Publishing & Managing your own Vector Tile Basemaps in ArcGIS Online
- Layer Blending in Map Viewer

#### **Publishing Vector Tile Layers to ArcGIS Online**

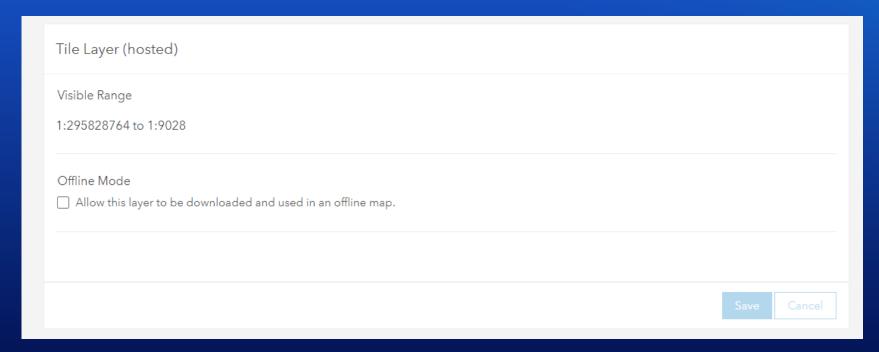
- Why Vector Basemaps?
- Create your own Basemap in ArcGIS Pro and publish to ArcGIS Online as a hosted Vector Tile Layer

#### Managing your hosted Vector Tile Layer

- Enable Offline Mode
- Create and Manage Styles
- Replace Layer

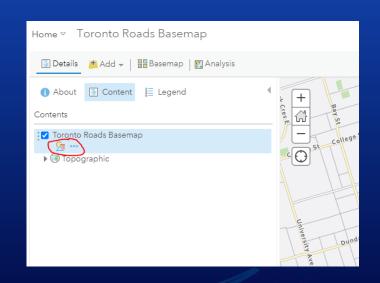
#### **Offline Mode**

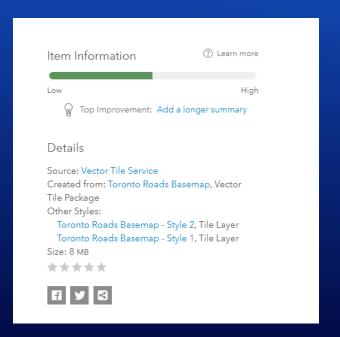
From the Item Details Settings Page:



#### **Create and Manage Styles**

- Create new styles from your hosted Vector Basemap by accessing the Vector Tile
  Style Editor in Map Viewer Classic
- You can view the styles created from your hosted layer from its Item Details Page





#### Replace Layer

- What is Replace Layer?
- Archive Options
- Things to keep in mind

#### What is Replace Layer?

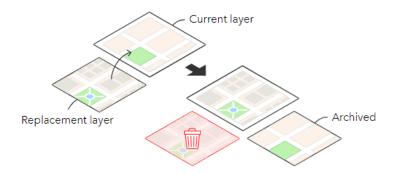
- Allows you to replace a hosted vector tile layer with content from a different hosted vector tile layer
- The content is replaced, but the item ID and URL of the layer remain the same so maps and applications do not need to be updated to reference a new layer
- Allows you to preview how different styles associated with your layer will look with the replacement layer

#### **Archive Options**

Archive the current layer as Toronto Roads Basemap\_2021\_02\_07\_08\_47 //

The content of the current layer is archived. A new layer is created to archive the current layer. The replacement layer is deleted afterwards.

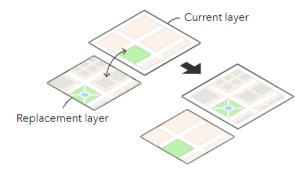
- The item id and URL of the current layer is retained so that apps and styles referencing the layer continue to work.
- The content of the current layer is archived as a new layer.
- The replacement layer is deleted after the current layer is replaced.
- Ideal for creating designated layers for archives.



O Use the replacement layer as the archive

The content of the current layer is swapped with the content of the replacement layer.

- No new layers are created. The item id and URL of both the current layer and replacement layer are retained so that apps and styles referencing the layers continue to work.
- · Ideal for environments that do not want to create a designated layer for archiving.





Select replacement layer

Choose archive option

Replacement layer

No Layer Selected

Select layer

Requirements

The current layer and replacement layer should have the same:

- Coordinate system and tiling scheme.
- Layers included in the replacement layer should match the current layer.

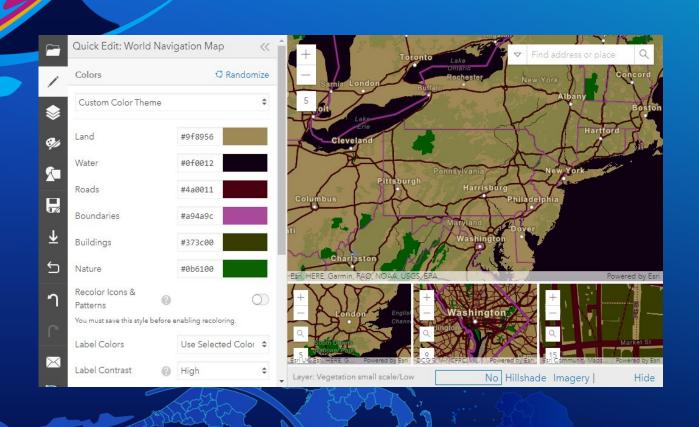
## Replace Layer Demo

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#### Things to keep in mind

- Replacement layer & current layer must both use the same coordinate system and tiling scheme
- Both layers must be owned by the same portal member
- Certain changes can affect the layer you replace
  - Removing or adding a layer to the map before publishing the replacement layer
  - Renaming layers
  - Changing symbology



## Vector Tile Style Editor Demo

**Andy Green** 

#### **Enhance your basemaps with Layer Blending**

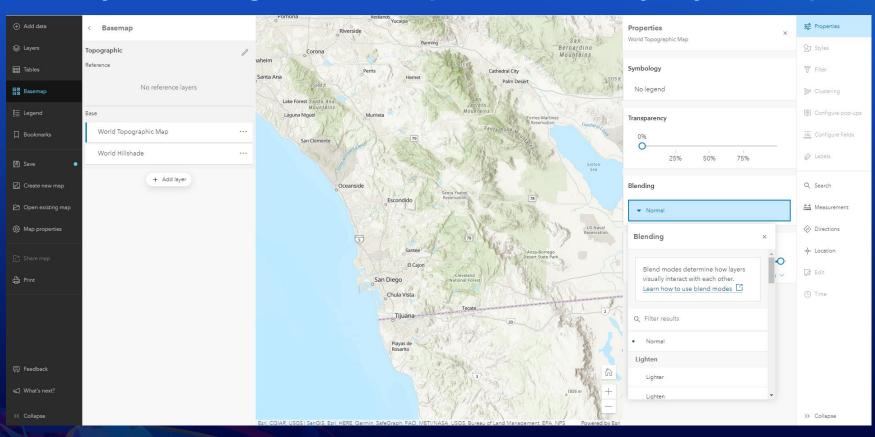
- What are Blend Modes?
  - A property setting applied to a layer that blends the pixels of two or more layers to achieve a special effect
  - 30+ different blend modes are now included in the Map Viewer





#### **Enhance your basemaps with Layer Blending**

Access Layer Blending from the Properties Tab of any Layer in Map Viewer





# Layer Blending Demo

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#### Suggested links for more information on Esri Vector Basemaps

- ArcGIS Living Atlas of the World: <a href="https://tinyurl.com/livingatlasbasemaps">https://tinyurl.com/livingatlasbasemaps</a>
- Community Maps Program: <a href="https://communitymaps.arcgis.com">https://communitymaps.arcgis.com</a>
- Reference Document: https://tinyurl.com/basemapreferencedoc
- Feedback Map: https://tinyurl.com/basemapfeedback
- Blogs: https://www.esri.com/arcgis-blog/?s=#&tag=vector-basemaps
- Esri Vector Style Tile Editor (Developers site): https://developers.arcgis.com/vector-tile-style-editor/

## Suggested links for more information on creating & maintaining basemaps and blending

- Authoring vector maps: https://tinyurl.com/authoringmaps
- Manage hosted layers: <a href="https://tinyurl.com/managelayers">https://tinyurl.com/managelayers</a>
- Layer Blending: https://links.esri.com/agol/new-mv-layer-blending



