Learning to See the Past in an Eroded National Park

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Goal

A paper map visitors can carry with them to
(1) navigate around island
(2) connect past land use practices to present landscape features
Landscape as Palimpsest

Over time, land use activities written and re-written onto landscape
Building the Map

(1) Morphology
(2) Tinting
(3) Lines and Labels
Hillshade (1m DEM from lidar)
Aerial Perspective
Terrain Texture Shade
Terrain Texture and Hillshade blend
Steep slope texture multiplied
Building the Map

(1) Morphology
(2) Tinting
(3) Lines and Labels
4-band air imagery (NAIP)
Bare ground (reclassified NDVI)
Bare volcanic (from geology map)
Bare shale
Bare rock versus vegetation cover
Darkened slopes
4-band air imagery (NAIP)
Woodlands (NDVI reclassified)
Woodlands tint
Woodlands texture (from DSM)
Cool tone shadows
Ocean (NAIP with dry brush)
At a finer scale
Hillshade
Aerial Perspective
Terrain Texture and Hillshade blend
Steep slope texture multiplied
Bare rock with slopes darkened
Woodlands tint
Woodlands texture (from DSM)
Cool tone shadows
Ocean (NAIP with dry brush)
Across scales
Building the Map

(1) Morphology
(2) Tinting
(3) Lines and Labels
Next steps