METADATA

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Abstract

This monograph explores color and the way it is applied in map creation and spatial representations. Color is one of the dominant elements of a visual scene and, indeed -according to contemporary studies in the field of neurobiology- the first element recognized by the human visual system. Color has been extensively explored in various scientific fields. It also plays a prominent role in many forms of art, and especially painting, where it serves as a powerful means of artistic expression. In maps and spatial representations, color is one of the primary elements for evaluation, based on the successful transmission of the information they depict. In fact, color hue, brightness, and saturation are the three visual variables that form the basis for cartographic symbols. Additionally, the application of color to individual cartographic elements is a critical parameter for shaping the overall map image, as it establishes harmony, balance, contrast, visual hierarchy, and the organization of the image-background relationship. Color thus determines what will stand out, what will recede, what will be clear or vague, bright or dark, different or similar. This monograph attempts to synthesize the existing knowledge about color, as it emerges from different research approaches. It includes an analysis of its nature, philosophical considerations, its modes of perception by the human visual system, its descriptive systems, and the role it plays in painting. The extensive illustrative material, including, but not limited to, examples of paintings and chromatic sequences, are radical in enhancing understanding of the analysis and applicability of color. It is the aim of the authors that this monograph will serve as a comprehensive teaching tool for studying and applying color in digital spatial representations, particularly in maps, whether virtual or in print.

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