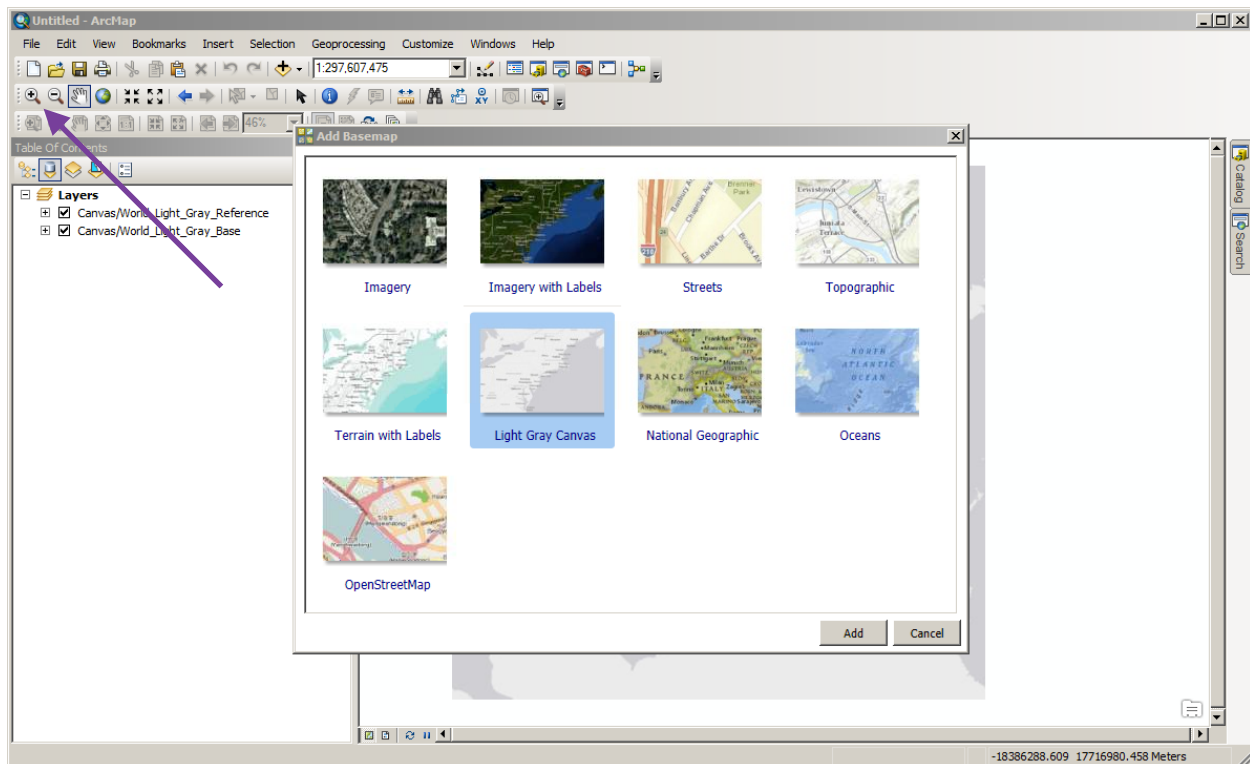
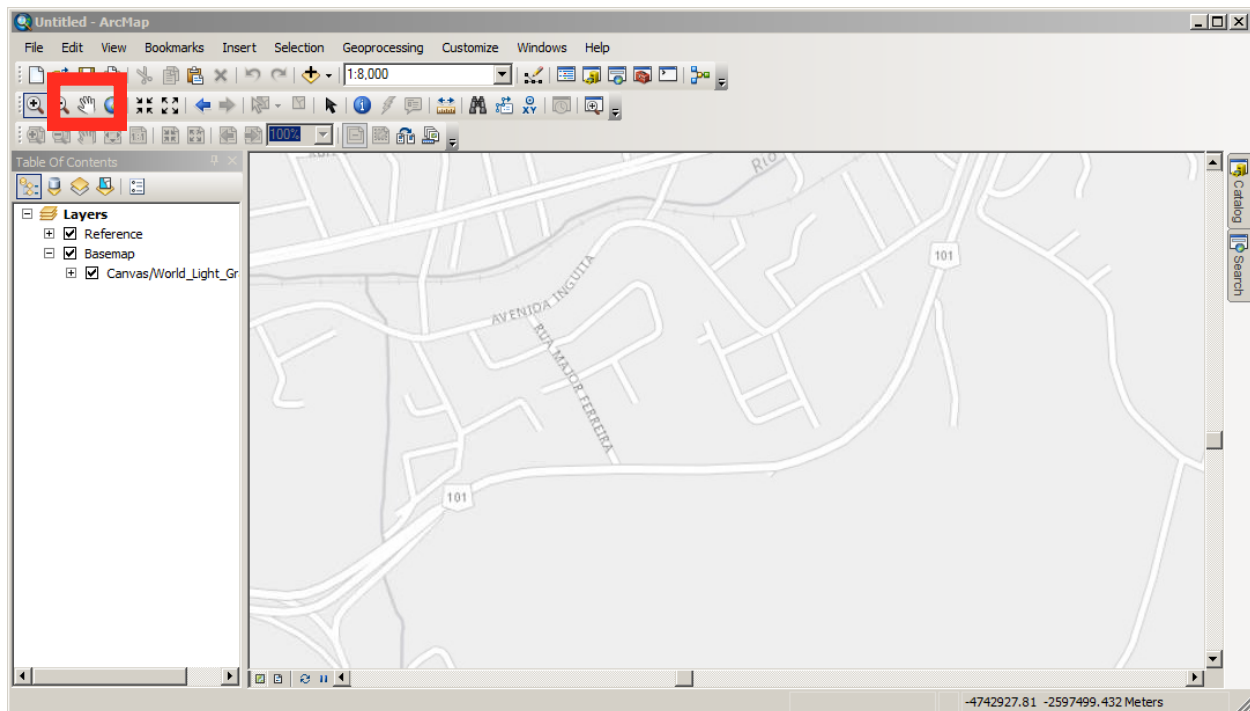


Tracing features of the basemap (e.g., major highway)

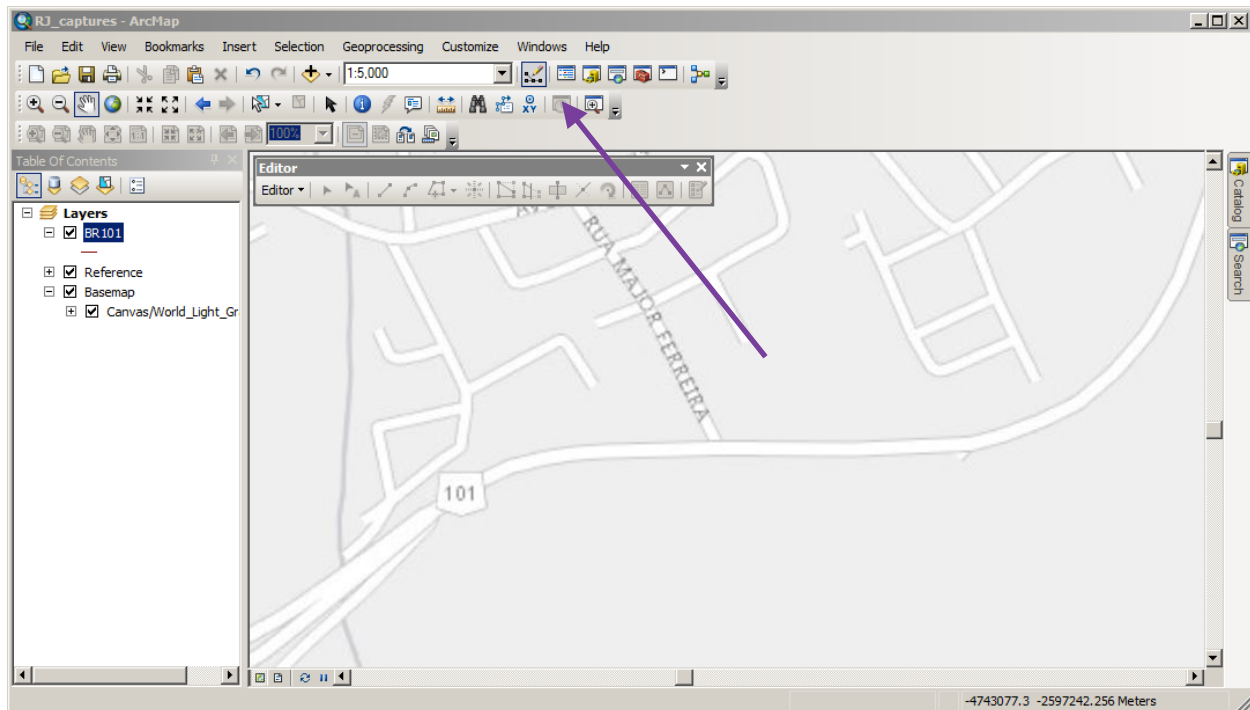
1. Open Arcmap 10 in Data View. Add basemap thru the “Add Data” button. The basemap will allow you to make a line art style map by tracing over desired features on the map.



2. If nothing appears in the main view screen, you may have to zoom out/in, which can be done in the upper left using the magnifying glass icons.
3. Choose the part of the world of interest to you, again using the magnifying glass zoom icons and you can also set your scale to the level you would like in a box near the program menus. Note: I tend to avoid using the scroll bars in the main view window because I would lose the place on my map.
4. You can reposition the area of the map you want with the white hand icon in the upper left.

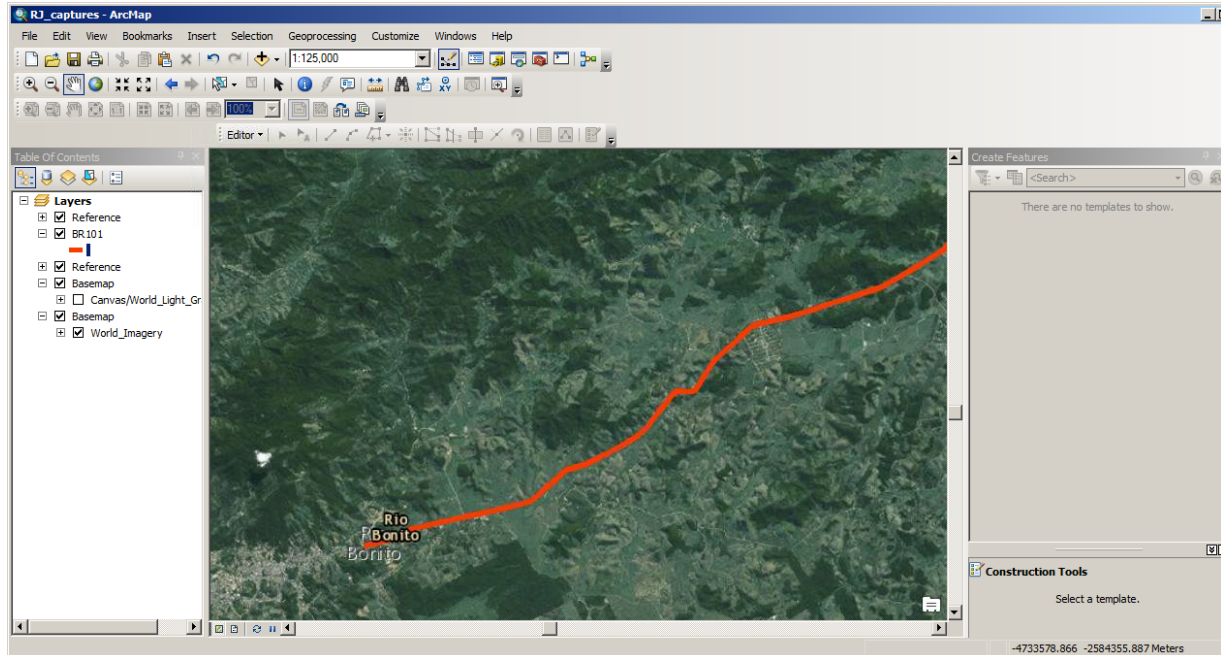


5. You will need to figure out what projection your basemap is using. This can be found by right clicking any area of the basemap, then Data Frame Properties > Coordinate System. In my case it is WGS 1984 Web Mercator (auxiliary sphere).
6. Then go into the Catalogue window (it pops out at you from the right edge of the window). I find the folder that says Default.gdb, select that, right click, and then select "New Feature Class." Since I will be tracing a highway, BR101, that is exactly what I will call this feature. I will also choose it as a line feature. Then chose the coordinate system that matches your basemap (or you will potentially run into boatloads of issues). Then I just click thru defaults for the rest of choices in the New Feature dialog box.
7. To start tracing the edges of the highway, make sure the newly created feature is selected in the Table of Contents to the left. Then select the Editor (you can access it thru Customize>Toolbars>Editor menu or thru the icon that looks like a pencil drawing a segmented line).



8. You have to turn the Editor "on" by hitting the drop down Editor menu and click "Start Editing." In the "Create Features" box select the newly created feature you just made, and select line under Construction Tools. Then choose "Line Segment" in the Editor box, and you are ready to start tracing over BR101.
9. Click on the edges of the highway on the basemap and start adding segments following the highway outline on the basemap. If you need to shift the basemap frame, reach up for the white hand icon, and shift your basemap, hit line again in the Create Features window and continue to lay down segments. I save my edits every time I move the basemap into a new frame.
10. Note: I turned off the Snapping option within the Editor pull down menu when I started working on tracing the second side of BR101 because the two lines kept snapping to each other and making tracing more problematic.
11. Once you are done, save edits and then turn off editing.
12. Note: You can add another basemap that will load at the location you are currently viewing. This comes in handy if you need to trace different features that your current basemap does not show.

13. You can also trace polygons in a similar sort of way as the line above, except you would chose polygon instead of line feature when making a new feature for your item of interest thru the “New Feature Class” dialog box.



14. You can change the order of layers and what lies on top of what by changing layer order in the Table of Contents.
15. Once you are happy with your tracing or line art map in general, switch to Layout View. From the insert menu you can add a scale bar, map title, legend, and finalize how your map is visualized.