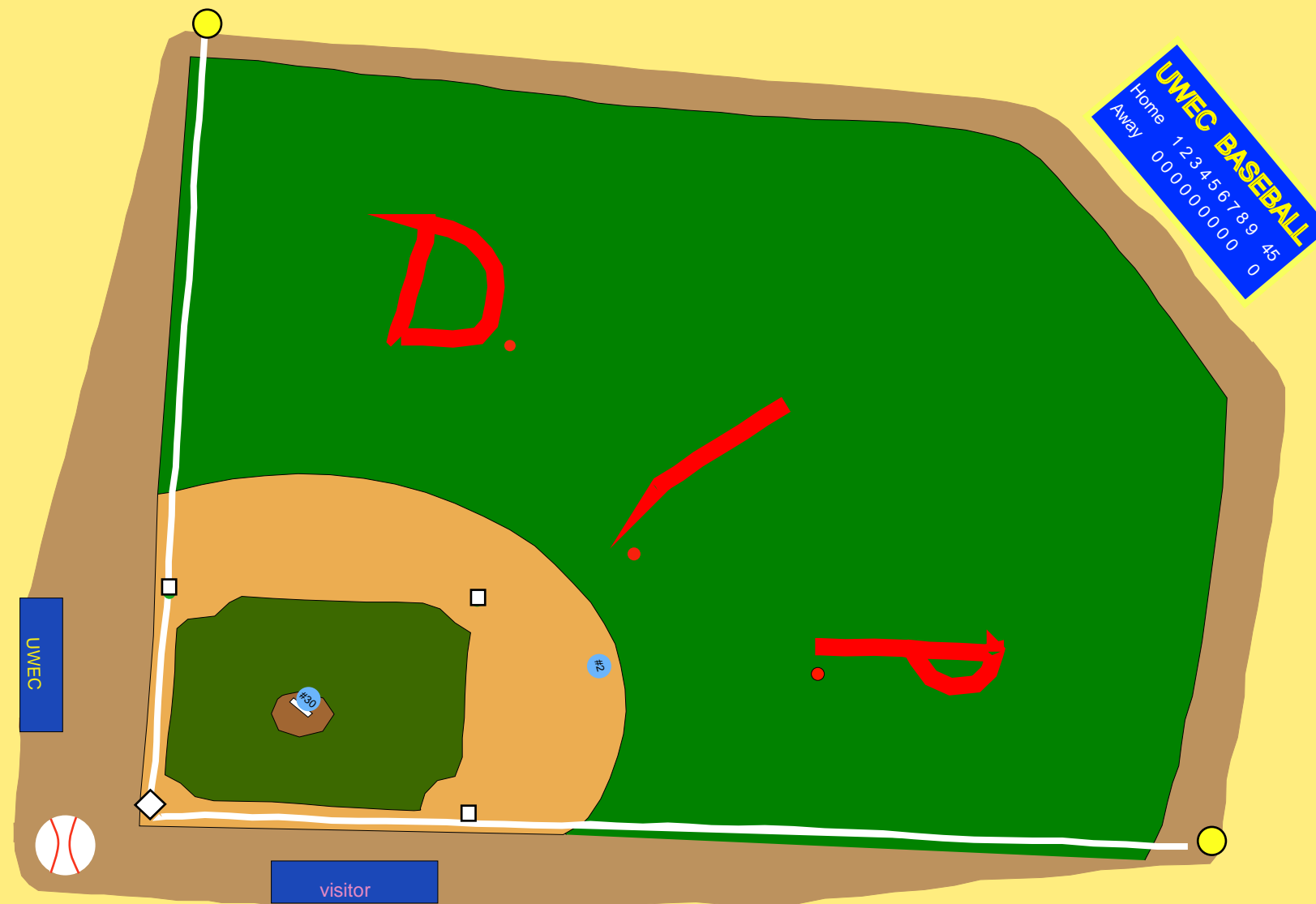


Carson Park Baseball

Mapping out Carson Park with the GPS system was pretty straightforward. We started out by thinking of the obvious points, lines, and regions. Bases, baselines, and the outfield were the obvious points, lines, and regions, but we had many other features included within our map. Foul poles, dugouts, and positions we play were the features that we included that are not really included in the baseball field image. In Pathfinder we created a data dictionary with these features, and transferred it to our GPS unit. We then mapped Carson Park with the GPS unit.

The hardest thing about mapping our project was putting our team name, DIP, in the outfield. It was hard to mark spots for where we started, and it was also tough to walk out the curves of the letters.

When we returned to the lab, we transferred data from our unit into Pathfinder. Next, we exported this information into Arcview. In Arcview we designated colors and shapes for our lines, points, and regions. After completing this, we exported it all into Adobe Illustrator. In Illustrator, we changed all of the little mistakes caused by the inaccuracy of the satellites and added more features and text. The project turned out pretty much the way we wanted it to.



GPS Project - Geography 199 2001
Zac Najacht, Chip Marty, Jared Pierce

