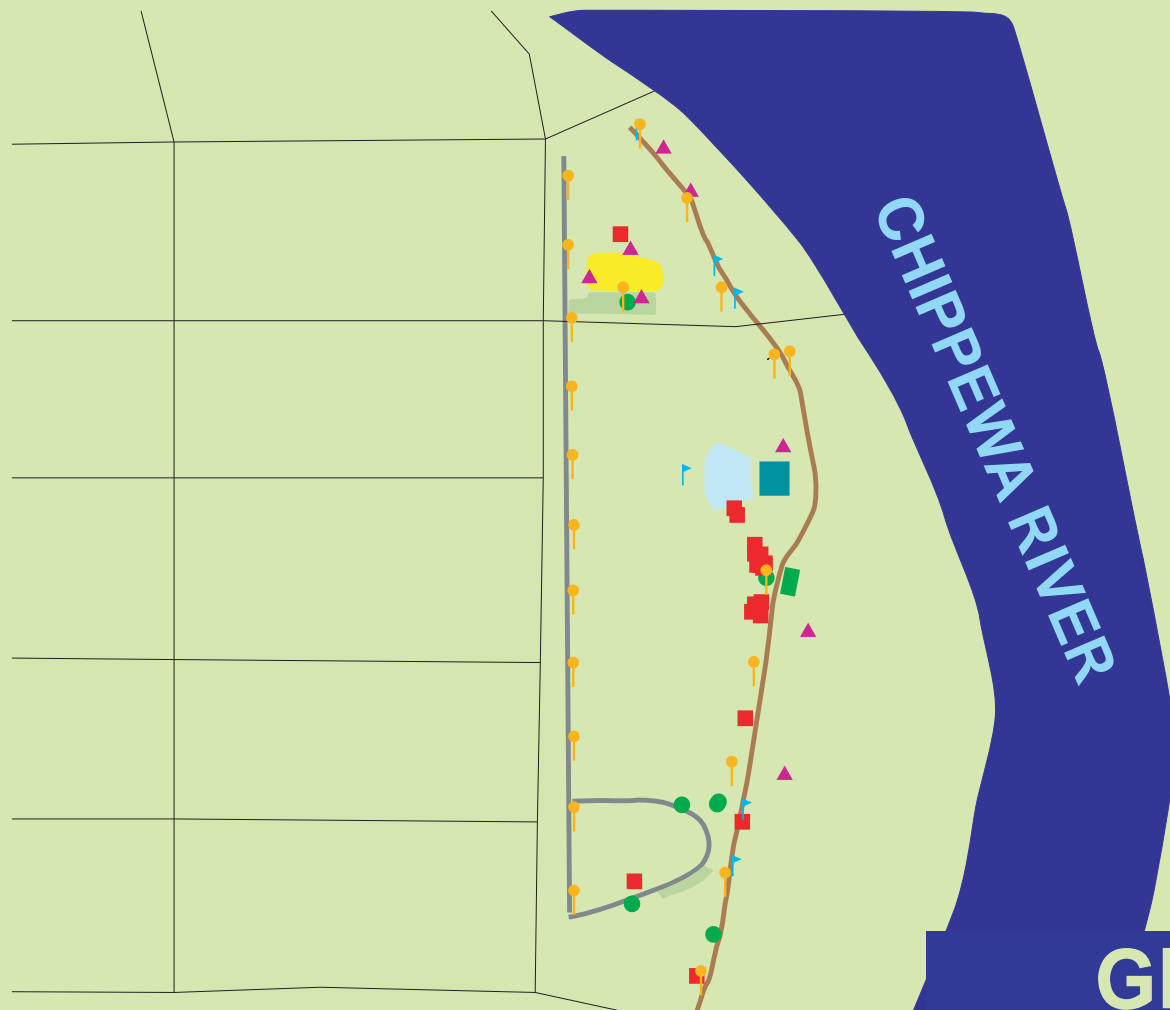


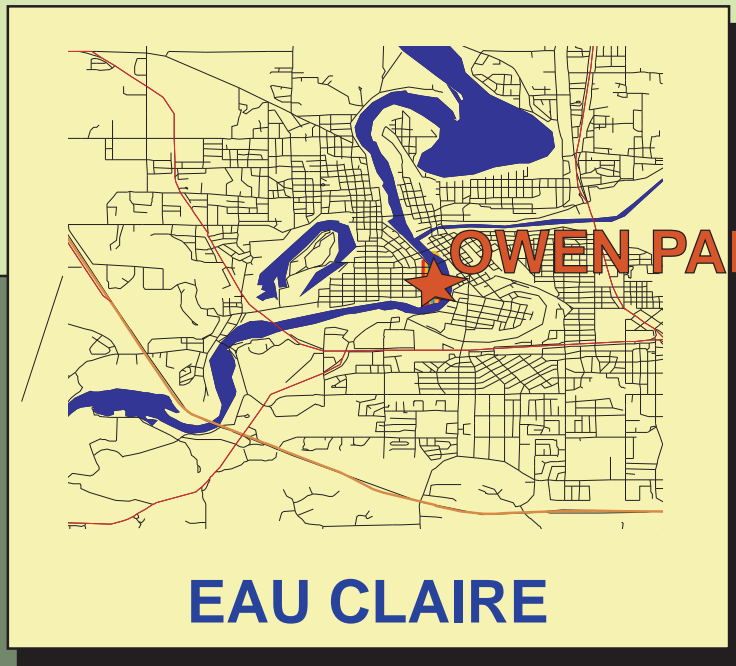
# OWEN PARK



LEGEND	
	HIGHWAYS
	INTERSTATE
	STREETS
	TRAIL
	SIDEWALK
	SIGN
	BENCH
	LIGHT POLE
	GARBAGE CAN
	PICNIC TABLE
	BANDSHELL
	SEATING AREA
	PLAYGROUND
	BATHROOM
	PARKING LOT
	WATER

## GHOSTBUSTERS

SANDY YASSIN SARAH BUSS TRACEY GILBERT



OUR PROJECT CONSISTED OF MAPPING OWEN PARK IN EAU CLAIRE, WISCONSIN. ORIGINALLY, WE PLANNED ON INCLUDING THE TREES, BUT ONCE WE REALIZED HOW MANY THERE WERE, WE DECIDED AGAINST IT. MAPPING THAT MANY TREES WOULD DOMINATE THE MAP AND DISTRACT FROM THE REST OF THE FEATURES. WE RAN INTO A FEW PROBLEMS WHILE MAPPING WITH THE GPS. FIRST, WE COULDN'T GET ENOUGH SIGNAL AROUND THE BANDSHELL, SO WE PLOTTED POINTS FOR CORNERS RATHER THAN A REGION. WE HAD ANOTHER PROBLEM WITH THE SIGNAL WHEN WE WERE MAPPING A FEW LIGHT POLES, SO WE USED THE OFFSET FUNCTION.

AFTER COLLECTING THE DATA WITH THE GPS, WE EXPORTED IT TO ARCVIEW WHERE WE CHANGED THE SYMBOLS AND COLORS. WE THEN EXPORTED IT TO ADOBE ILLUSTRATOR WHERE THE REAL WORK BEGAN. ASIDE FROM CHOOSING PLACEMENT OF ALL OF OUR OBJECTS, WE HAD TO SMOOTH OUT SOME LINES, FINALIZE THE COLOR SCHEME, AND PLACE OUR TEAM PICTURE. THE OUTLINE OF THE PARKING LOT WAS JAGGED BECAUSE OF LOW PDOPS, SO WE HAD TO REDRAW CERTAIN AREAS. MODIFYING THE LEGEND WAS THE HARDEST AND MOST TIME CONSUMING PART. SEEING THE FINISHED PRODUCT WAS A GREAT REWARD FOR ALL THE WORK WE PUT INTO THIS PROJECT!