
Subject: Re: Automated Map colors

Posted by [David Fanning](#) on Mon, 30 Jul 2012 22:58:07 GMT

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Wayne Landsman writes:

- > I have a program that creates connected filled polygons
- > It ends up looking like a map where each country is
- > in a different color (or at least countries that
- > border on each other have a different color).

- > Right now I choose my colors by getting an array of
- > color names from `cgcolor(/names)`, and randomly
- > assigning a color to each polygon. Sometimes this
- > looks OK, and sometimes it looks, um, like the
- > colors were chosen at random. Anyone have any
- > suggestions on how to intelligently pick colors
- > for a map?

I think I would probably stick to one of the Brewer color tables, which were made specifically to look good on maps:

<http://colorbrewer2.org/>

I'd probably down-sample to the number of colors I needed, and pick randomly from that list. I'd probably try Brewer color table 27 if I were going to start somewhere:

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
