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
--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Automated Map colors
Posted by greg.addr on Tue, 31 Jul 2012 10:42:47 GMT
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You could make an implementation of this...

http://en.wikipedia.org/wiki/Four_color_theorem

cheers,
Greg