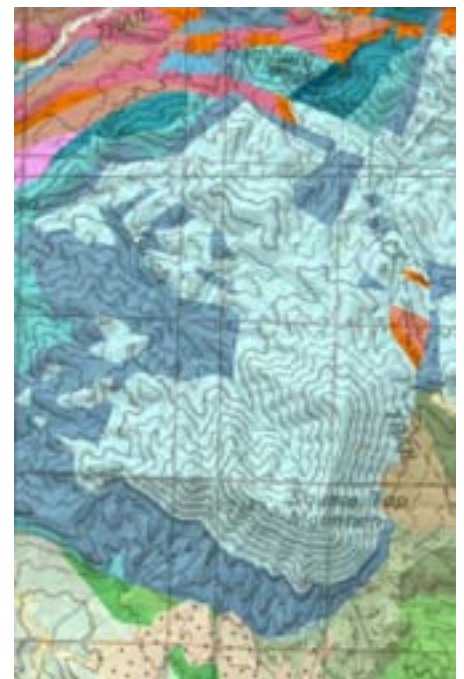


Global Mapper Mash-ups

Create high-quality mash-ups from scanned topographic maps, slope-enhanced shaded-relief maps, and high-resolution images of geologic map unit colors and patterns.

Global Mapper Stack Order	Transparency %	Blend Mode
DRG or Scanned Topo Map	30	None
Slope-enhanced Shaded Relief	40	Multiple
Raster Image of Map Colors and Patterns	100	Multiple



The above shows the elements and settings used in Global Mapper to create a high-quality mash-up used in the publication of the Geologic Map of the St. George and east part of the Clover Mountains 30'x60' Quadrangles, Washington and Iron Counties, Utah. Note the blend modes used. Since ArcMap cannot blend layers together, this is the only way that the topographic base, the shaded-relief, and the polygon colors can be combined without using a transparency on the polygons; which diminishes the original polygon colors to undesirable colors.

Following is a screenshot of a portion of this published geologic map.

