

**THE ESSENCE OF CARTOGRAPHIC MAPS IS THAT THEY ARE USED
FOR CARTOGRAPHIC DESCRIPTION OF THE TERRAIN.
GENERALIZING WORKS IN THE PREPARATION OF MAPS.**

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ABSTRACT

This article the essence and functions of creating a card, choosing a method for creating a card, the scientific-methodical principles of creating a card information has been provided.

Key words: map, terrain, description, composition, design, event, phenomenon, generalization, nature, scale.

INTRODUCTION

The legend consists of a system of conditional signs and explanatory notes, which not only facilitate the explanation of events and phenomena on the card, but also determine its content. The essence of the legend is not limited to the explanation of individual symbols. It is used to get general information about the contents of the card and to get an idea of the objects that are charged to the card. As a result of a thorough study of the legend, the separation of the events recorded on the card, the principles of their description, an idea of the degree of generalization, the characteristics of various indicators, and the relationships between the categories of events are determined. By reading the legend, it is possible to conduct analysis, to see the ways of comparing objects and their indicators with each other[1,3,5,7,9].

THE MAIN PART

General requirements for the legend of any card:

1. The legend must be complete.
2. The conditional symbols of the legend must be the same as the conditional symbols on the card.
3. It is necessary to clearly express the used imaging methods in the legend and explain them clearly.

When reading a legend, the main attention is paid to its content. The legend is based on the classification developed in this field of science, and the signs are arranged in a logical and acceptable sequence, thus in a row. It should represent the main content of the card [2,4,6,8,10].

The initial version of the legend is created during the author's work and during the design of the card. The full legend is formed during the development of the author's original or model of the card. When creating an original card, a lot of time is spent on preparing the legend, because the legend of such cards is the result of theoretical concepts. It is very difficult to create serial and complex card legends, because they are linked in content, compatible with other card legends [11,12,13].

RESULTS AND DISCUSSION

Currently, different legends are used on the cards, which requires the need to put the legends into some kind of system. According to the size and complexity of the content, the legends are divided into the following types:

Elemental legends are short thematic card legends that unilaterally represent the elements of natural components taken separately. Compilation of such legends depends on the characteristics of indicators and cartographic representation methods. Elemental legends that provide a quantitative indicator are constructed by the method of parallel lines, depending on the range of accepted scales [14,15,16].

1. Combined elemental legends. In such legends, two or more indicators of natural objects are shown together. They are composed of several elementary legends and include both qualitative and quantitative indicators. By combining several cards whose legends are close to each other in content, an opportunity to create a new card will appear. This method is widely used in creating atlas cards, placing them compactly, and reducing the number of atlas corners.

3. Typological legends - these are legends based on the description of scientific classifications. When describing the groups and sections of the classification in the legend, various indicators of phenomena - genesis, periods of development, location conditions, composition, etc. are used. Such a legend is developed mainly for zoological and geobotanical cards. They are also used to create elementary legends describing some source of events [17,18].

4. Combined typology legends. Such legends are used to describe several natural components together, to combine interrelated objects in the legend with their own characteristics, for example, soil-vegetation cover and zonal types of animal distribution; groundwater level on hydrogeological maps; water capacity of rocks is developed to describe the degree of mineralization, chemical composition, etc [19].

5. Legends combining many indicators and descriptions, elementary and typological legends are called complex legends. In such a legend, the necessary sections are selected from various typological legends, and the characteristics of the relationship between the events are expressed. Sections of complex legend are filled with object indicators. In the legend, a separate cartographic representation method is chosen to show each event. The complexity of the complex legends, the adaptation of the system of conventional signs in them, and the systematic arrangement of their sections are required[20,21,22].

It is necessary to include the legend of synthetic cards in a special group, because they fully describe the natural conditions, show the groups of networks together.

Areal comes from the Latin word "areal" which means area, space, space, space. An area is a place where some events and phenomena, for example, plant species, animals, arable land, are scattered. According to the nature of the location, the event and the event itself can be continuous, integrated, whole or dispersed within the boundaries of the area[23,24].

Areas are divided into absolute and relative types. If the same event and phenomenon do not occur outside the area boundary, then the area is called an absolute area, for example, some species of animals. The relative range is quite narrow - it covers the area where the event and the event spread, and within that area the event and the event have certain characteristics, for example, the animal species (almakon, crot - a different mammal that lives underground) has a sufficient distribution density to hunt will be Various principles (methods) are used to give (show) areas on maps[25,26,27].

Demarcation of areas with continuous or long dotted lines of a certain image; painting the area; striping of the area; evenly placing bar symbols on the border of the area without directly indicating its border; spread the area with a text or show it with a separate photo, etc.

There are different ways to equip areas, which allows you to combine several areas on one card. It can be an area distribution of various events and events, a single event can be characterized by its internal differences (for example, large or small density) or change over time, etc. As the main method of cartographic representation, areas are more often used in the creation of zoogeographic maps[28].

Generalization is one of the main features of creating a card, which consists of spatial narrowing in the description of existence, limiting the content of the card to only the main objects on the selected topic, simplifying their characteristics and image elements. It is also considered the main method for creating zoogeographic maps. If we call a map a model of existence, as a result of generalization work, it is possible to describe the main features, elements, and interrelationships of geosystems on the map.

At the highest level of generalization work, the class of natural phenomena is generalized, at the next level, indicators of natural objects are selected, and at the lowest level, the boundaries of natural networks and their symbols are simplified. The level of generalization work depends on the requirements for the purpose and scope of the card. When creating any card, the number of data in it is determined as a result of experiments or calculations. Previously, many such calculations were carried out, most of them were devoted to determining the number of bar elements on the card[29,30].

It is known that the purpose and scale of the map has a great influence on the process of generalization, defines its norm, defines the theme of the map, allows to describe the main content, reveals the features of the area to be mapped, shows the description and quality of the used resources, and defines the methods of cartographic representation that have the characteristics of generalization. The process of generalization in zoogeographic maps is still not sufficiently developed, they use the same generalization methods as in general geographic maps. There are several works that describe this process in sufficient detail[31,32].

Generalization work begins with the selection of mapping objects and phenomena, generalization of indicators and their characteristics. Generalization is first used in the creation of the legend of the card and is clearly felt in the work of drawing from simple objects to complex ones, from them to aggregate, meaningful properties.

Generalization work, starting with the development of the card program, is carried out at all stages of card acquisition. At this stage, the content of the card is limited to the elements of a certain level, the quantity and quality indicators that belong to them. The second stage of generalization is devoted to developing the legend of the card. in which: a) categories of mapping are selected based on the purpose, scale and accepted classification of the map; b) the legend of cartographic sources is summarized and they are adapted to the legend of the map; c) issues of quantitative indicators are enlarged; g) for objects and categories that cannot be depicted in the scale of the card, conditional symbols without scale are selected based on the content[3,5,7,33].

In the third stage of generalization (there are several cases here), first, reduce the selected contours to the original card based on the developed legend; secondly, to remove the objects and indicators given in the legend of the card, but of little importance for its purpose and territory; thirdly, work is carried out to simplify the appearance and detailing of contours. In this case, the unique features of the borders, which are irreversible in nature, are moved, overlapped or distorted to be depicted on the map. Finally, generalization manifests itself in exaggerating the main content of the card with colors or other graphic representation methods, choosing the grayest representation methods to decorate the card[2,3].

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