

Viewshed maps: New and improved

Open NSD file for photo you want to make a map of
Softwares → NSD → NSD_Cropped NSD files

In NSD: Terrain → Reproject Terrain
Projection: geographic
Datum: WGS 84

In NSD: Render → Render Shaded Relief map

Light settings

Direction: 315

Angle: 45

Ambient: 16

Other settings

Palette: custom

Color dist: custom

Blend: 100

Shading: 50

Constrain: checked on

Smooth flat areas: checked on

Width: ~3000

Dpi: 300

Brightness: 35

Contrast: 10

Gray color

Two boxes checked on

One at the top, one at the bottom

Both of their color swatches should be CMYK :: 0,0,0,15

Render this, save it as a TIF with world file.

At this point you can also render similar maps with the desired shape files turned on. Shape files you may want include:

Trails

GC placenames GCDData_Original ->

Look in Softwares → ArcGIS → SHP files frequently used in NSD

These can be used later in Illustrator for tracing landscape features.

In NSD: Render → Render Viewshed Map

Click: "set viewpoint to current ..."

Background: transparent

Unclick: show viewpoint

Width: ~3000 pixels (same as the shaded relief map you made for this photo)
Dpi: 300
Viewshed color: HSB :: 2,80,58
Color transparency: 0

Render this.

In Photoshop: open the shaded relief base map TIF

Select that layer (the only one at this point), and go to Image → Adjustments
→ Hue/saturation
Choose HSL :: 36,17,45
Click on: colorize

Apply a median filter

Filter → Noise → Median
Radius = 1 pixel

Go to File → Place Embedded

Navigate to the viewshed that you just rendered (with transparent background)
Place it on top of the shaded relief base map.

Then the fun begins.

In the layer that has the transparent viewshed, there is a little square icon in the lower right hand corner of the layer box.

Right click this, and open “Blending Options”.

On the viewshed layer, reduce opacity and fill to 90% each.

On the base map layer, click on “Create a new levels adjustment layer”

This is the icon under the “Adjustments” tab that looks like a king’s crown.

You can access the Adjustments tab by clicking Window → Adjustments

Grab the left-most slider and pull it to the right, such that middle slider is about where the histogram starts. This gives some depth to the shaded relief.

Still in Photoshop: Open the V-map for that photo

Softwares → NSD → NSD V Maps

Copy and past that into the main viewshed map file as a separate layer (it’ll do this automatically).

Free transform (cmd+T) the V-map so it fits the map.

After that is stretched and fit, select the polygonal lasso tool, and trace the V.

Then inverse select.

At this point you have to change the viewshed layer (which should be a smart object because of the Place Embedded command) into a raster.

Right click the viewshed layer and choose Rasterize Layer

Then with the viewshed layer selected, delete the extraneous crimson areas from the layer that are outside of the angle of view.

Then with the viewshed layer still selected, create a layer mask

Layer → Layer Mask → Reveal all

Select Gradient Tool from the toolbox.

Draw (click and hold and drag) a line from the station point to far off the map through the center of the angle of view.

This should leave a slight fading toward the back of the viewshed.

Double click on layer mask icon box to open properties for the mask.

Density = 75%

Feather = 0