



**Map tiles are dead**

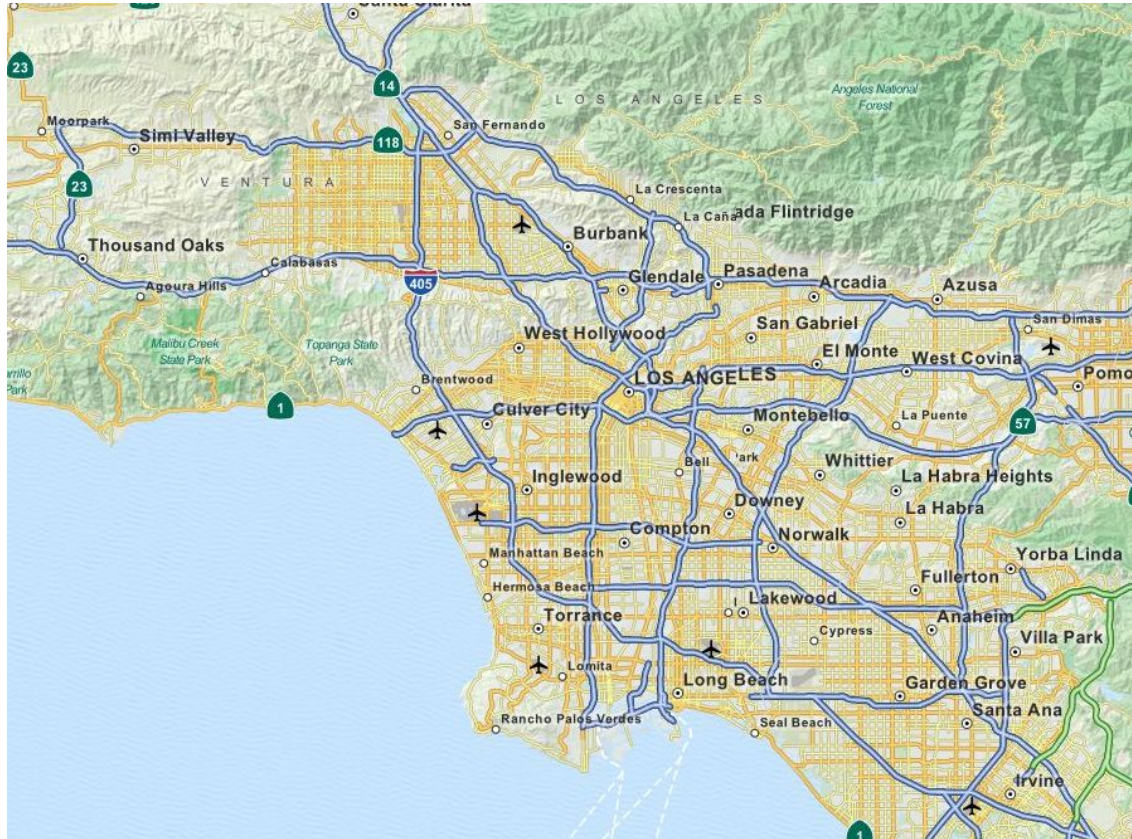
**Long live map tiles**

**NICAR 2016**

**Ken Schwencke**

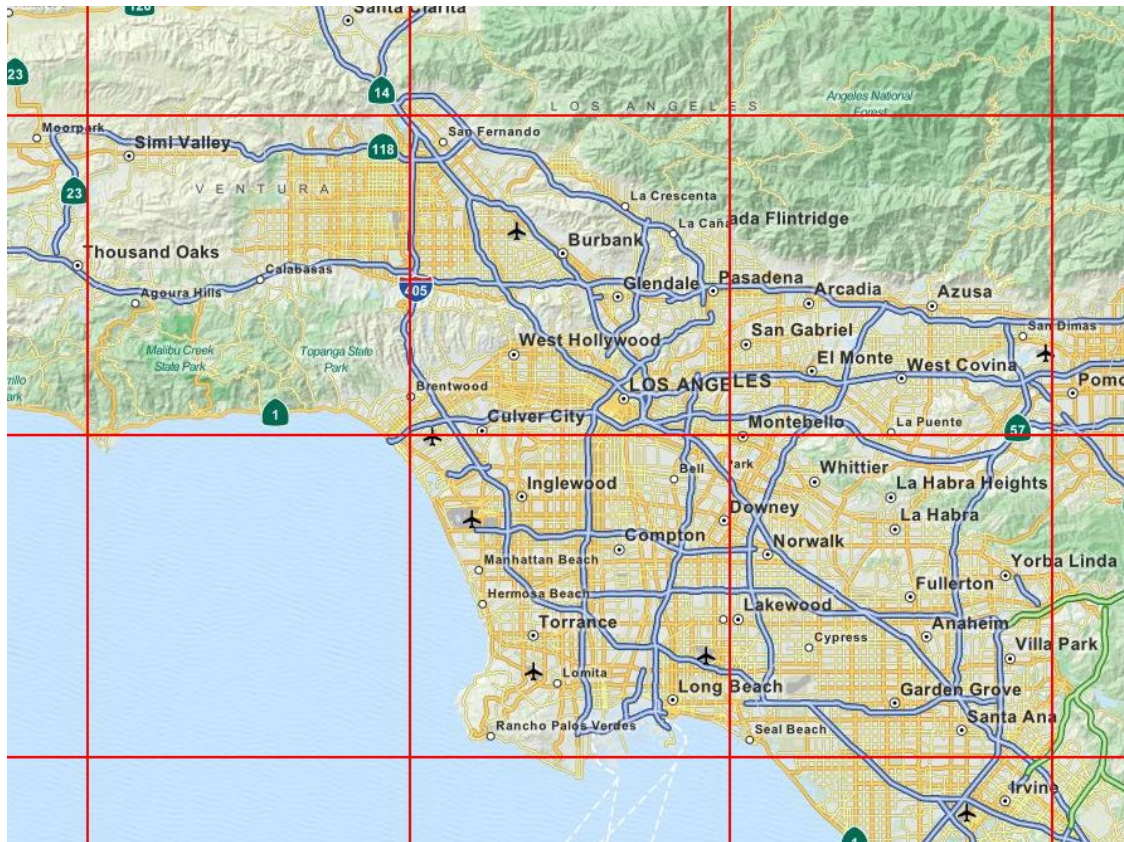
**@schwanksta**

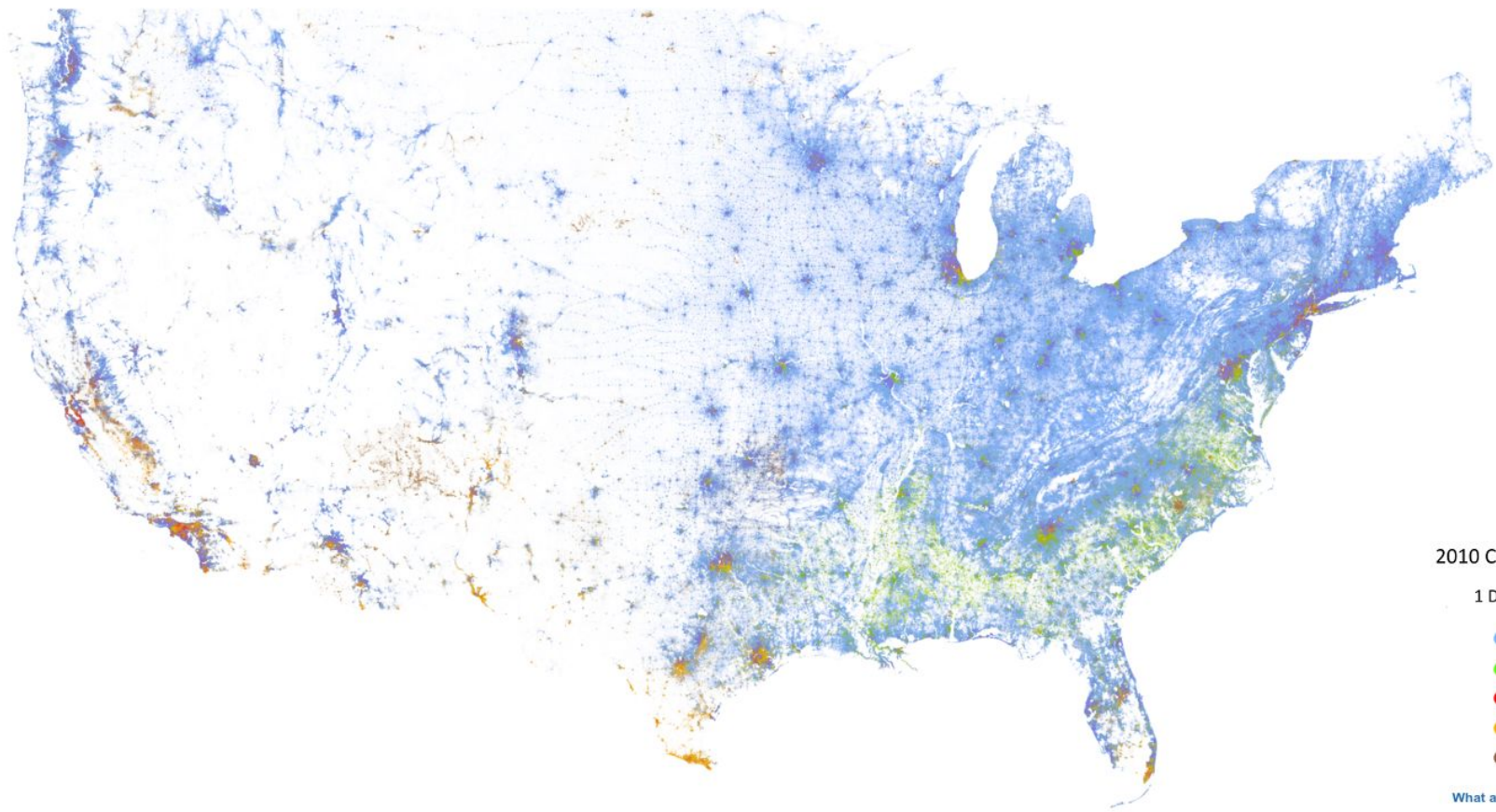
# Briefly: What's a map tile?





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### 2010 Census Block Data

1 Dot = 1 Person

- White
- Black
- Asian
- Hispanic
- Other Race / Native American / Multi-racial

[What am I looking at...?](#)

**This is great!**

one problem.



**FOR-**



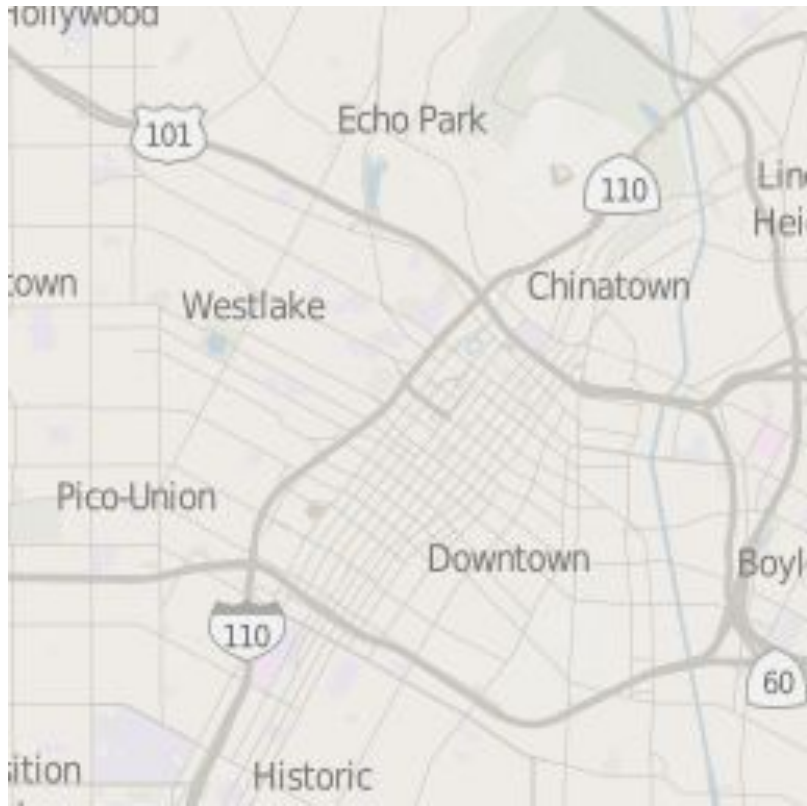
# So what is a vector tile?

- They're data! Think: Geojson
- Imagine taking a giant dataset -- say every census tract -- and slicing it up into squares for each zoom level. Each square only contains the data in that area.
- Further out zoom levels don't need as much detail. You don't need to see every twist and turn in a street from a wider view.
- Vectors scale! You don't need a tile for every zoom level -- if you zoom in, your map library can just scale the map data for you.
- So you run your data through a program:
  - **Tippecanoe** - <https://github.com/mapbox/tippecanoe> (hold for joke)
- And serve up the resulting mbtiles file:
  - **Tessera** - <https://github.com/mojodna/tessera>
- Put it behind Varnish! It caches just like any of your HTML or JSON files.



**41px<sup>2</sup> / 1.39%**

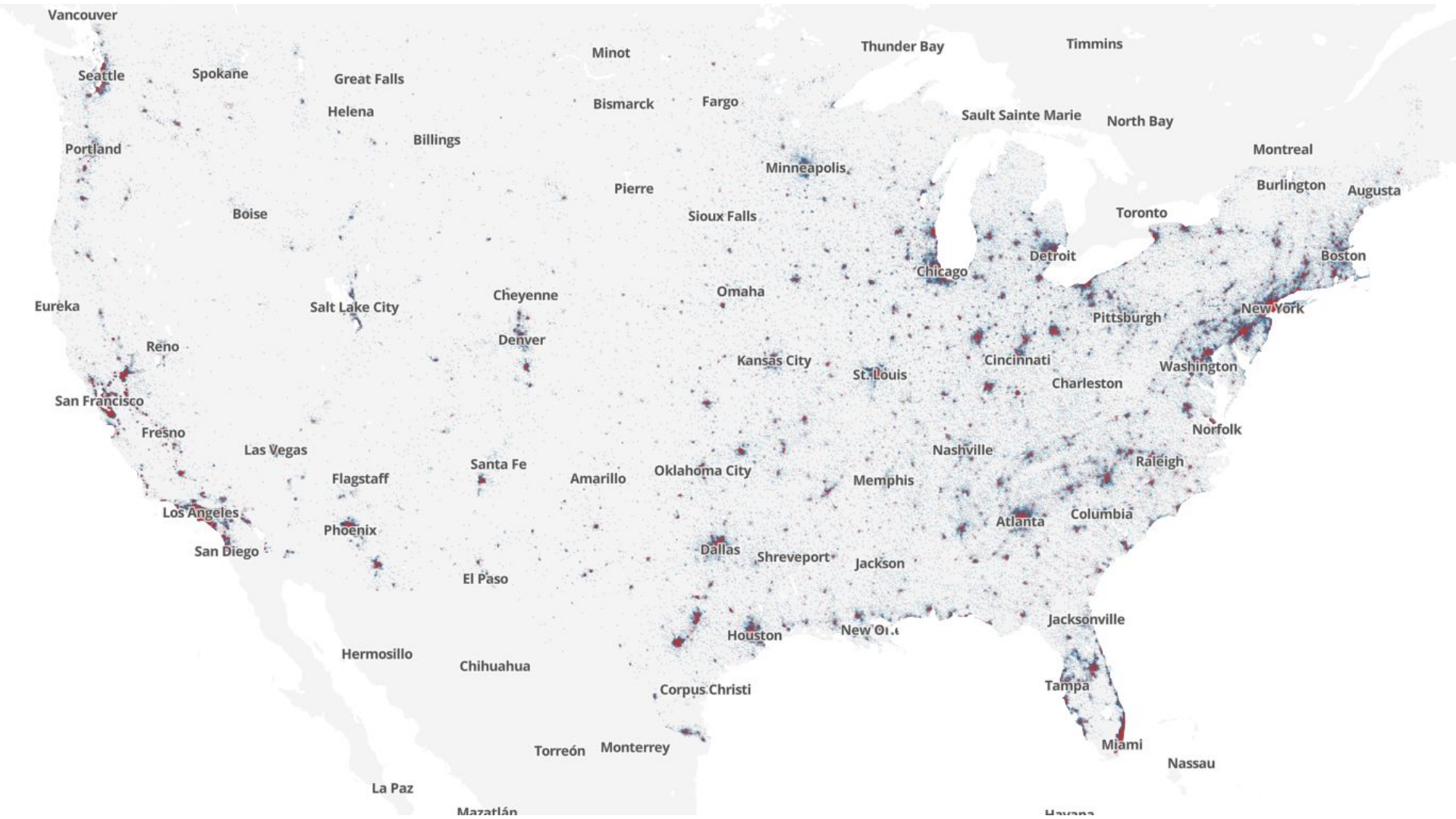




(23.3kb)



(13.1kb)



**Cheyenne**

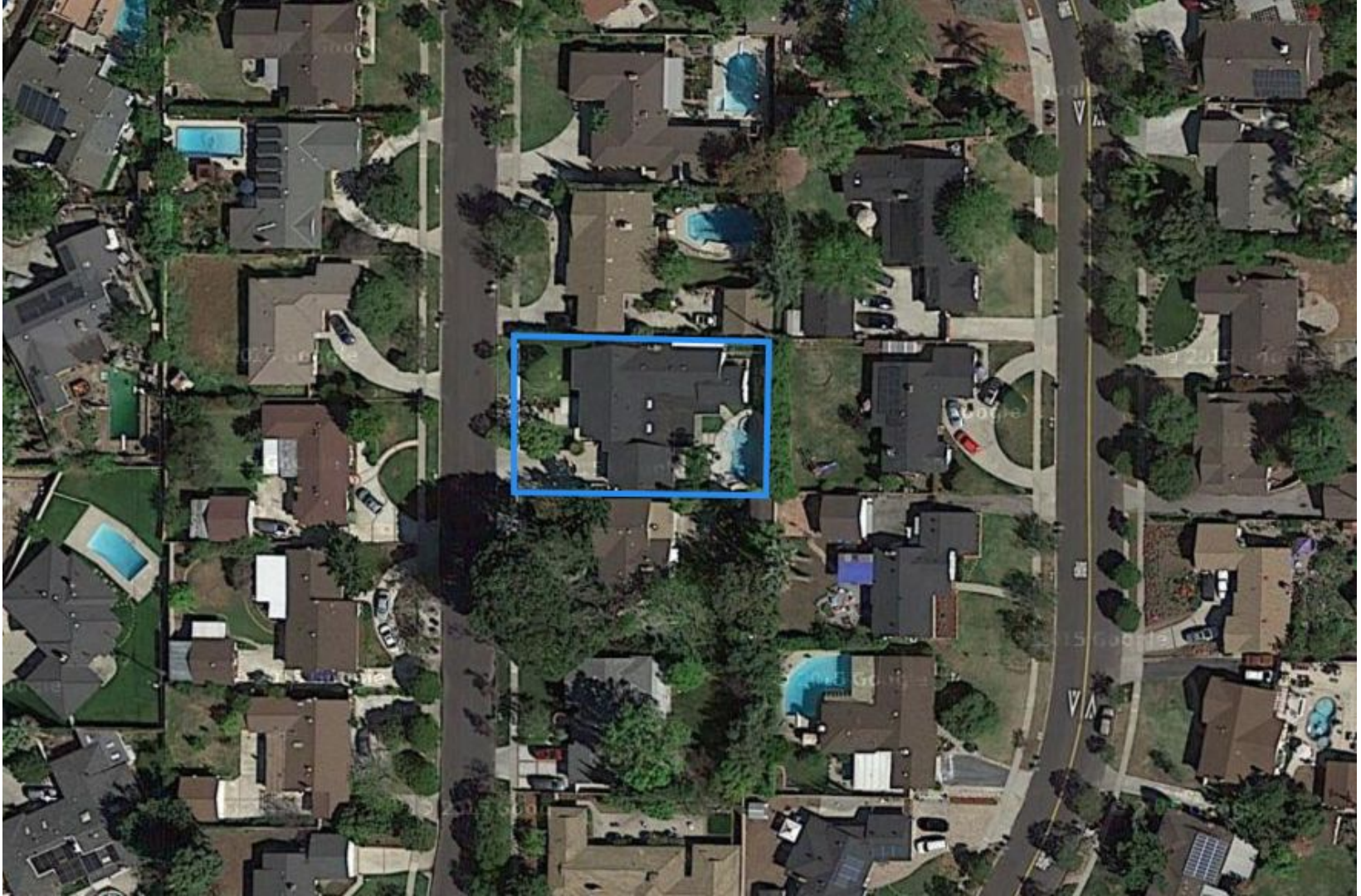
**Denver**















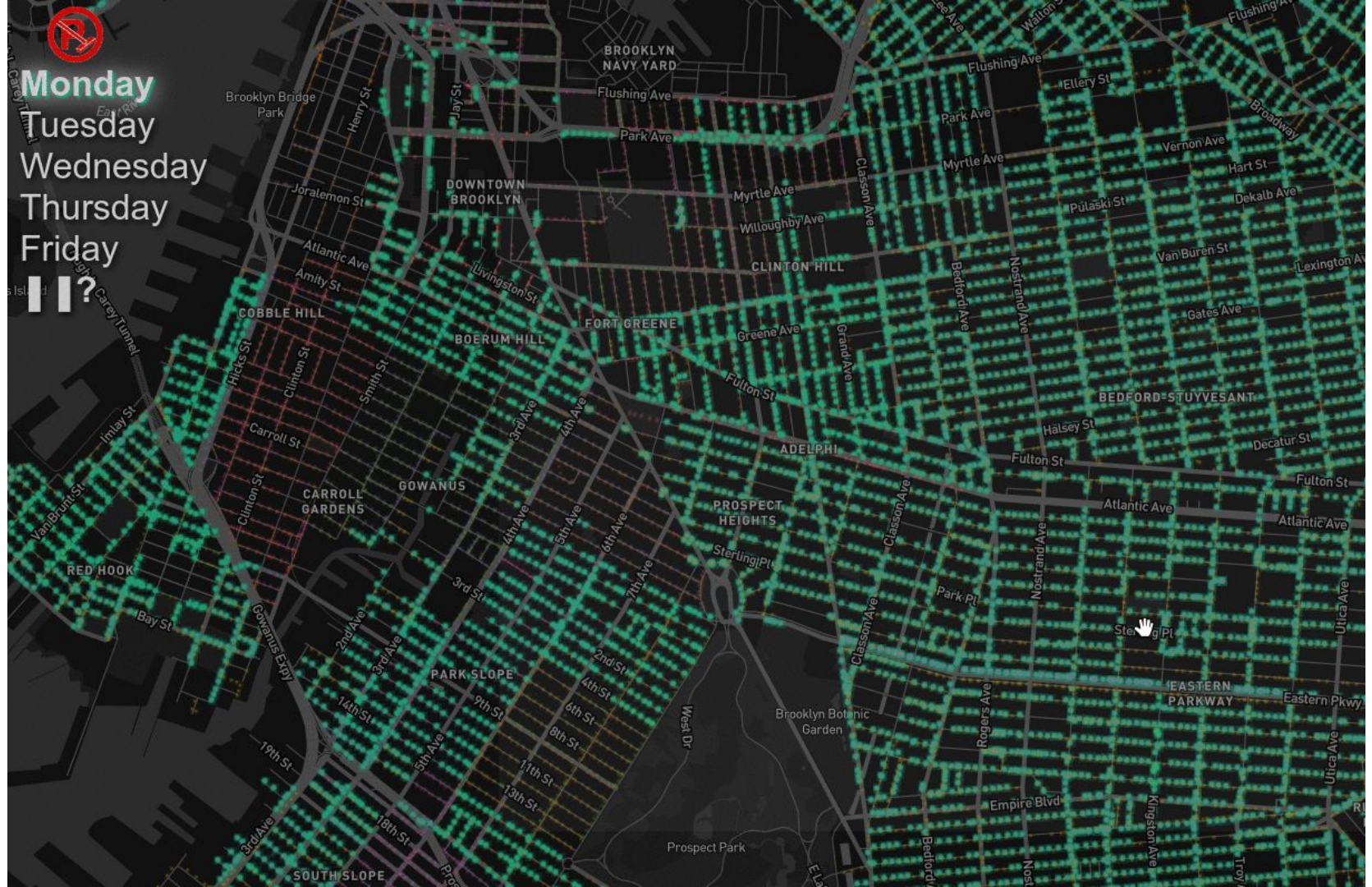
Monday

Tuesday

Wednesday

Thursday

Friday



## Vector tile sources:

- Mapbox
  - Metered use of their vector tiles service
    - Paid tier for more map views
  - An amazing design studio to generate styles
  - Mapbox GL JS is a great map library
- Mapzen
  - Free use of their vector tile service\*
  - Tangram, their map library, lets you use all the crazy features of WebGL

**THANKS!**