

ArcMap: Need a Quick Utah Base Layer?

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AGRC has built a multi-scale, multi-dataset composite layer for use in its ArcGIS Server-based web applications.

This composite layer makes for a great quick-and-dirty background layer in your ArcMap project as it contains streets, boundaries, hydro, and aerial photography symbolized to display well at a variety of scales.

It's also much faster than a) putting together your own such layer and b) having your local machine make all the queries necessary to render such a layer.

To access this layer for the first time:

- In ArcMap 9.3, click the Add Data button
- At the top of the Add Data window, set the Look In: pick list to point at GIS Servers
- Add ArcGIS Server --> Use GIS Services
- Internet Server URL: <http://dagrc.utah.gov/arcgis/services>
- Click Finish and then double click the newly added entry "arcgis on dagrc.utah.gov"
- Select UtahBaselimagery-Detailed and click 'Add'

Notes: This service uses prerendered, cached image tiles at specific scales (the same scales that Microsoft and Google use for their map services) that are visible by inspecting the scale item on the ArcMap Standard toolbar. At the finest scale, the tiles are "cache-on-demand," meaning that the server has to generate these tiles if another viewer has not zoomed in to this area at the finest scale before.

For these reasons, I recommend using this layer at scales at or above 1:2257, unless you don't mind waiting around for new tiles to be generated.

More about the tile cache.

Play with the tile cache in a web browser -- fast!.