**Standardized Visualization**

Since the REACH project includes 10 sites in six of the TBRPC counties, it is necessary to produce information and maps that are identical to support comparison. The TBRPC, USF and the REACH partners have defined a color palette and graphic icons. Different hues are used to distinguish different categorical values -- housing type for example. Sequential color schemes are used to highlight ordered data that are ranges. For example, from a light color representing low attribute values (lower flood risk) to a dark color to represent the high attribute value. Map color suggestions and accessibility were recommended from the Minnesota State Government.

**Flood Hazards and Colors**

The project will use the following colors to represent the different flood and SLR risks.

1. Hurricanes: gradient of blue, going from light to dark. (see Hillsborough), with Cat 1: Light blue and Cat 3 Dark blue
    a. Cat 1 (RGB: 0, 197, 255) or (HEX #00C5FF )
    b. Cat 3 (RGB 0, 112, 255) or (HEX #0070FF)
2. SLR (2070 + KING): blue stripes overlayed on Water Body feature to represent increased surge.
    a. Line Fill Symbol; 45 degree angle (RGB 102, 119, 205 or HEX #6677CD)
3. Evacuation routes: Thick black lines are consistent with TBRPC evacuation route maps.
    a. RGB 0,0,0 or HEX #O00OO0

**Housing Analysis**

The maps will show specific housing characteristics and categories using different shapes and colors.

**1. Map for Year Built**

This layer should be shown as points (refer to Year Built - Dr. Fernandez). This only needs one color for each of the timeframes

a. -1974 (red: RGB 196,16,57 or HEX #C41O39)
b. 1975-2001 (yellow: RGB 255,207,1 or HEX #FFCF01)
c. 2002- present (green: RGB 104, 173, 69 or HEX #68AD45 )

**2. Map for Structure Type**

This layer should be shown as Points

d. Wood_framed (dark brown dots: RGB 140,81, 10 or HEX #8C510A)

e. Concrete_CMU (tan: RGB 216, 179, 101 or HEX# D8B365 )

f. Mobile homes (Use Graduated Symbols to visualize the density of mobile home units)

i. Mobile_units-- use natural breaks or define based on density of units in area (light teal: RGB 199, 234, 229 or HEX #C7EAE5)

Low

Medium

High

 or different colors represent different ranges

ii. Mobile_parks (Dark teal polygons: 1, 102, 94 or HEX# 01665E) -- parcels need to be converted to points.

**3. Map Comparing Unassisted and Assisted properties**

This layer should be shown as polygons.

g. Unassisted Single Family (light green polygons; Labeled “Unassist_Single”)

i. RGB 217, 240, 211 or HEX #D9F0D3

h. Assisted Multi Family (dark purple polygons; “Assist_Multi”)

i. RGB 118, 42, 131 or HEX #762A83

i. Unassisted Multi Family (dark green polygons; “Unassist_Multi”)

i. RGB 27, 120, 55 or HEX #1B7837

**4.Map of Socioeconomic data**

Create a map of household income, age of residents 65 and up, and minority status for the selected area.

j. Age_75plus (gradient of orange; use natural breaks with 3 categories)
   i. Category 1 (#)
      1. RGB 255, 235, 204 or HEX #FFEACC
   ii. Category 2 (#)
      1. RGB 255, 173, 102 or HEX #FFAD66
   iii. Category 3 (#)
      1. RGB 240, 118, 5 or HEX #F07605

k. Household income (gradient of green; Labeled "HH_income") See AMI by County table for specific data and Reference.
   i. below 50% of Average Median Income
      1. RGB 220, 245, 233 or HEX #DCF5E9
   ii. 51-80% Average Median Income
      1. RGB 149, 194, 162 or HEX #95C2A2
   iii. 80% -120% Average Median Income
      1. RGB 87, 145, 101 or HEX #579165
   iv. 120% Above Average Median Income
      1. RGB 34, 102, 51 or HEX #226633

l. Percentage of Minorities (gradient of tan/orange' labelled "%_Minority -- use natural breaks)
   i. Category 1 (#)
      1. RGB 255, 255, 128 or HEX #FFFF80
   ii. Category 2 (#)
      1. RGB 242, 167, 46 or HEX #F2A72E
   iii. Category 3 (#)
      1. RGB 107, 0, 0 or HEX #6B0000

Map visualization ideas and resources:

Hillsborough County Community Vulnerability Study 2100
Hillsborough County Community Vulnerability Study 2045

Ybor: Year Built- Dr. Fernandez

Minnesota State Government