

One Map To Track Them All A Lord of the Rings Story Map



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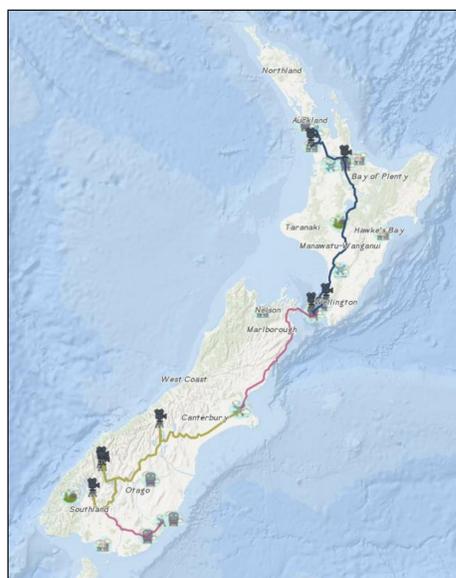
More than 20 years after Peter Jackson introduced Tolkien's first Lord of the Rings installment ("The Fellowship of the Ring") to cinemas, the fanbase just keeps growing. Yet, an interactive map combining locations in Middle Earth and the filming locations in New Zealand has not been done. Until now. Fans can finally explore the fantastical landscape of Middle Earth while simultaneously planning their Tolkien-esque vacation to New Zealand. This project's objective was to make interactive features that are easily usable and to create a basic travel recommendation for any type of trip to New Zealand.

DATA

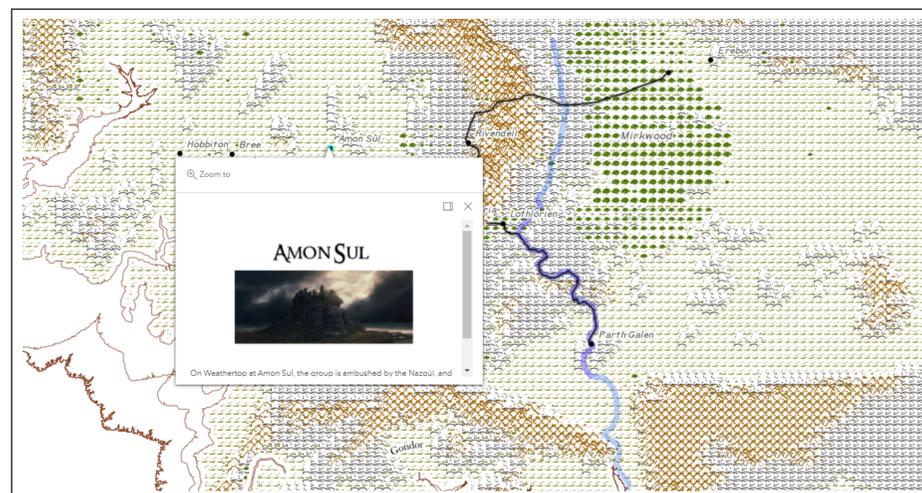
For the fantasy map, a digital elevation model was taken from GitHub [1]. For the map of New Zealand shape files from the 'Land Information New Zealand' (LINZ) [2] were used. The Diary of Ian McKellen and the official New Zealand website were used for information regarding the movie locations and their corresponding filming locations.

SOFTWARE USED

In the beginning of the project we wrote a webscraper with Python to acquire information on the corresponding real-life filming locations to the locations in the movie. After, we used ArcGIS Pro to create the maps and add all the important cartographic information. To make the maps interactive and accessible to everyone, we migrated all of the data to ArcGIS Online and created a StoryMap. For the creation of the popups we used Canva.



New Zealand interactive map with filming locations of the movie Lord of the Rings "The Fellowship of the Ring"



Middle Earth interactive map with routes of the most important movie characters from Lord of the Rings "The Fellowship of the Ring"

DATA ANALYSIS

After obtaining the needed data for the filming locations, the webscraping method was used to find the names of the filming locations. In addition to that, the geographical coordinates of the locations were found in order to be added on the map. Next, because the data for New Zealand contained information not needed for our map, we preprocessed the data to fit our needs. Lastly, we conduct the routes and also compute the distances between the locations.

USER STUDY

To create the best possible interactivity, we implemented a user study with members of the class to find out which kind of popup layout they would prefer and one questionnaire regarding the final name of the project was sent to the class and other Lord of the Rings fans. 27 people participated in the questionnaire.

INTERACTIVITY

Our main goal for this project was for the map to be interactive. Based on our research, every map made about Lord of the Rings until now lacked on the part of the interactivity with the user. To achieve this, pop-ups for the filming locations and the characters of the movie were added, routes showing the travel distance between locations and the journey of each character were implemented and last, but not least, icons to enhance the visual identity of the map.

ICONS

For the Middle Earth map, the icons were made from scratch whereas for the New Zealand map they were obtained from a website.

POPUPS

For the Middle Earth map, each pop up has information about the character's name, race, age, attribute, allies, enemies and one quote from the movie. Furthermore, each fantasy location has a pop-up showing the location based on the movie scene.

On the other hand, the New Zealand map contains pop ups about the filming locations and the routes between the filming locations. Pop ups show pictures from the filming locations, information about it, such as distance from the closest filming location, ways of accessing the location and the closest airport. The font, which was used on the pop-ups, is the 'Ringbearer' one [3].

ROUTES

For the Middle Earth map, the main idea for the routes is to show the journey of each character from the beginning of the movie until the end. When you click on the pop-ups, the character card appears, like it was described in the previous paragraph. For the New Zealand map, three routes were created, one for all of the locations (called 'The biggest Journey'), one for South New Zealand and one for North New Zealand. Each route pop up gives information about the locations included in the route and the total distance in km.

CONCLUSION

With this project we wanted to create an interactive map for Tolkien fans at home and those who are thinking about a Lord of the Rings themed vacation in New Zealand.

Our goal was to also extend on the information provided by the interactive map by LOTR project and we achieved this in the end.

IMPRINT

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KEYWORDS

Lord of the Rings, Routes, Filming Locations, Character PopUps

LINK

<https://storymaps.arcgis.com/stories/096c1500ab154071a40aa2089d38d091>



REFERENCES

- [1] Brian Burns, 10K.jpg, 19 October 2019, Arda, <<https://github.com/bburns/arda>>.
- [2] Data | GIS Data Map Mapping | LINZ Data Service. (n.d.). LINZ Data Service. Accessed 23 November, 2021, from <https://data.linz.govt.nz/data/>.
- [3] <https://www.1001fonts.com/ringbearer-font.html>

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