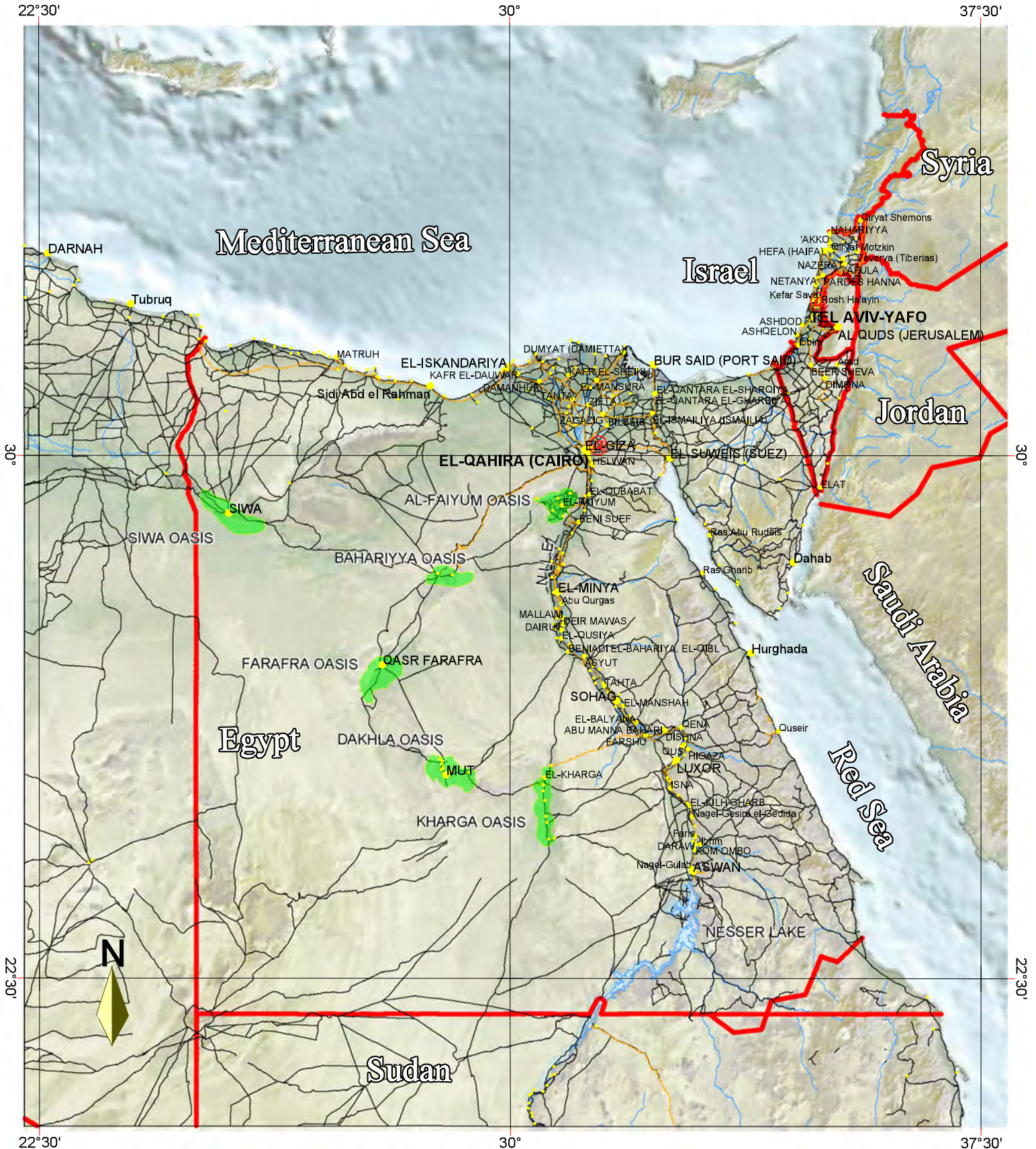




Oases of Egypt

The base layer in this map is a color-enhanced shaded relief surface raster that combines a DEM with low-resolution bathymetry. A semi-transparent AVHRR raster overlay enhances visual detail. The map grid, scale bar, and North arrow were added in the TNTmips hardcopy layout process.



Vector layers include rivers, roads, political boundaries, cities, and oases. City labels were selected and sized with a CartoScript. The oases vector object was created in the TNT Spatial Data Editor by tracing features on a scanned reference map.

