



Integrated Map of South America

## Object Catalog of the Integrated Map of South America (MIAS)

2017-07-05

Technical Advice and Coordination



*Note: You can use the name of the theme as the name of the feature dataset.*

Name of theme / feature class(es)	Object type	Definition
<b>Theme 1: Administrative Boundaries</b>	<b>Object</b>	Theme that includes the cartographic representation of each country and its administrative unit. It is information without legal, jurisdictional, nor administrative relevance. Approximate and valid only for informative purposes and general orientation.
Country	Line	Cartographic description and approximate shape of the country.
Administrative Level 1 (departments (States), provinces (States), states ...)	Line (Polygon optional)	Cartographic description and approximate of the first level administrative units (if they exist).
Administrative Level 2 (municipalities, counties, (Towns) ...)	Line (Polygon optional)	Cartographic description and approximate of administrative units of the second level (if they exist).
Administrative Level 3 (villages, corregimientos ...)	Line (Polygon optional)	Cartographic description and approximate of the administrative units of the third level (if they exist).

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<b>Theme 2: Hydrography</b>	<b>Object</b>	Theme that includes the superficial continental waters in liquid state, including the still waters and the currents.
River  (rivers, stream, canals, water crossings, axis ...)flow	Line	Surface water that is represented on this scale as a line. It can be permanent or intermittent, natural or artificial. It includes rivers, streams, canals, ditches, pipes and all water courses relevant to this scale.
Coast Line	Line	Line that describes the land-sea limit in an approximate, and in an orientative way.
Water body  (lakes, lagoons, waterways, reservoirs, swamp, swamp, flood areas ...)	Polygon	Hydrographic object that is represented at this scale as a surface. It must have an approximate width greater than X meters or a surface greater than X m <sup>2</sup> . Includes Rivers, Canals, Reservoirs, Lakes, Ponds, Wetlands ...
Hydrographic Form  (Mangrove, Sandbank, Salt Flat, Estuary)	Polygon	Formation related to hydrographic phenomena that needs to be included as a Polygon object, so that the description of the hydrography is complete.
Glacier	Polygon	Mass of terrestrial ice, compact and recrystallized

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<b>Theme 3: Settlements</b>	<b>Object</b>	Theme that includes the permanent human settlements that are represented at this scale
Settlement (Locality or specific city)	Point	Permanent human settlement that is represented by a point at this scale. Includes cities, towns, urbanizations, military barracks, monasteries ...
Urban Sprawl (shallow urban fabric)	Polygon	Urban foot print. Permanent human settlement that is represented by a surface on this scale. It must have an area greater than X m <sup>2</sup> .

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<b>Theme 4: Transportation</b>	<b>Object</b>	Themes that include terrestrial route networks.
Road (roads, highways ...)	Line	Road network. This includes highways, conventional roads, dirt roads, paths ...
Rail road	Line	Train network.
Water ways	Line	Stable and permanent link by boat between two towns

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<b>Theme 5: Land Morphology</b>	<b>Object</b>	Theme that includes the main objects that describe the shape and relief of the land.
Spot Elevation	Point	Point of known altitude that is relevant to describe the shape of the terrain because it is a local maximum, minimum, or a point of inflection.
Island (maritime and fluvial Islands)	Polygon	Portion of land completely surrounded by water. This includes the maritime and fluvial islands.

<b>Theme 6: Miscellaneous</b>		Theme that includes any geographic object that does not have an associated geometry, due to its size, social/cultural or economic relevance, should be included in a description at this scale.
Place Name	Point	Geographical name that is especially relevant, because it does not have a well-defined geometry associated with this scale. It is represented by a conventional point and a name. Includes mountain ranges, plateaus, large geographical features, glaciers, waterfalls, airports, lighthouses, seaports, mountain ports, large monuments, nuclear power plants, large mines ...

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## **Attribute Details**

### **THEME 1 ADMINISTRATIVE BOUNDARIES**

<b>Level 1, 2, 3</b>	<b>Line / Polygon</b>	
Country (CA, MX, US )	TEXT (2)	Country 2 letter code
Category (Department, State, Municipality, Province, Urban, Rural, District, Town, City)	TEXT (50)	Hierarchical classification Attribute to be deleted (To be replaced by each country, according to the definitions in levels 1, 2, etc.)
Category code (1, 2, 3, 4) (Department (1), State (2 ), District (1), City (1), Town (2), Municipality (2)	TEXT (1)	Code that corresponds to a hierarchical classification
Name	TEXT (100)	Proper name
Population	DOUBLE	Number of inhabitants
Unique code	TEXT (50)	Unique identifier used in the country, if it exists

<b>Country</b>	<b>Line</b>	
Country (CA, MX, US)	TEXT (2)	Country 2 letter code
Name	TEXT(100)	Proper name of Country
Population	Double	Número de habitantes

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## **THEME 2 HYDROGRAPHY**

<b>River</b>	<b>Line</b>	
Country (CA, MX, US)	TEXT (2)	Country 2 letter code
Name	TEXT (100)	Proper name
Type (perennial, intermittent)	TEXT (25)	Perennial river: Linear water current that remains throughout the year. Intermittent river: Linear water current that has flow only during part of the year.
Class (natural, artificial)	TEXT (25)	natural : Linear water current not modified by humans. artificial : Linear water current modified by the human being, totally or partially. It includes canals, ditches, canalized rivers, etc. ...
Artificial Path ( Yes/No )	TEXT(3)	Imaginary line that is used to give continuity and navigability to the hydrographic network
Isolated River ( Si/no )	TEXT(3)	River that is not taken into account as part of the hydrographic network.

<b>Coast Line</b>	<b>Line</b>	
Country (CA, MX, US )	TEXT (2)	Country 2 letter code



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<b>Water Body</b>	<b>POLYGON</b>	
Country (CA, MX, US )	TEXT (2)	Country 2 letter code
Name	TEXT (100)	Proper name
Type  (perennial, intermittent)	TEXT (25)	perennial : Water body that remains throughout the year.  intermittent : Water body that has water only during part of the year.
Classification  (Lake, Lagoon, Reservoir, Water Current, Swamp, Bogg, Flood Area)	TEXT (25)	Lake/Lagoon: Natural Water body that for the most part remains still water.  Water current: A River, channel or surface ditch.  Swamp: zone that receives water from a water path/ large meandering stream.  Bogg: Area of stagnant, shallow water, product of runoff and groundwater, with very dense aquatic or herbaceous vegetation.  Flood area: Area covered periodically by water, excluding water by tide.
Class  (natural, artificial)	TEXT (25)	natural : Water body that has not modified by humans.  artificial : Water body that has been modified by humans, totally or partially. Includes canals, ditches, canalized rivers, reservoirs ...

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<b>Hydrographic Form</b>	<b>Polygon</b>	
Country (CA, MX, US )	TEXT (2)	Country 2 letter code
Name ( if it has one )	TEXT (100)	Proper name
Classification (Mangrove, Sandbank, Salt flat, Estuary)	TEXT (25)	<p>Mangrove is an area near the mouth of one or more rivers in which dried areas are mixed indiscriminately from the flooded ones and it is not possible to trace the geometry that the water courses follow.</p> <p>Sandbank is an accumulation of sand that is usually dry, but that usually floods at least once a year.</p> <p>Salt flat is a salty and dry surface lake.</p> <p>Estuary is an island formed by stable vegetation that protrudes from the water.</p>

<b>Glacier</b>	<b>Polygon</b>	
Country (CA, MX, US )	TEXT (2)	Country 2 letter code
Name ( if it has one )	TEXT (100)	Proper name

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### **THEME 3 SETTLEMENTS**

<b>Settlement</b>	<b>Point</b>	
Country (CA, MX, US )	TEXT (2)	Country 2 letter code
Category  (Department, State, Municipality, Province, Urban, Rural, District, Town, City)	TEXT (50)	Classification by importance
Category code  (1, 2, 3, 4)  (Department (1), State (2), District (1), City (1), Town (2) ), Municipality (2)	TEXT (1)	Coding of the classes
Name	TEXT (100)	Proper name
Population	DOUBLE	Current number of inhabitants, if known
Unique code	TEXT (50)	Unique identifier (if any)

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<b>Urban Sprawl</b>	<b>Polygon</b>	
Country (CA, MX, US)	TEXT (2)	Country 2 letter code
Category  (Department, State, Municipality, Province, Urban, Rural, <i>District</i> , <i>Town</i> , <i>City</i> )	TEXT (50)	Classification by importance
Category code  (1, 2, 3, 4)  (Department (1), State (2), <i>District</i> (1), <i>City</i> (1), <i>Town</i> (2), Municipality (2))	TEXT (1)	Class coding
Name	TEXT (100)	Proper name
Population	DOUBLE	Current number of inhabitants, if known
Unique code	TEXT (50)	Unique identifier (if any)

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#### **THEME 4 TRANSPORTATION**

<b>Road</b>	<b>Line</b>	
Country  (CA, MX, US )	TEXT (2)	Country 2 letter code
Name	TEXT (100)	Proper name (if it exists)
Type (Paved, Not paved)	TEXT (25)	Attribute to be suppressed/replaced
Level  (Pan-American Highway (1), Paved (2), Unpaved ( 3))	TEXT (2)	Paved road, that which has a non-loose and permanent covering (asphalt, cement/concrete, etc.)  Otherwise, it is not paved (dirt, sand, loose gravel ...)

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<b>Railroad</b>	<b>Line</b>	
Country (CA, MX, US )	TEXT (2)	Country 2 letter code
Name	TEXT (100)	Proper name, if any

<b>Waterway</b>	<b>Line</b>	
Country (CA, MX, US)	TEXT (2)	Country 2 letter code
Name	TEXT (100)	Name (if it has one), which refers to the two linked cities

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### **THEME 5 TERRAIN MORPHOLOGY**

<b>Spot Elevation</b>	<b>Point</b>	
Country (CA, MX, US)	TEXT (2)	Country 2 letter code
Height  (in meters)	SHORT	Height over a reference surface

<b>Island</b>	<b>Polygon</b>	
Country  (CA, MX, US )	TEXT (2)	Country to which it belongs to
Name	TEXT (100)	Proper name (if any)

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## THEME 6 MISCELLANEOUS

Place Name	Punctual	
Country (CA, MX, US )	TEXT (2)	Country 2 letter code
Name	TEXT (100)	Proper name
Theme	TEXT (25)	Possible values: relief, communications, coast and others
Type	TEXT (25)	Type of object, First approximation as decided by the producing organization.