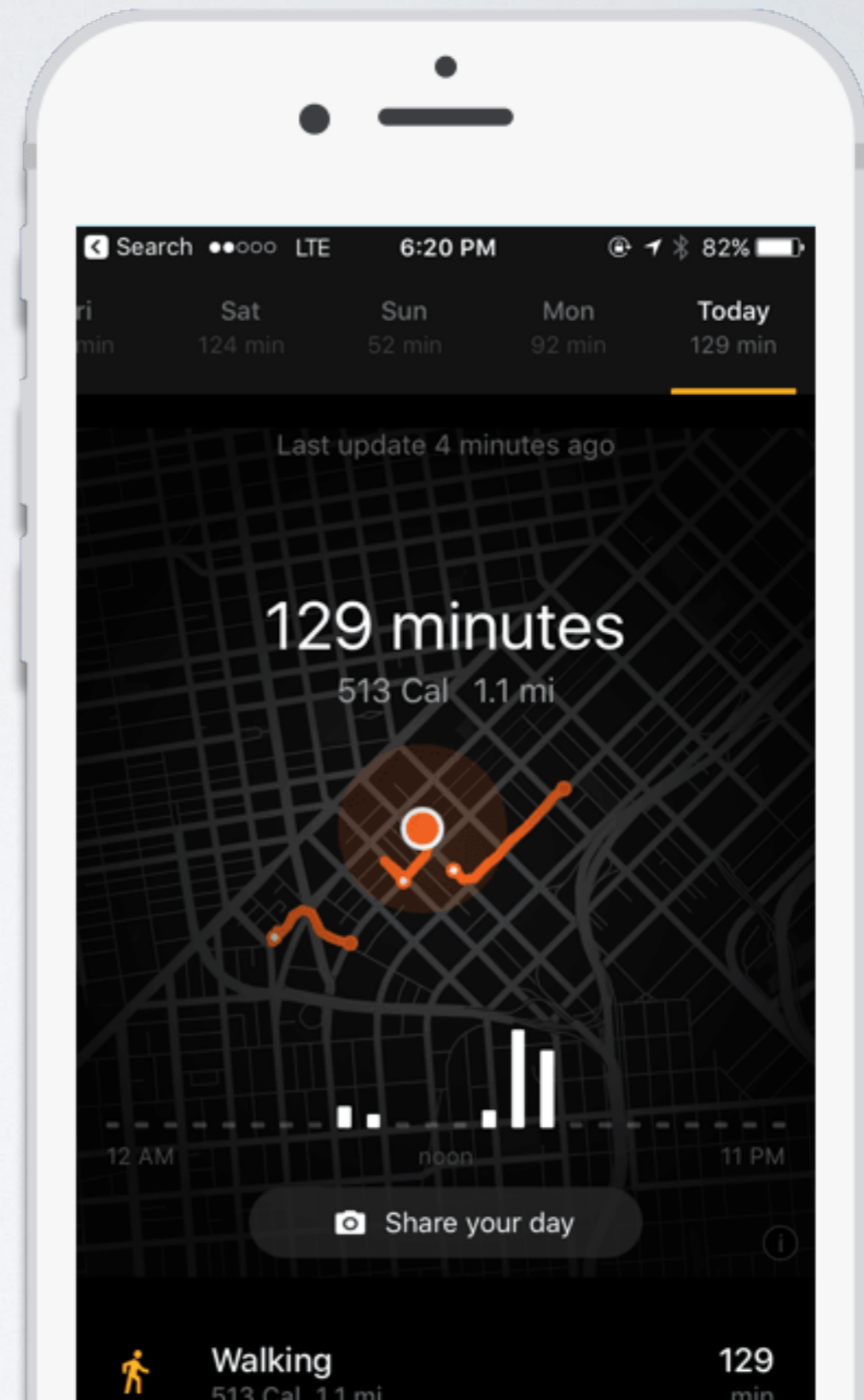


MAPBOX

Flexible Tools for Maps &
Location in Your App



INTRO & WELCOME

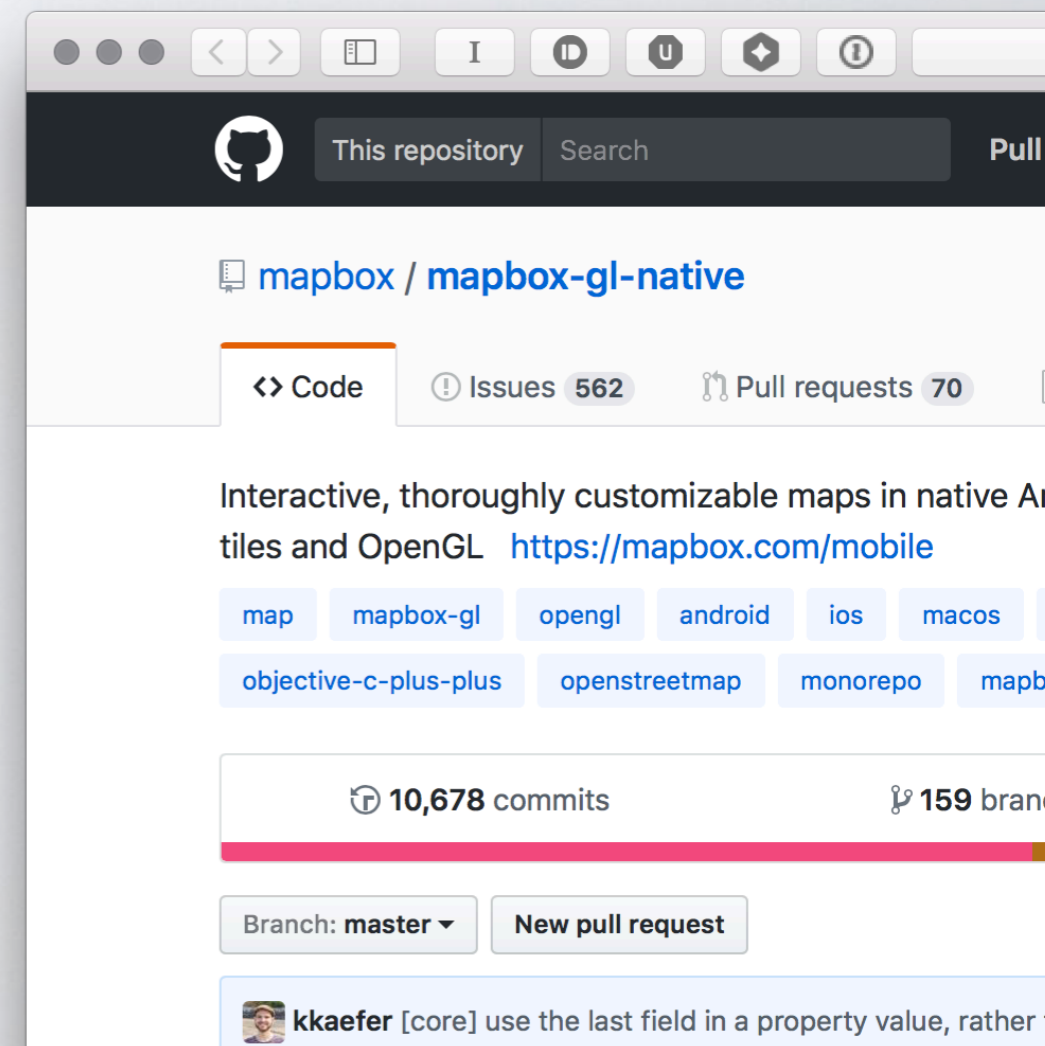
👋, I'm Justin



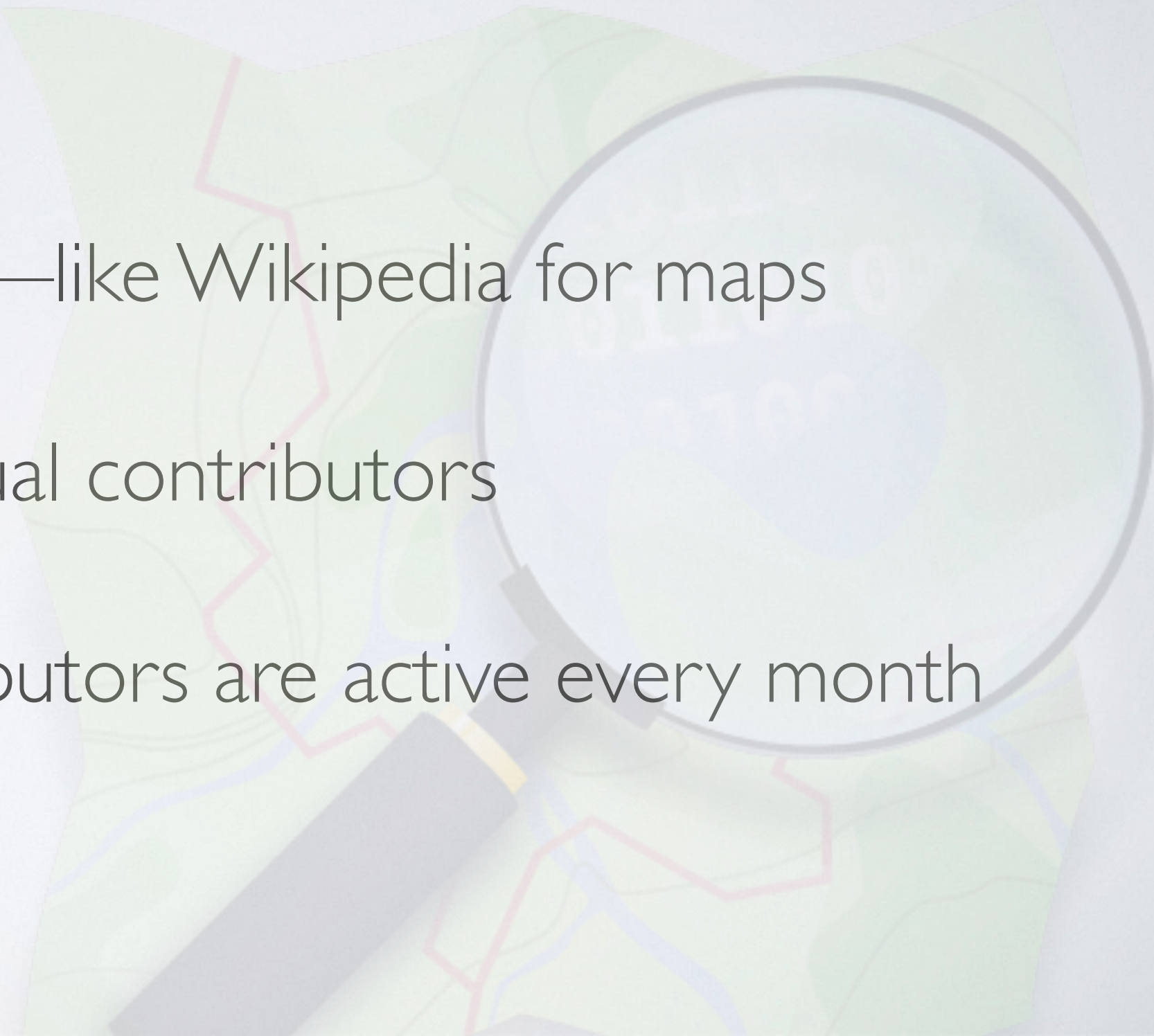
OPEN

COMPLETELY OPEN SOURCE

- github.com/mapbox/mapbox-gl-native
- mapbox.com/about/open
- Talk directly with engineers
- Track feature & bug progress



OPEN DATA

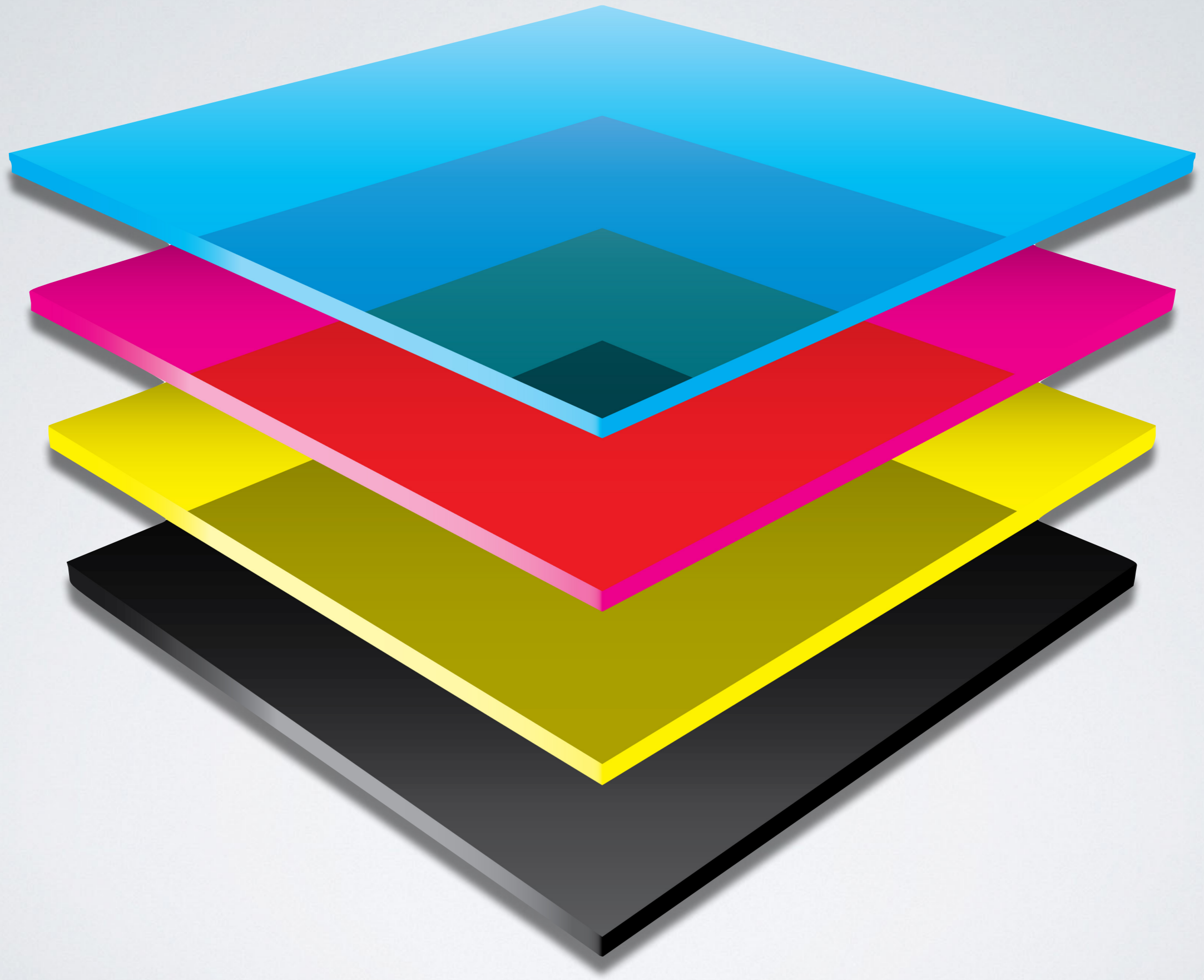
- OpenStreetMap—like Wikipedia for maps
 - Over 2M individual contributors
 - Over 30K contributors are active every month
- 
- A stylized background graphic featuring a green map with red and blue lines, overlaid with a magnifying glass over a globe.

BRANDING WITH STUDIO

- Our WebGL-based live map editor
- Custom fonts, colors, and icons in maps
- Unified brand across mobile platforms & web
- tinyurl.com/mapboxpreview

RUNTIME STYLING

A robust layers API for your map



Cognos

Publish

+ New layer

Country labels 3 layers

State labels 3 layers

Marine labels 6 layers

City labels 5 layers

place-islands

place-town

place-village

place-hamlet

place-suburb

place-neighbourhood

place-islets-archipelago-aboriginal

airport-label

POI labels (scalerank 1) 2 layers

Water labels 1 layer

POI labels (scalerank 2) 2 layers

Road labels 3 layers

POI labels (scalerank 3) 2 layers

waterway-label

Admin boundaries 5 layers

Bridges 34 layers

Roads 27 layers

Tunnels 24 layers

building

Aeroways 3 layers

barrier_line-land-line

barrier_line-land-polygon

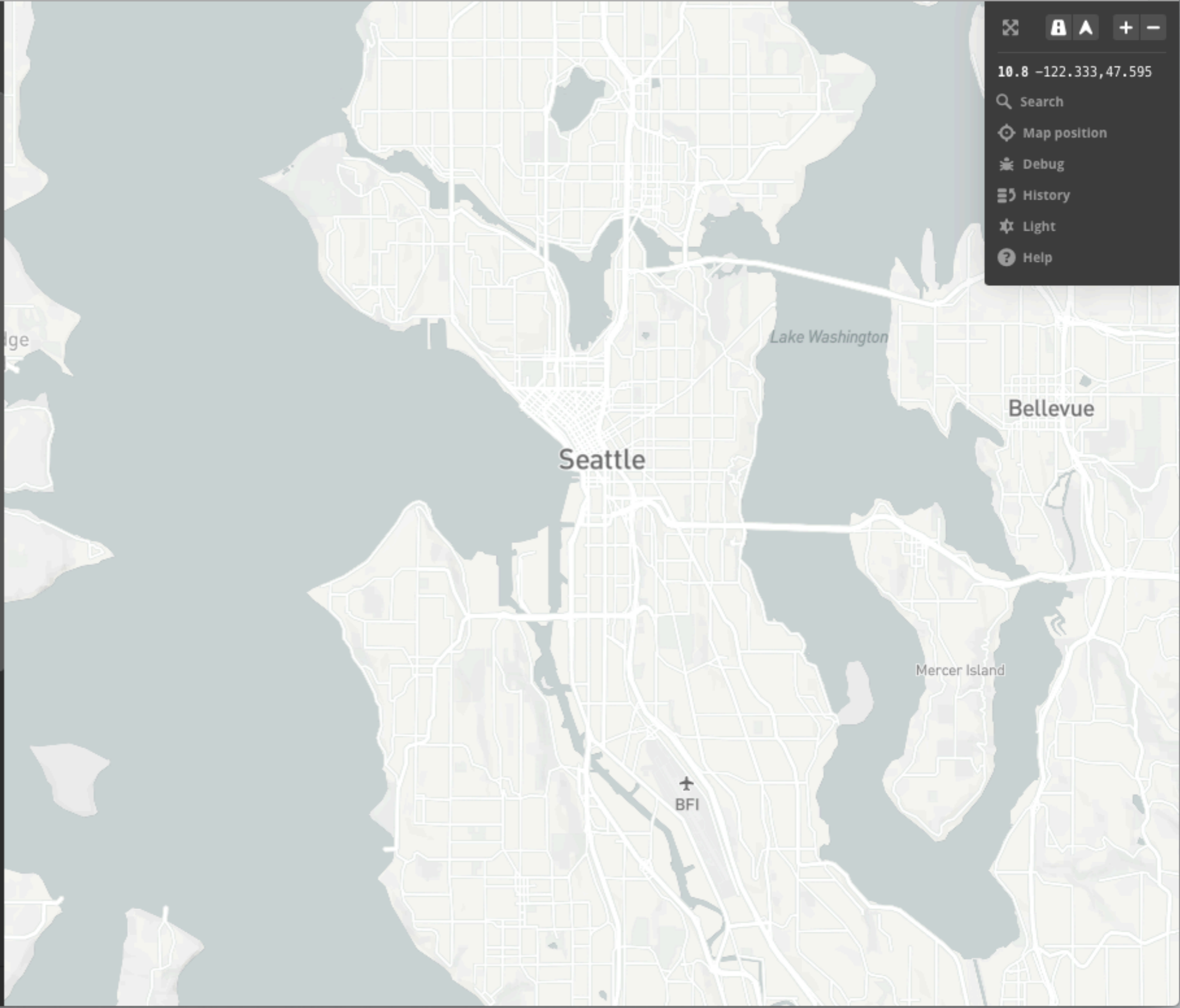
water

Properties

Map navigation controls: Full screen, Lock, Home, Zoom in (+), Zoom out (-)

10.8 -122.333, 47.595

- Search
- Map position
- Debug
- History
- Light
- Help



Cognos

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Admin boundaries 5 layers

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Roads 27 layers

Tunnels 24 layers

building

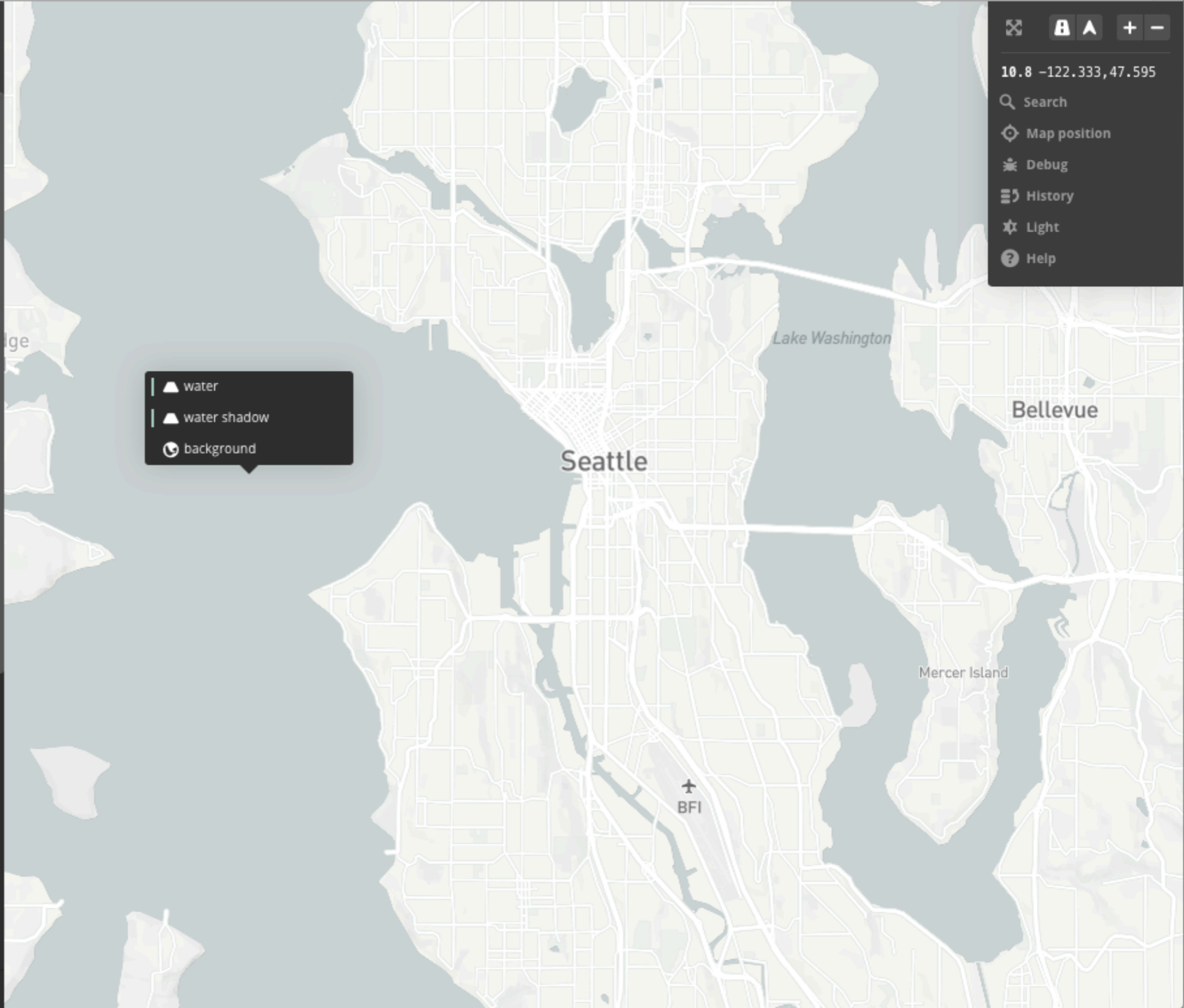
Aeroways 3 layers

barrier_line-land-line

barrier_line-land-polygon

water

Properties



10.8 -122.333, 47.595

Search

Map position

Debug

History

Light

Help

- water
- water shadow
- background

Cognos

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Admin boundaries 5 layers

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Roads 27 layers

Tunnels 24 layers

building

Aeroways 3 layers

barrier_line-land-line

barrier_line-land-polygon

water

Properties

water

Style Select data

Basics

Color hsl(185, 9%, 81%)

Pattern none

Opacity 1

Antialias

1px stroke hsl(185, 9%, 81%)

Translate 0 px

0 px

Translate anchor

Edit Values

RGB HSV

H 185

S 4

V 83

100

10.8 -122.333, 47.595

Search

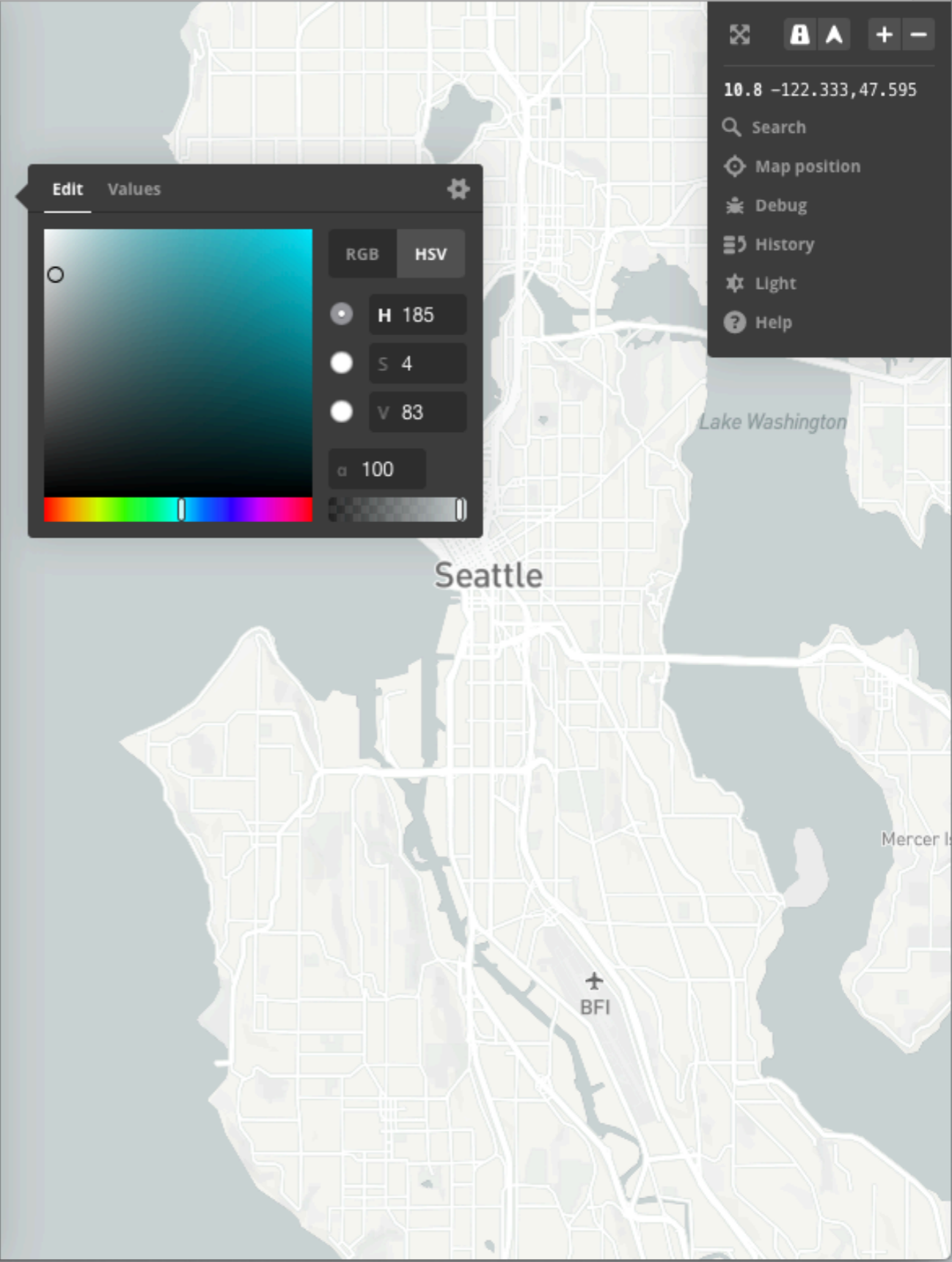
Map position

Debug

History

Light

Help



Cognos

Publish

+ New layer

water

Style Select data

Basics

Color hsl(0, 83%, 52%)

Pattern none

Opacity 1

1px stroke hsl(185, 9%, 81%)

Translate 0 px 0 px

Translate anchor

Edit Values

RGB HSV

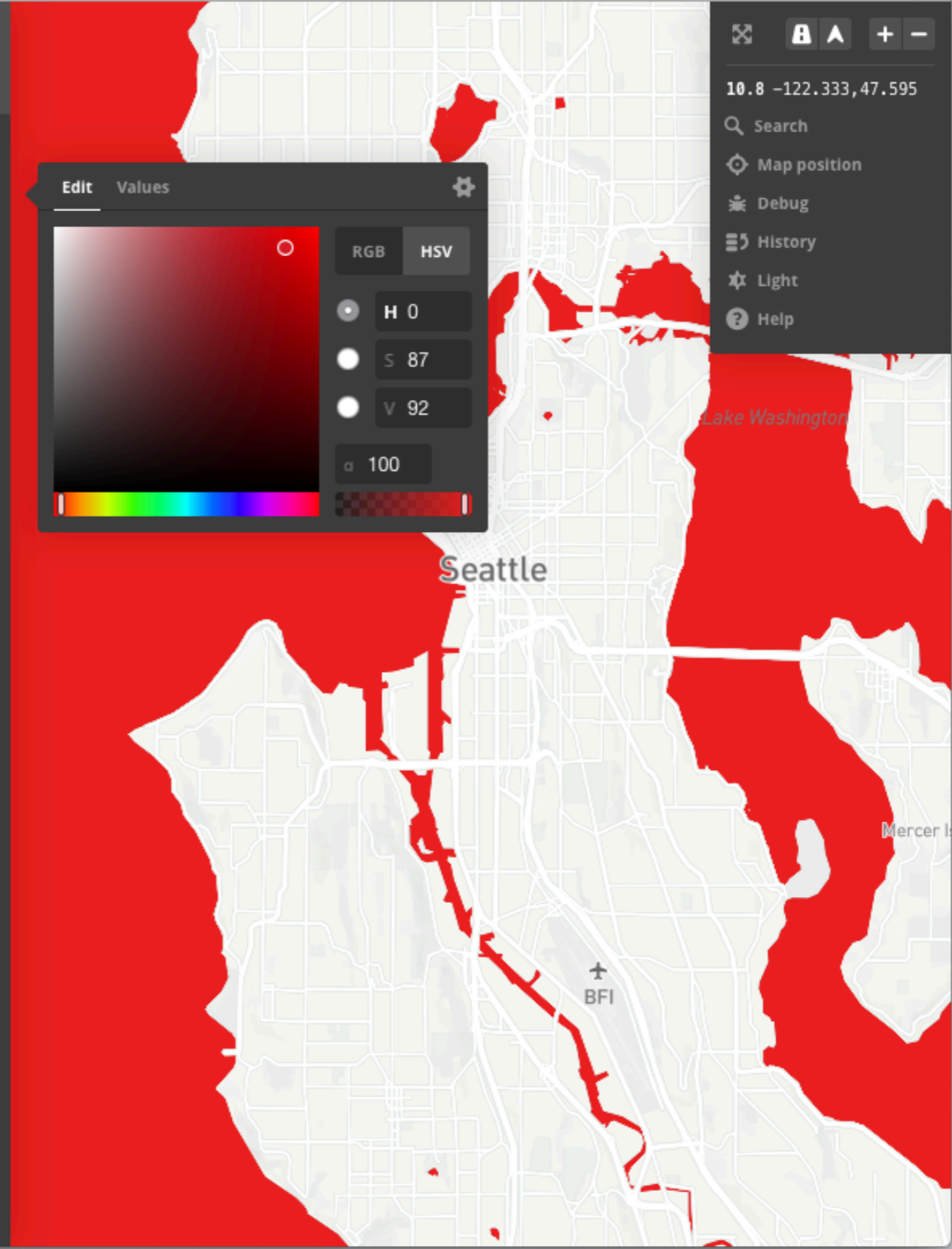
H 0
S 87
V 92

α 100

10.8 -122.333, 47.595

- Search
- Map position
- Debug
- History
- Light
- Help

- Country labels 3 layers
- State labels 3 layers
- Marine labels 6 layers
- City labels 5 layers
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- place-town
- place-village
- place-hamlet
- place-suburb
- place-neighbourhood
- place-islets-archipelago-aboriginal
- airport-label
- POI labels (scalerank 1) 2 layers
- Water labels 1 layer
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- Tunnels 24 layers
- building
- Aeroways 3 layers
- barrier_line-land-line
- barrier_line-land-polygon
- water
- Properties



GETTING AT THE LAYERS

1. Give me the layer called **water**
2. I expect it to be a **fill** layer
3. Set its **fill-color** to red
4. But animate it over **2.0s**



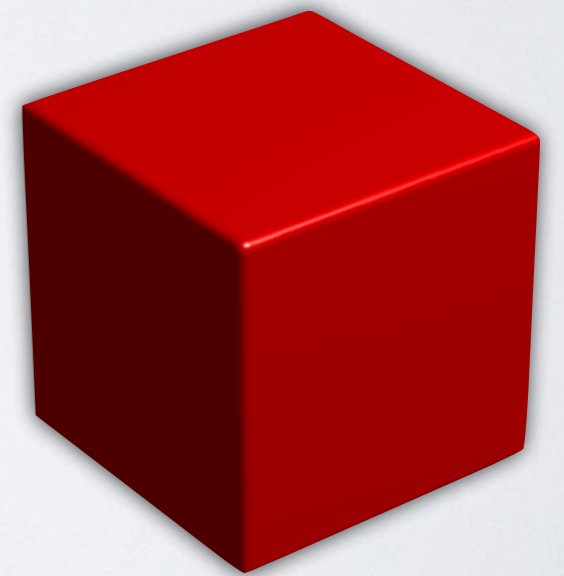
GETTING AT THE LAYERS

1. Give me the layer called **water**
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3. Set its **fill-color** to red
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THE MAP LAYERS ARE OPEN

- Line, Fill, Icon, Text, and Raster (satellite & aerial)
- New to mobile: Fill extrusions
 - Think: 3D buildings
 - But extrusions can be much more!





DATA-DRIVEN STYLING

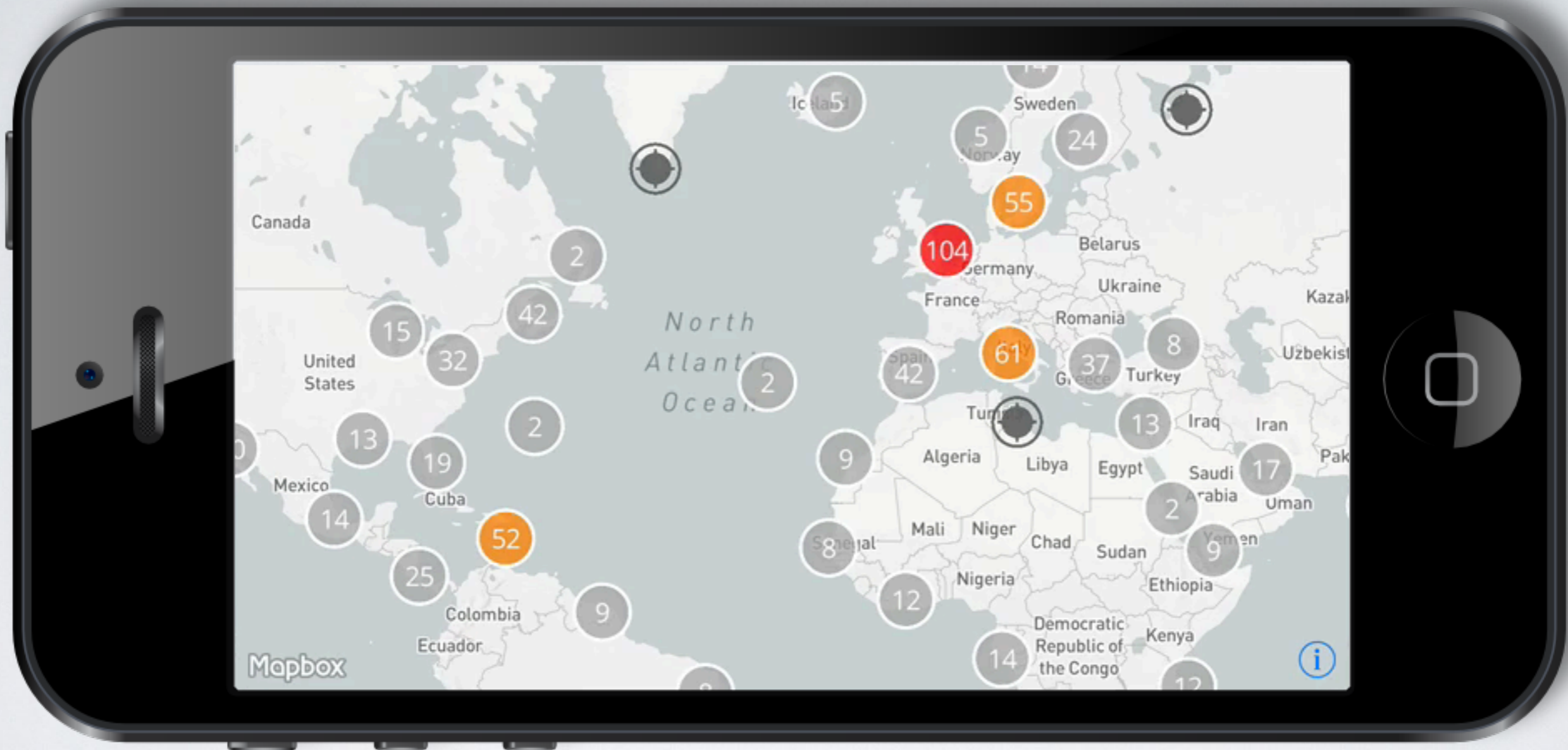
Feature styling in your map can be tied to feature properties

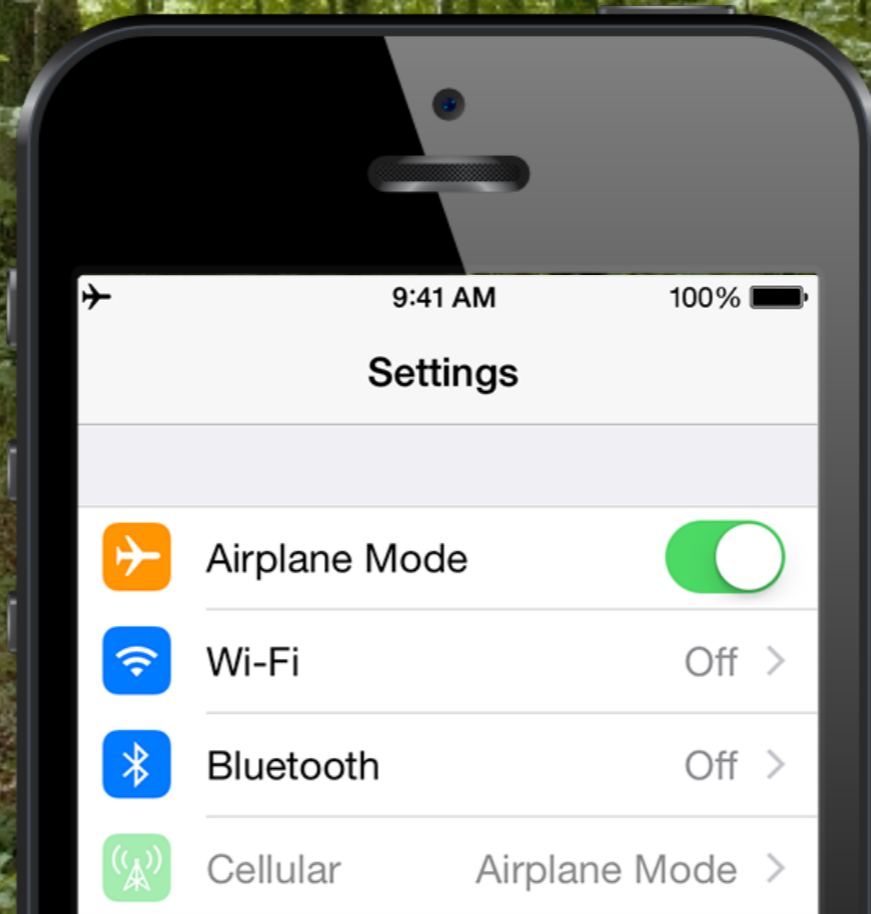
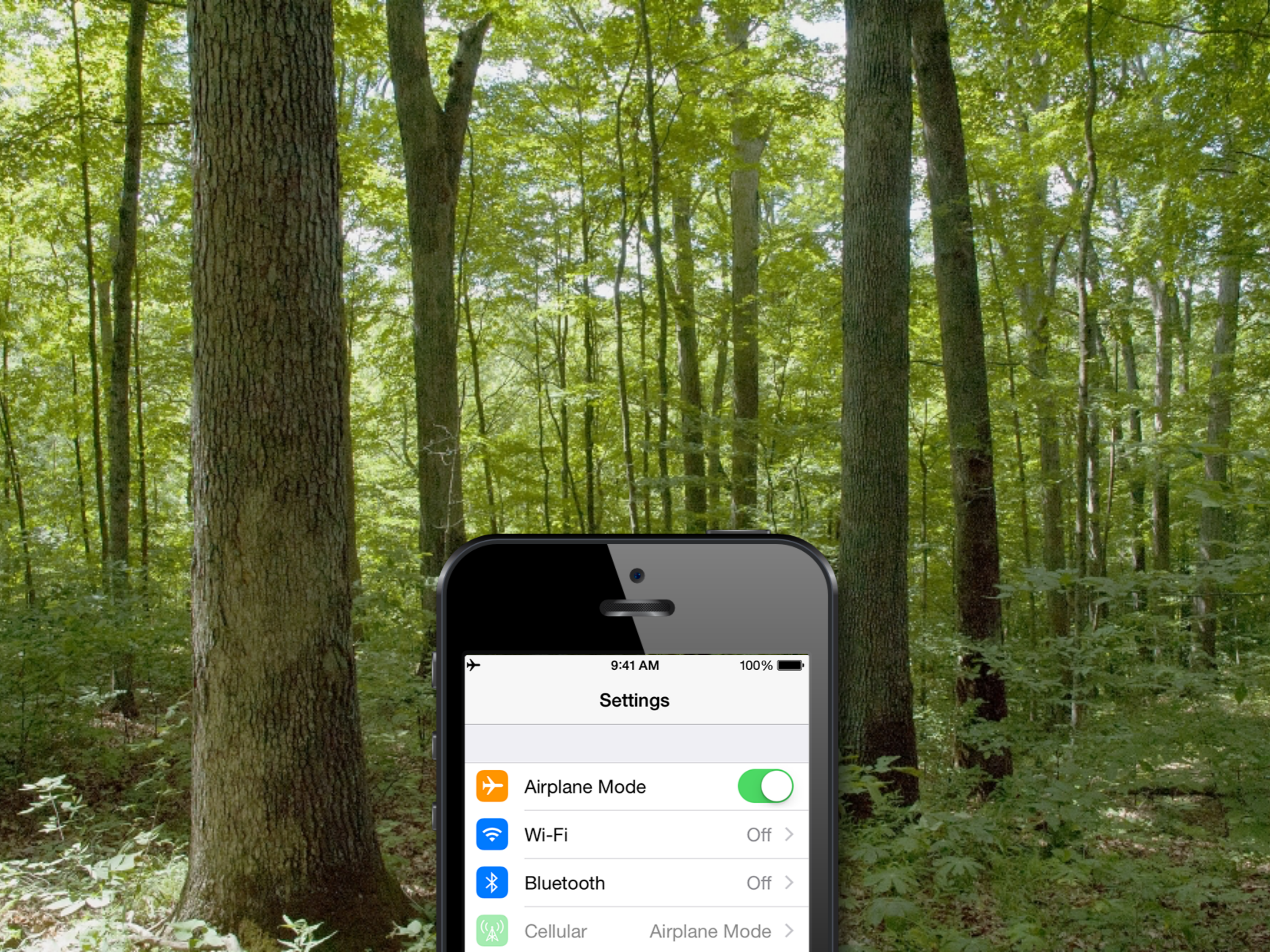
PSEUDO-CODE EXAMPLE

- Give me the layer called **water**
- Set its **fill-color** between light and dark blue based on the **depth** property (exponential)
- Or set its **fill-color** based directly on the value of the **precolored** property (identity)
- Or set its **fill-color** to one of five values based on **depth** (categorical)

EASY-TO-LEARN SYNTAX

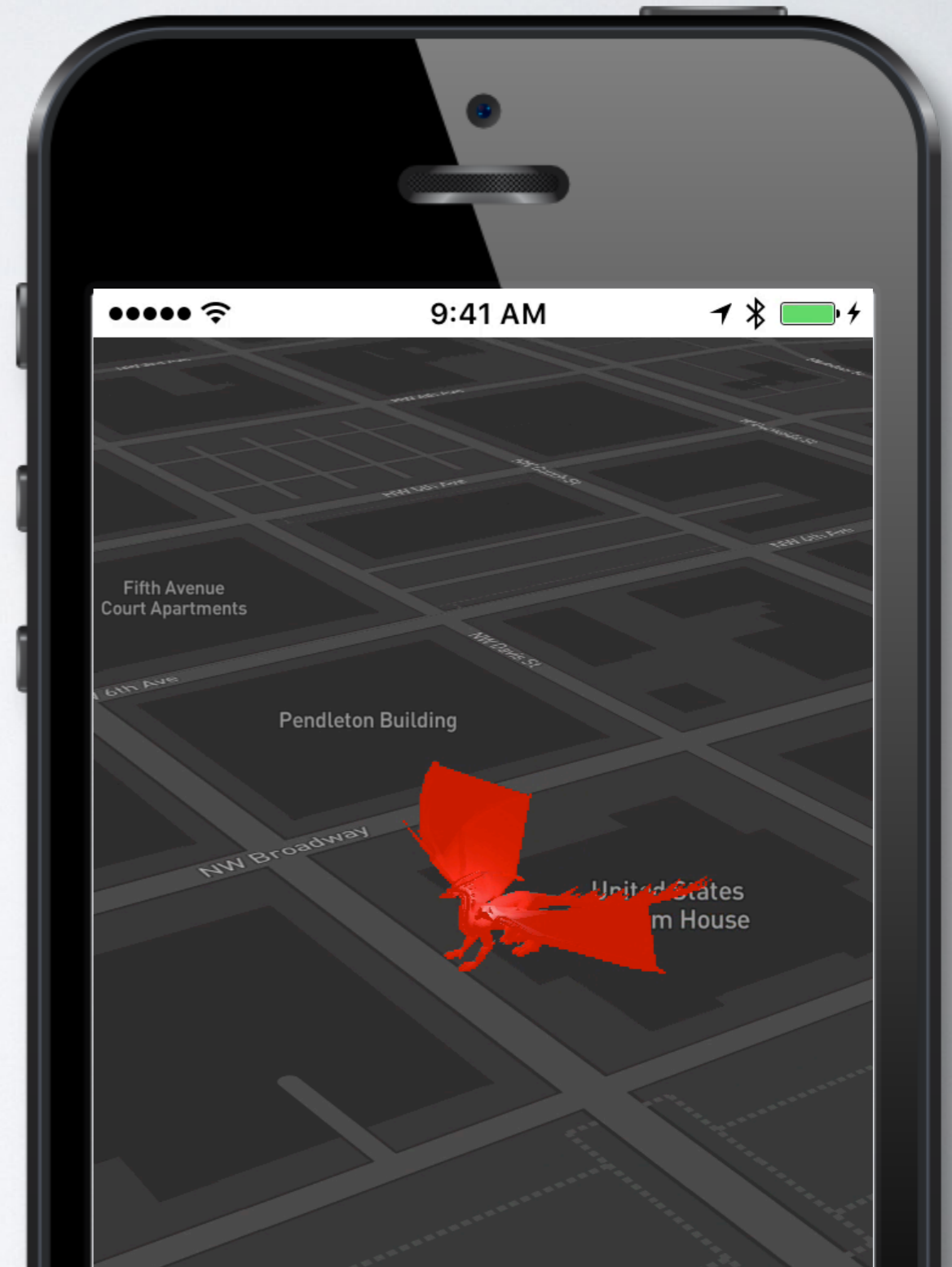
```
[  
  "coffee": MGLStyleValue(rawValue: .brown) ,  
  "grocery": MGLStyleValue(rawValue: .green) ,  
  "pool":    MGLStyleValue(rawValue: .blue)  
]
```

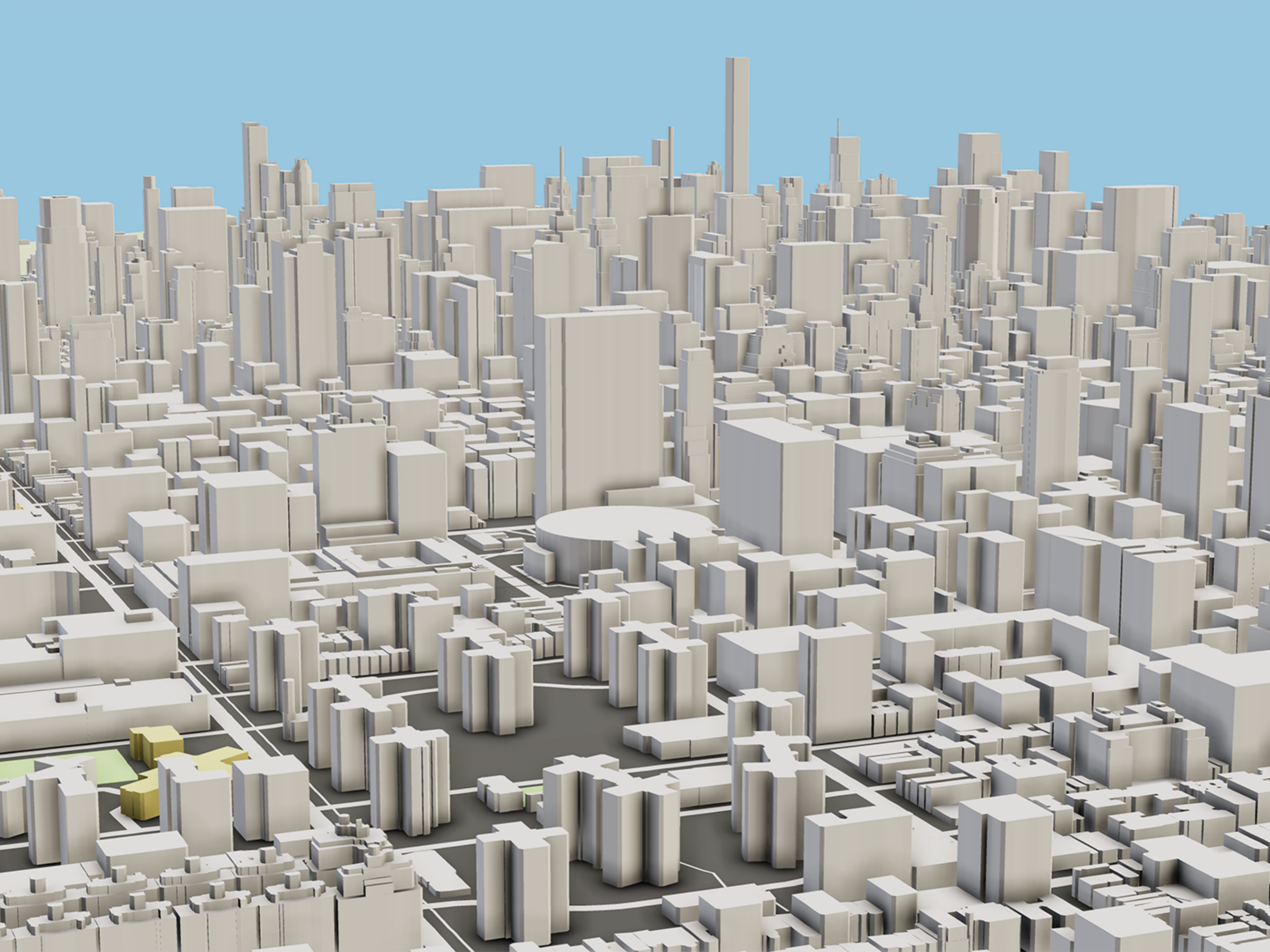




AR, VR, AND GAMES

- Full API support (SceneKit, SpriteKit, and now ARKit)
- Also: Unity SDK







North St

McAllister St

United Nations
Plaza

Stevenson









Trinity Place

West SoMa

South of Market

Mission Creek

Mission Bay

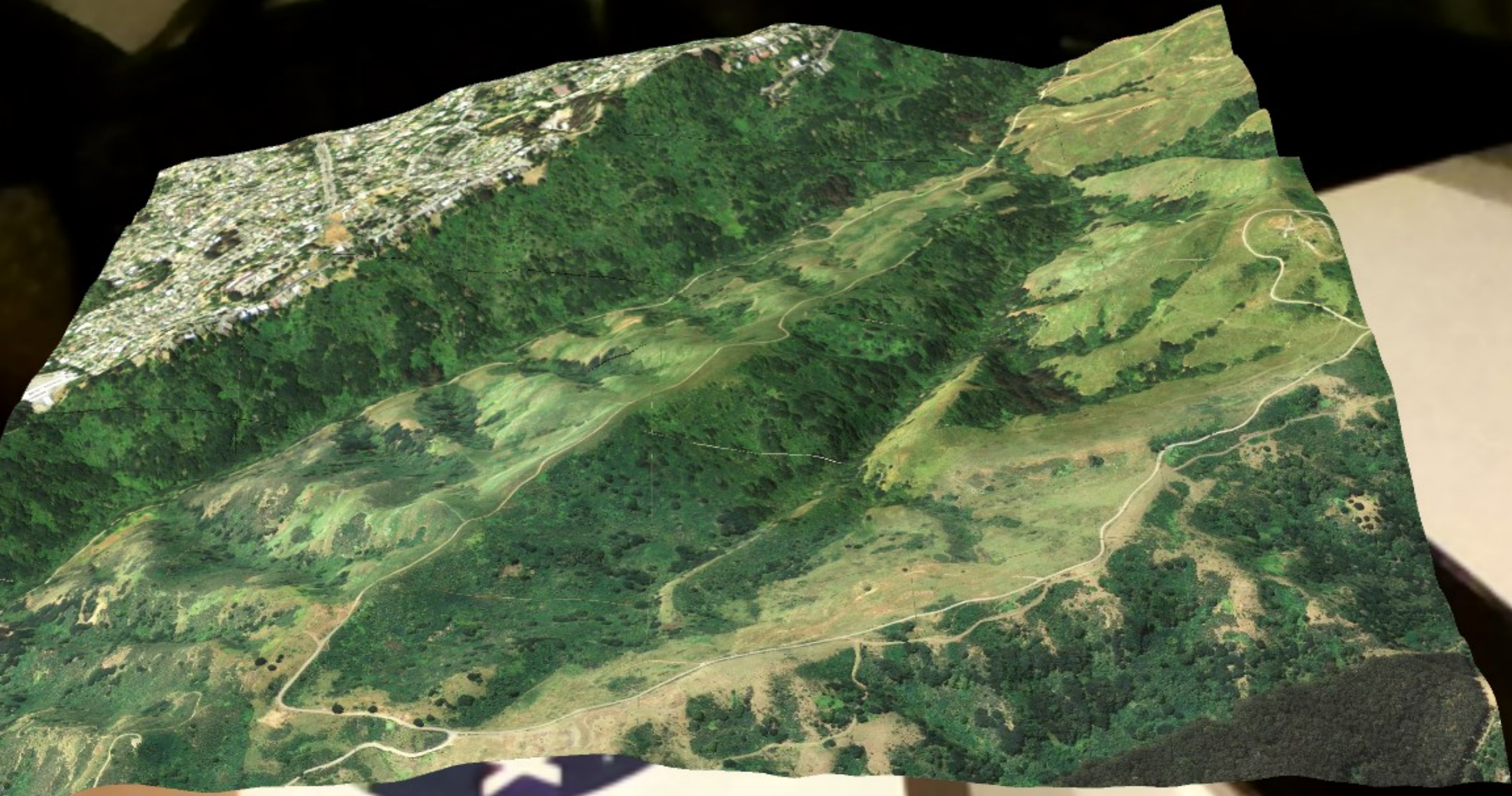
South Beach

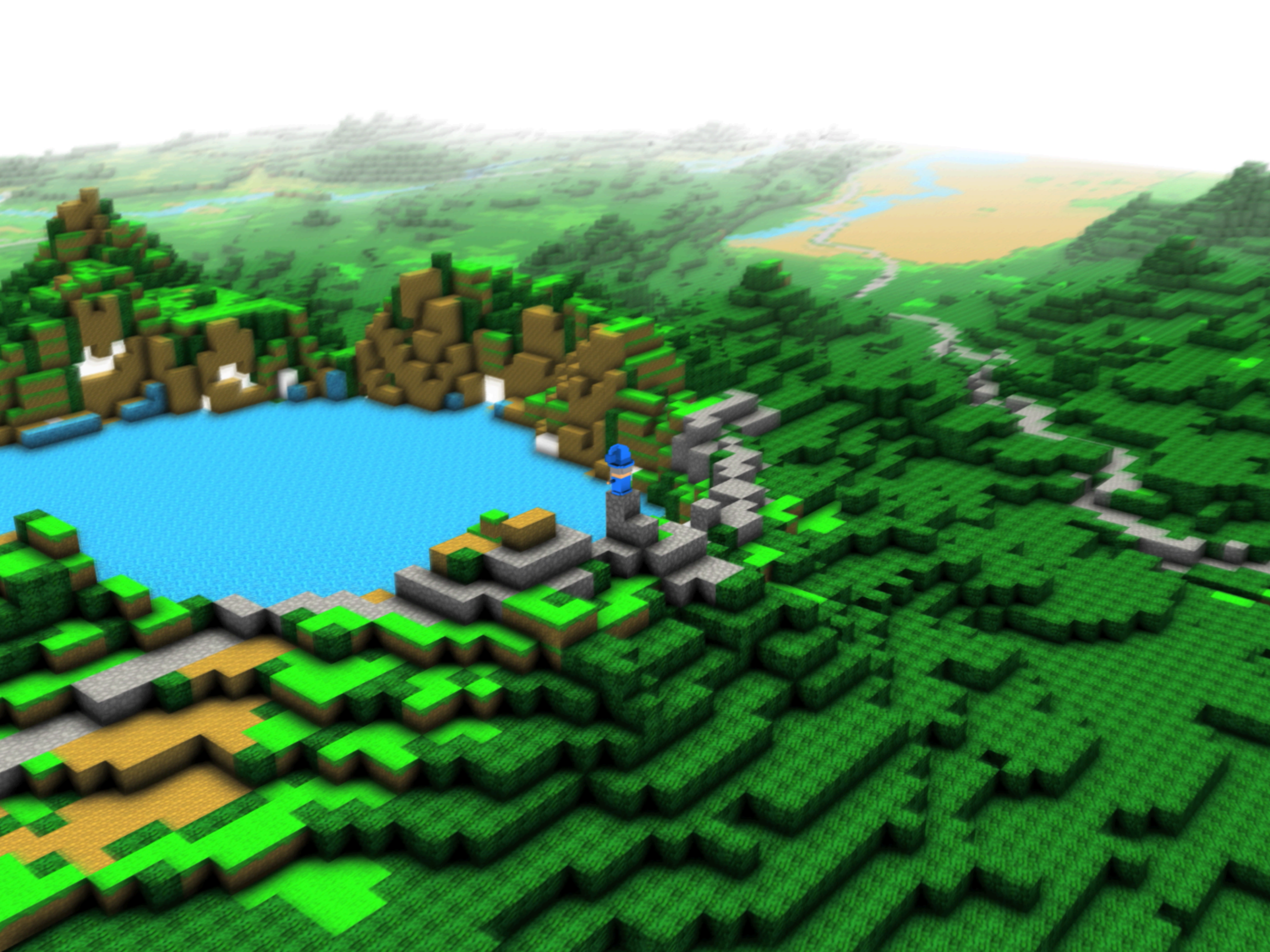
Steamboat Point Apartments

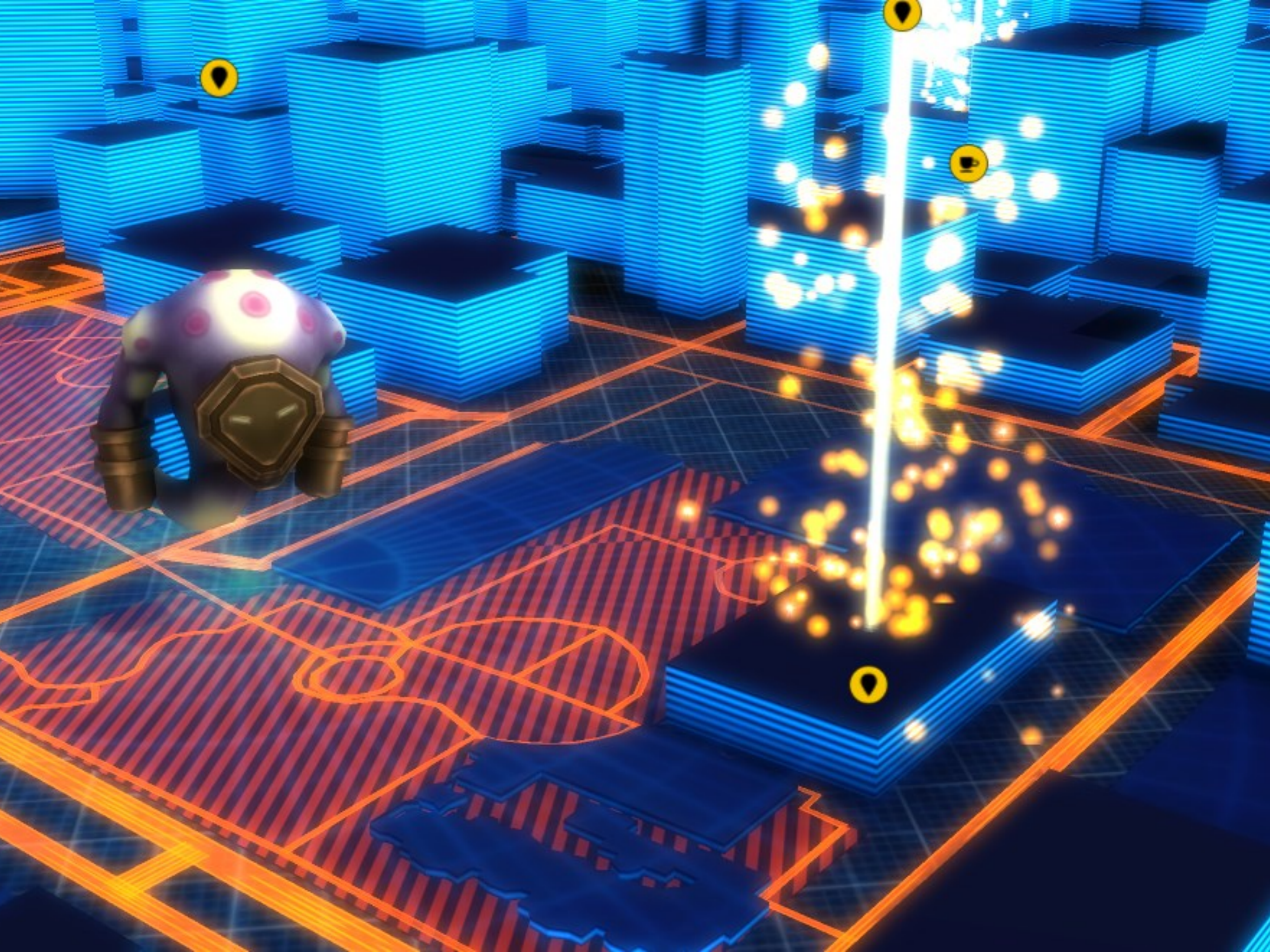
The Brannan

Delancey Street Foundation

Bayside Village







mapbox.com/mobile

tinyurl.com/mapboxiosjobs

mapbox.com/jobs



Are great communicators

Effective communication, whether it's face-to-face, in chat, or in a GitHub issue, is key to how we work as a team and our bigger strategy as a company.



Have fire

Being enthusiastic, excited, and all around fired up about Mapbox is important to our team. We're looking for people who are all-in on our technology, our culture, and our play.



Have empathy

We spend a lot of time working with and caring about each other. We're looking for people who care about their team and the users they're building for.



Are ready to learn

We value potential over all else. We look for people who, with our investment, will grow quickly and contribute to our team's future.

THANK YOU FOR COMING!

- Come find us—look for the t-shirts
- Hit us up on @mapbox / @incanus77 or the blog
- CocoaConf on Tuesday, AltConf on Wednesday
- Enjoy WWDC!

