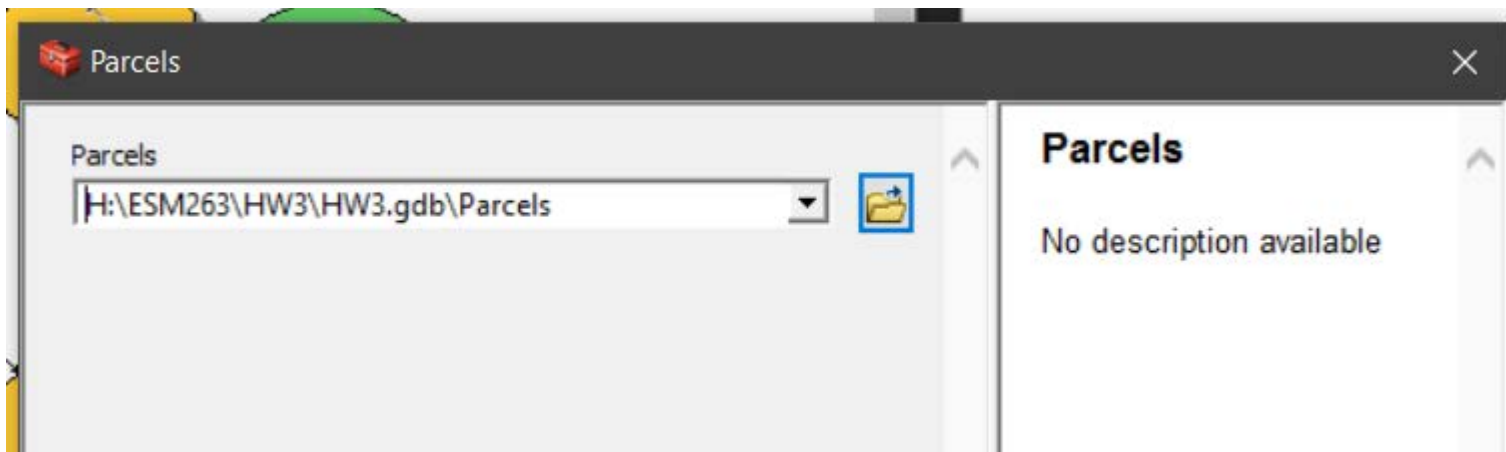
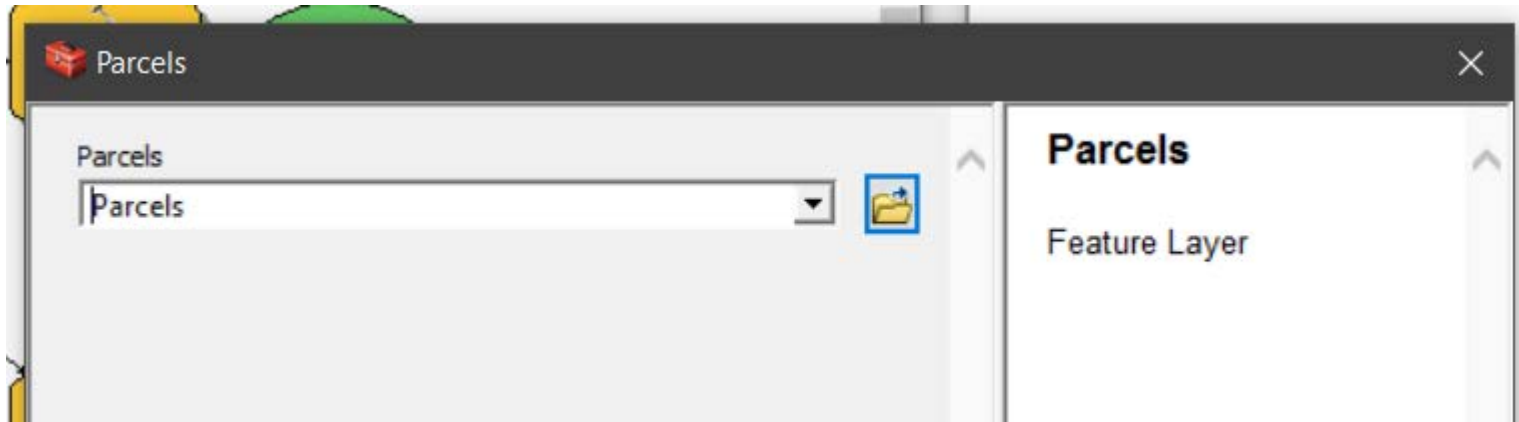


# Assignment 3 Feedback

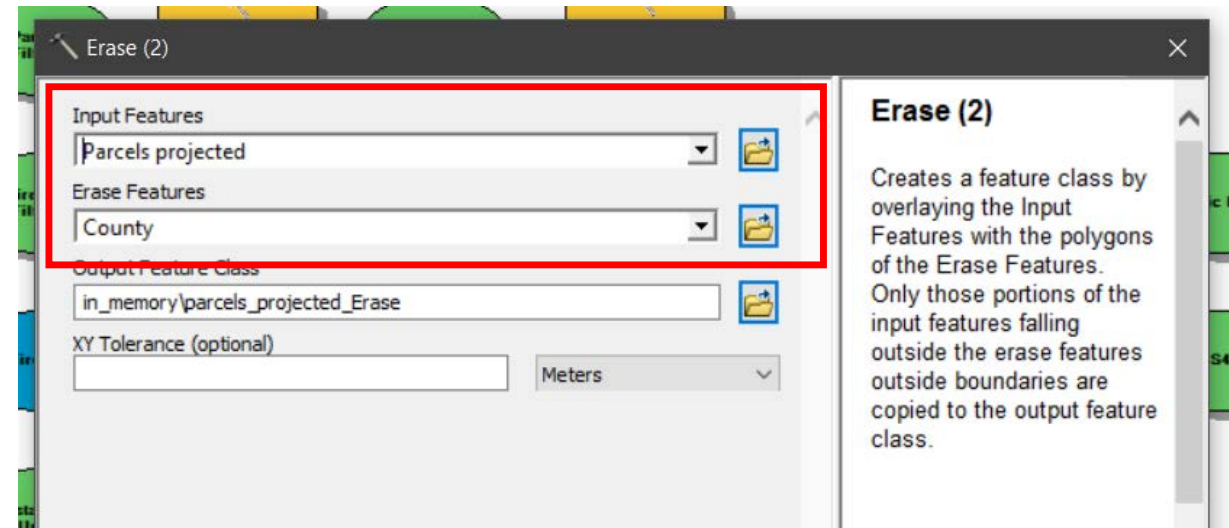
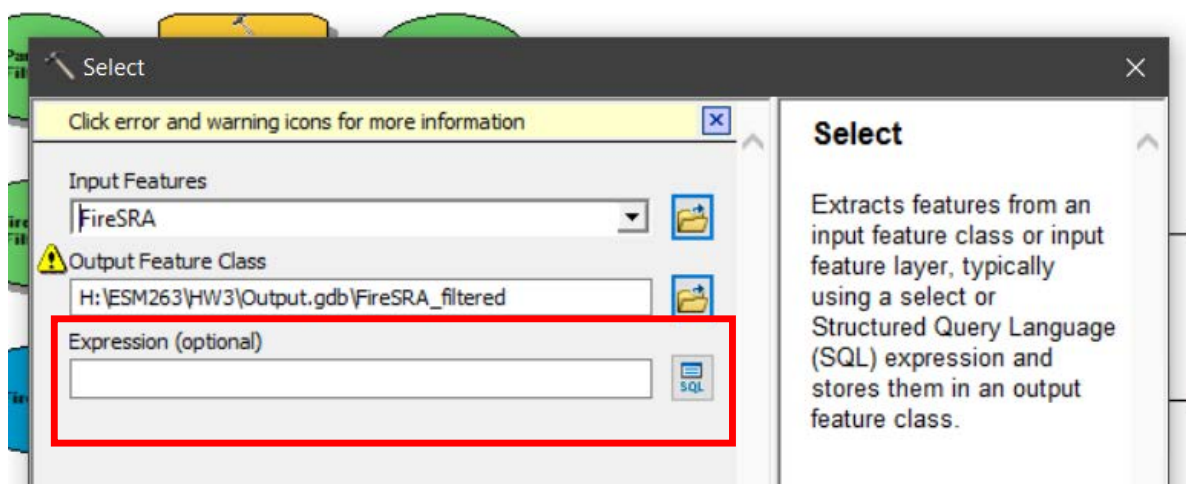
Models are hard

# Model Variables and You



# My Model is Wrong – A Foolproof System

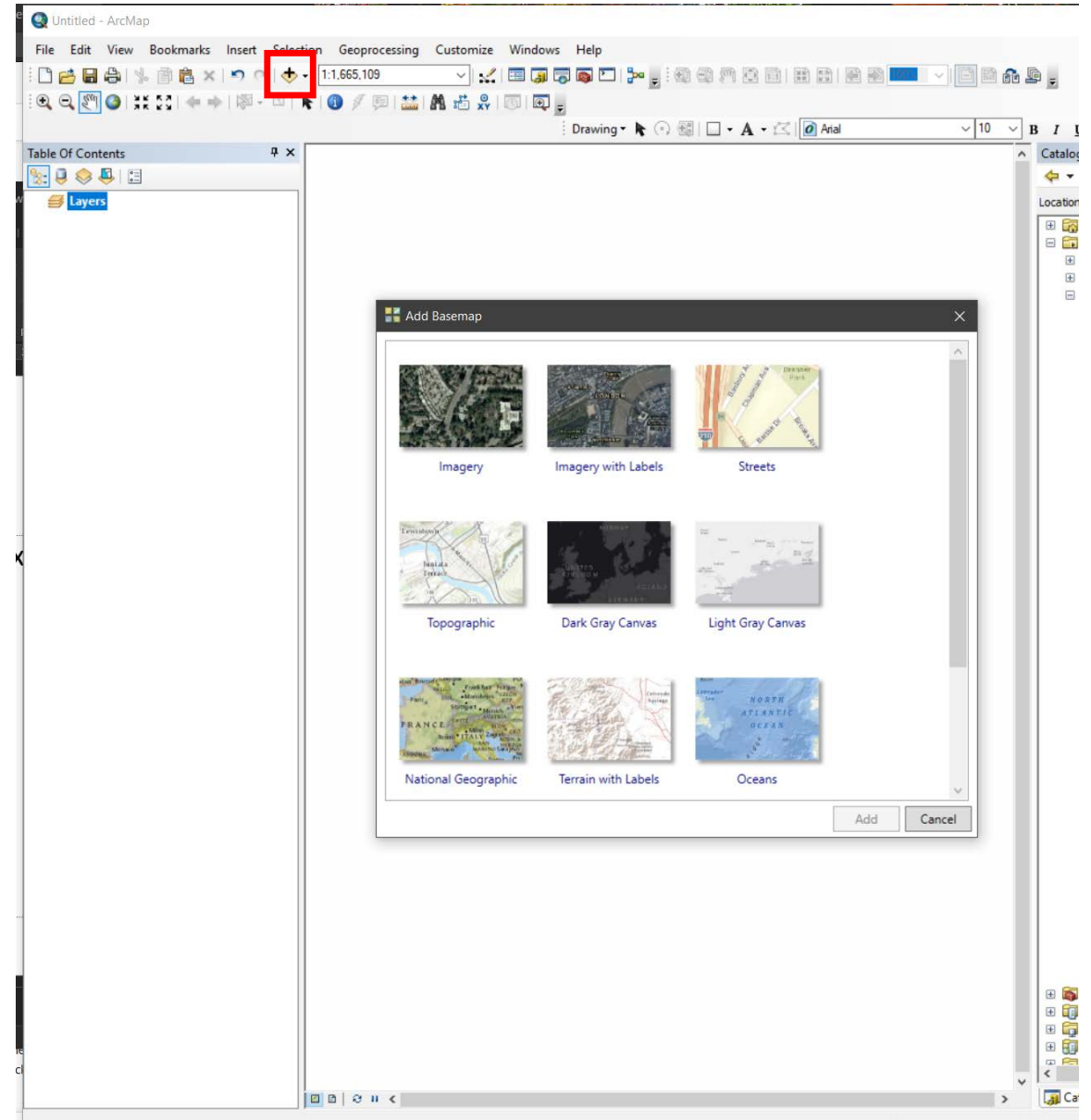
1. Check everything
2. Check anywhere you're making decisions
  1. Eg. Select, Erase, Reclass, etc.



# Context

Alternatively:

- Roads: select by speed
- Points: select cities (subjective)
- Terrain: hillshade



# Miscellaneous

- Symbology (again): ranks are sequential
- Text: if your text isn't easily readable
  - Change text color
  - Background + border
  - Halo – a small white border around each letter