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Éireann

The Irish National Map Skin-of-the-Earth Data Model: Opportunities and Challenges for Geospatial Data Quality

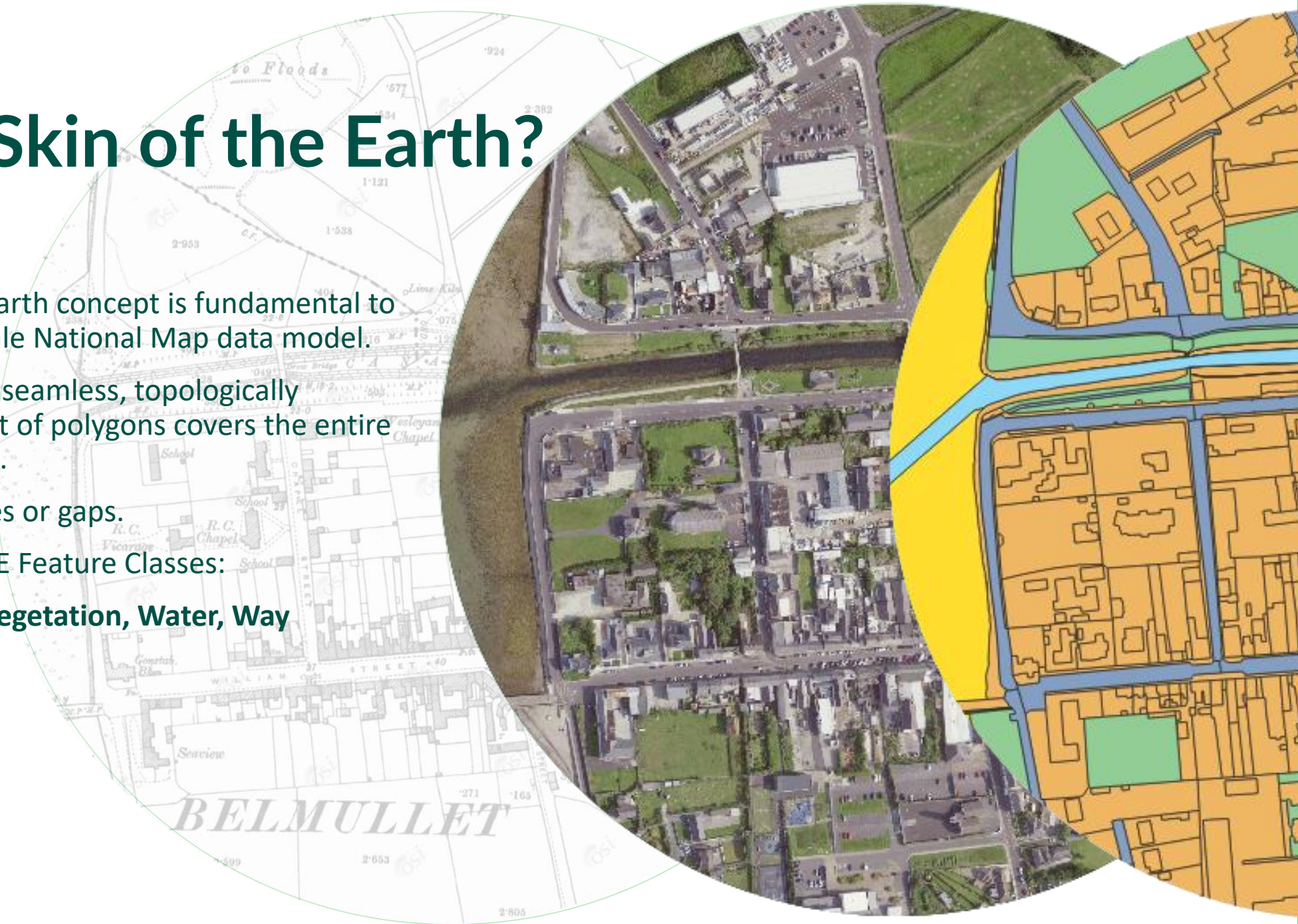
Fergus Fahey

20.11.2025

What is Skin of the Earth?

- The skin-of-the-earth concept is fundamental to Ireland's large scale National Map data model.
- The idea is that a seamless, topologically consistent blanket of polygons covers the entire surface of Ireland.
- There are no holes or gaps.
- There are five SOE Feature Classes:

Artificial, Exposed, Vegetation, Water, Way



Irish National Map Data Model

Skin of the Features

(Artificial, Exposed, Vegetation, Water, Way)

+

Superimposed Features

(These include Buildings, Structures, Divisions)

+

Network Features

(Road, Rail, Water)





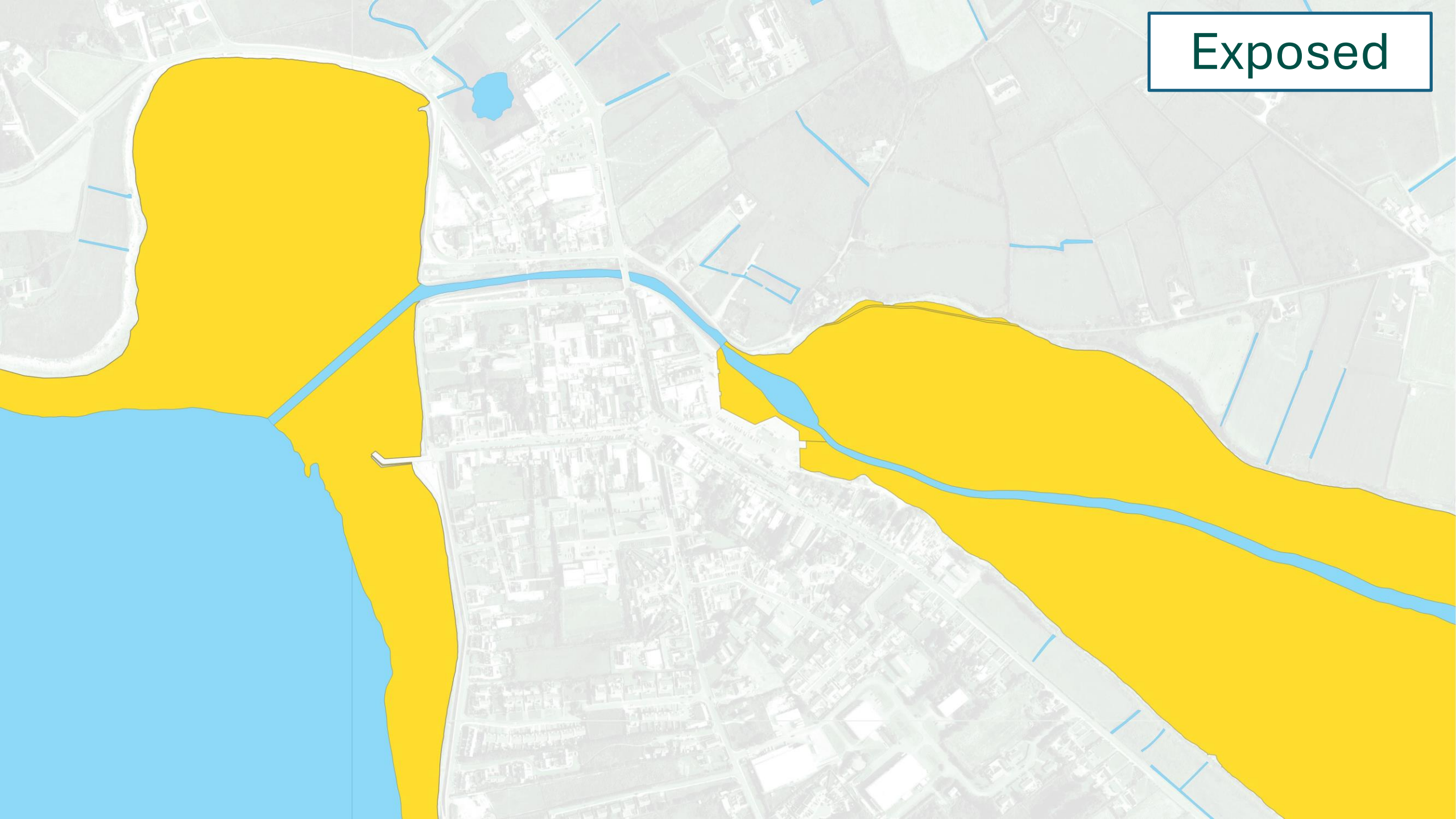
An aerial photograph of a landscape featuring a winding river, agricultural fields, and a town. The image is overlaid with a semi-transparent green filter. A white rectangular box with a dark blue border is centered in the middle of the image, containing the text "Skin of The Earth Features".

Skin of The Earth Features

Water



Exposed



Vegetation



Way



Artificial



An aerial photograph of a landscape featuring a river, fields, and a town. A semi-transparent grid is overlaid on the image. A white rectangular box with a dark blue border is centered in the middle of the image, containing the text "Super-imposed Features".

Super-imposed Features

Buildings



Divisions



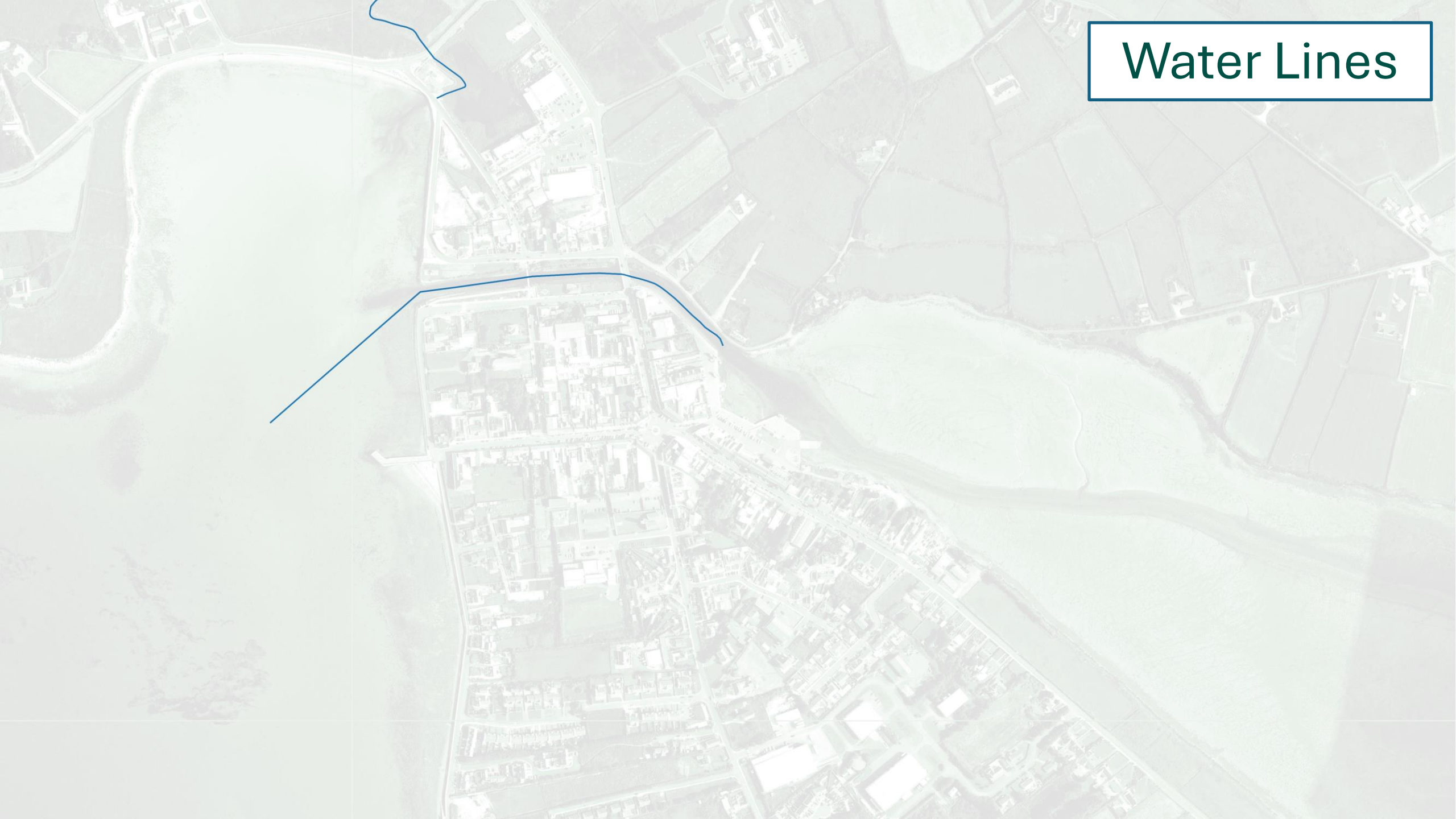
Structures



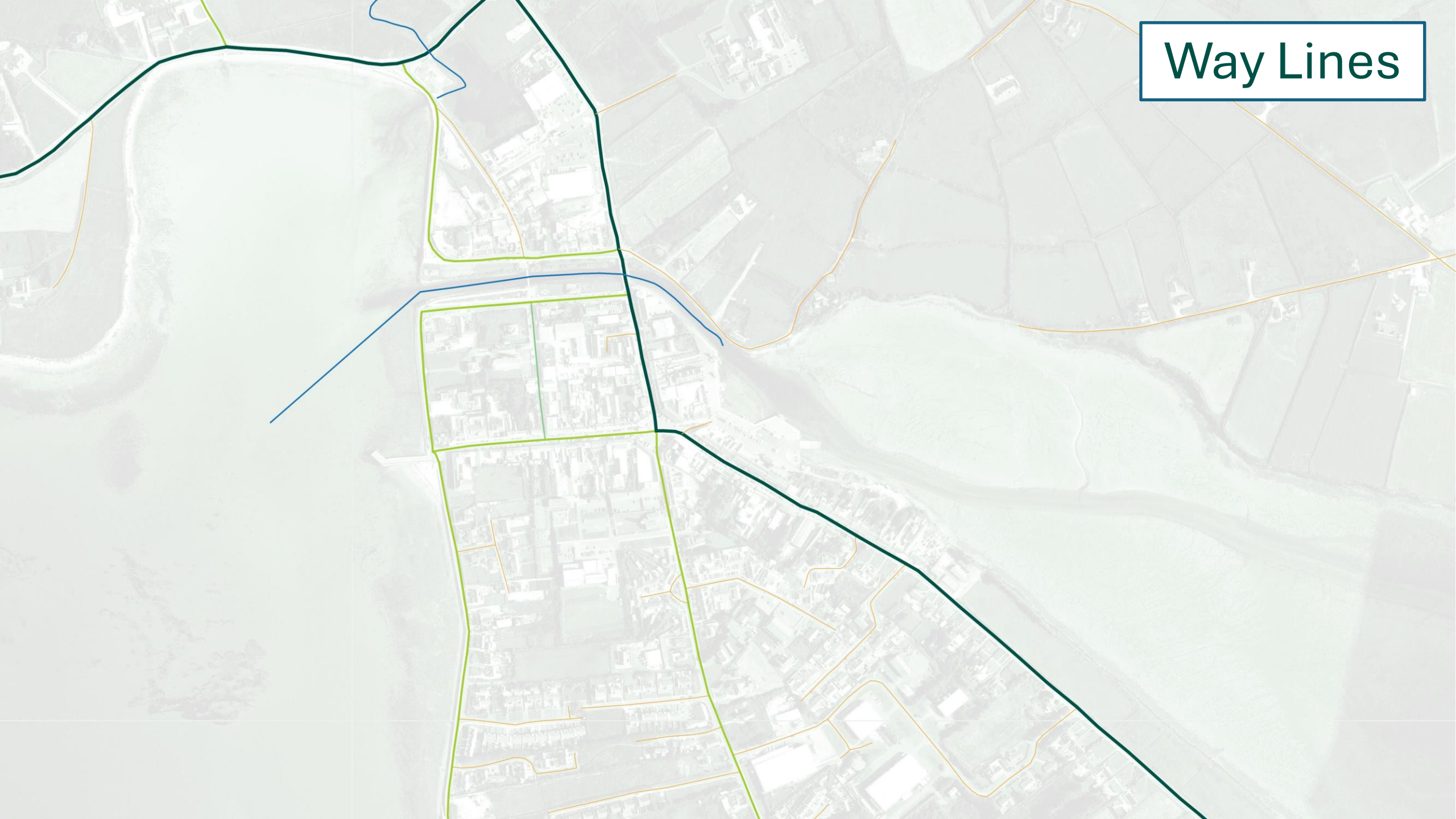
An aerial photograph of a landscape featuring a large river or lake on the left and bottom, with a town or village situated in the center and right. The town has a dense grid of buildings and streets. The surrounding areas are mostly green, indicating fields or forests. A semi-transparent white box with a dark blue border is centered over the town area.

Network Features

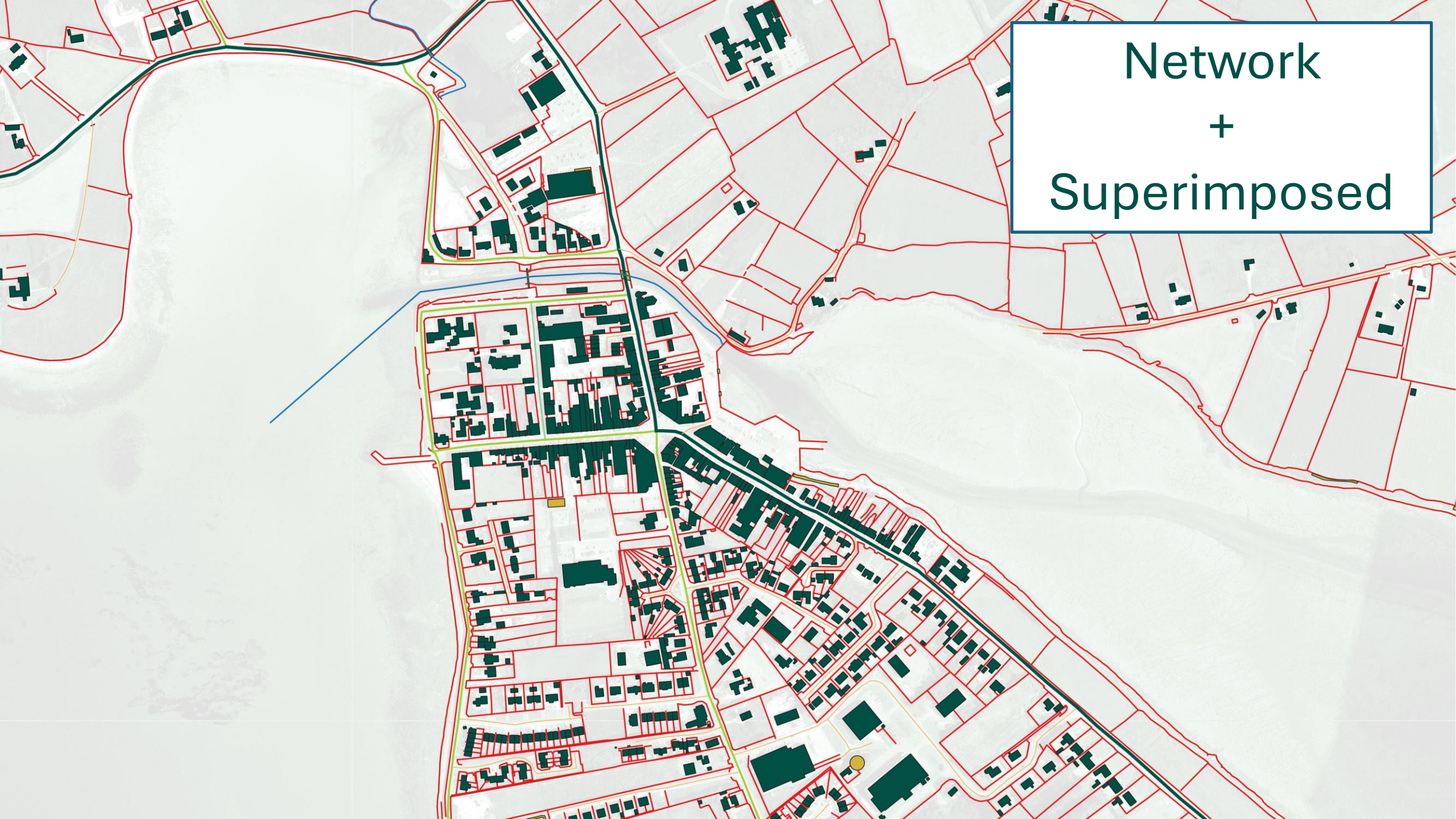
Water Lines



Way Lines



Network
+
Superimposed

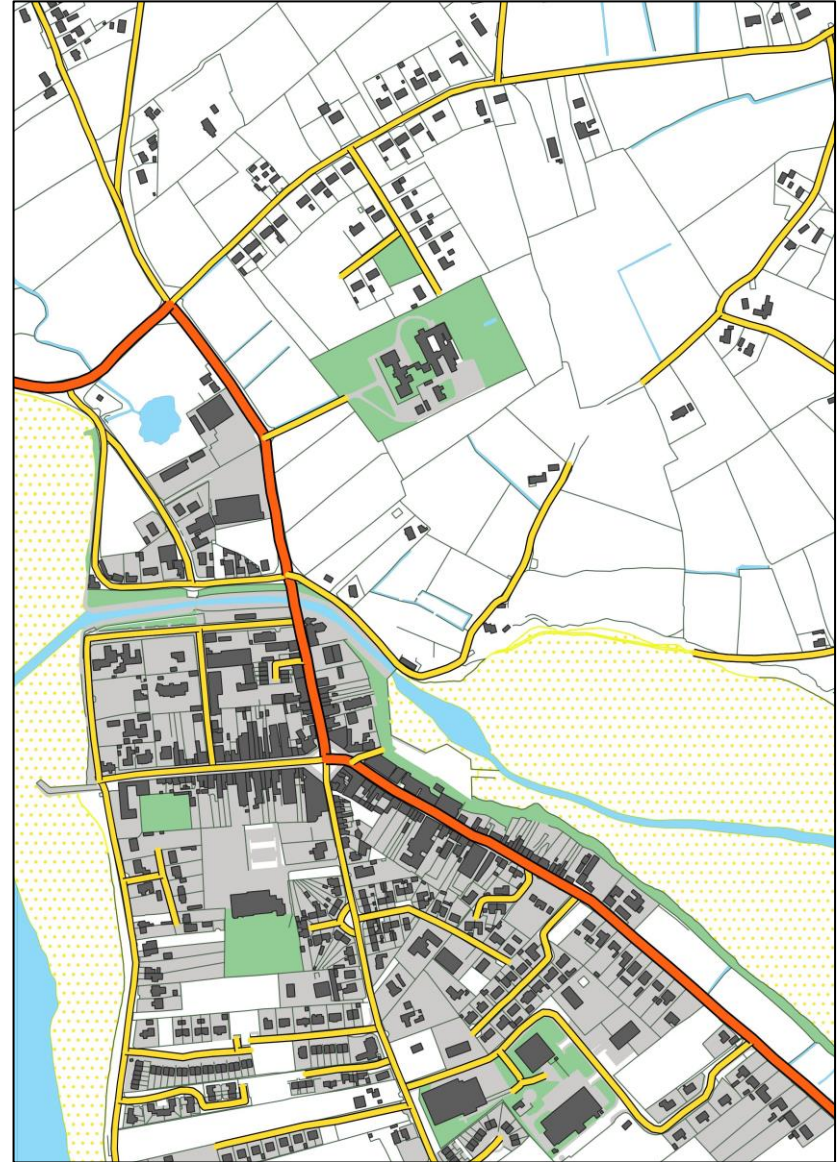




Network
+
Superimposed
+
SOE



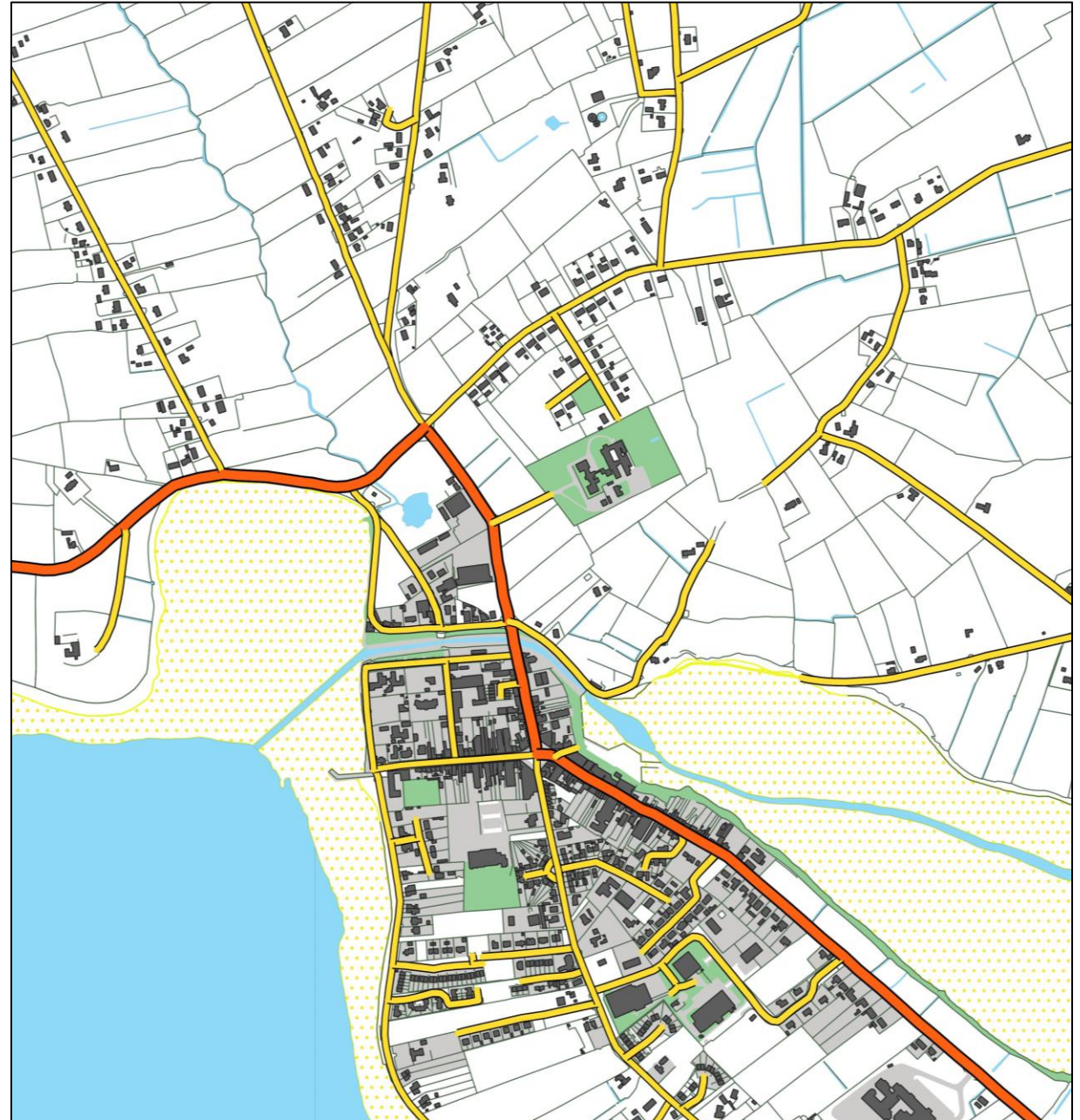
Alternative to SOE





Non-SOE vs SOE

- Only certain vegetation captured: e.g. Parks and Forests
- No way polygons. Lines instead
- Lots of empty space. Works well cartographically especially scales $\geq 1:5000$
- From a data model point of view easier to maintain but less comprehensive.





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Advantages of SOE



Aadvantages

Topological validation: No overlaps, no gaps

Topological editing. Edges can be edited where SOE features meet.

Completeness. Every 'inch' (cm) of the country covered and described by the national map

Positional Accuracy. At capture positional accuracy issues are less likely because of the ripple effect will cause validation errors.



Topology



Completeness



Position Accuracy



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Challenges Of SOE



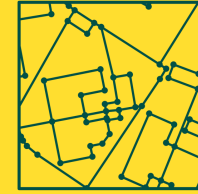
Challenges

Topological validation:

Maintaining topological rules after generalisation for smaller scale products

Completeness. More features, harder to maintain. More thematic accuracy issues.

Positional Accuracy Higher level of accuracy required. Local fits not possible.



Topology



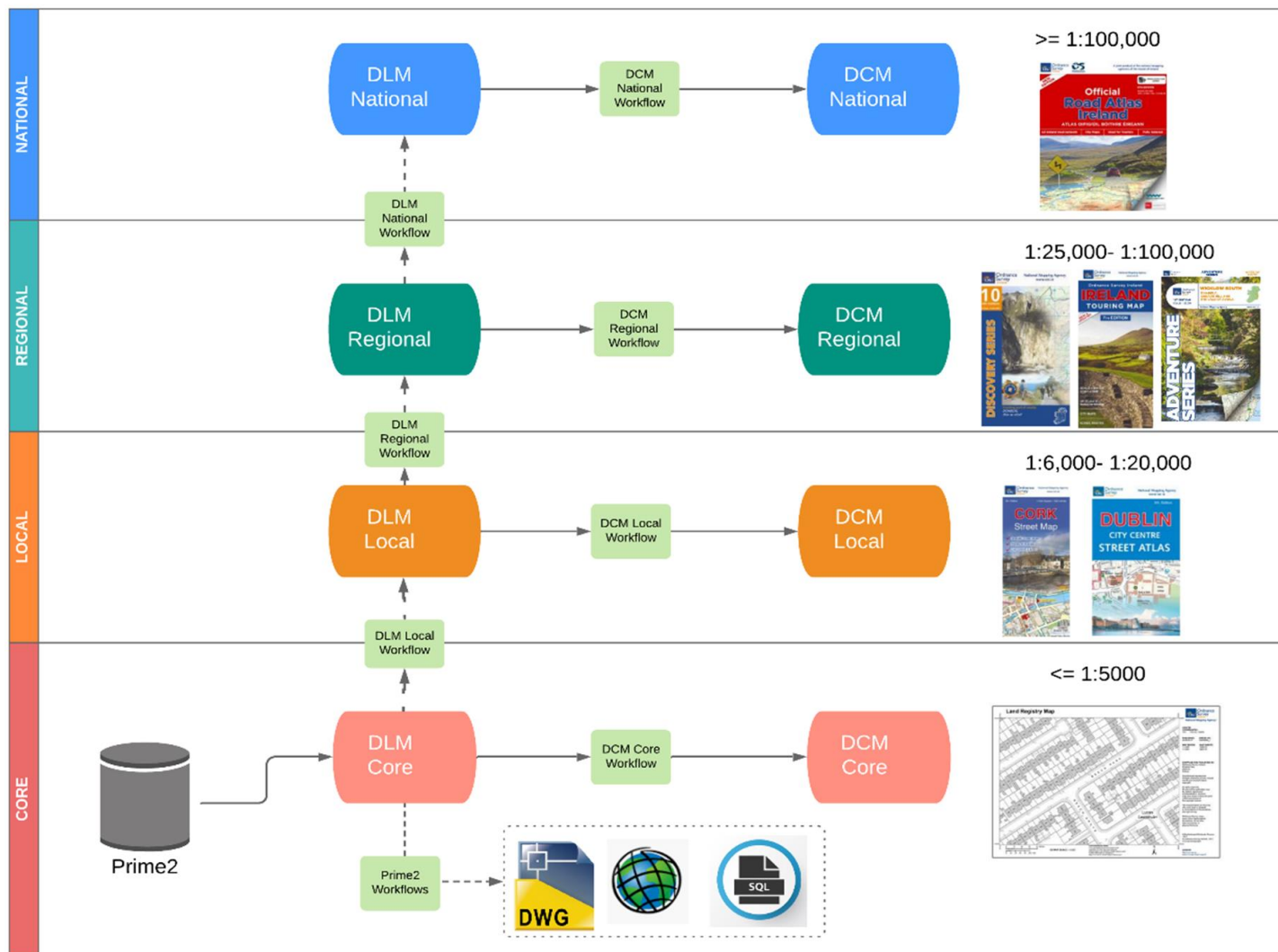
Completeness



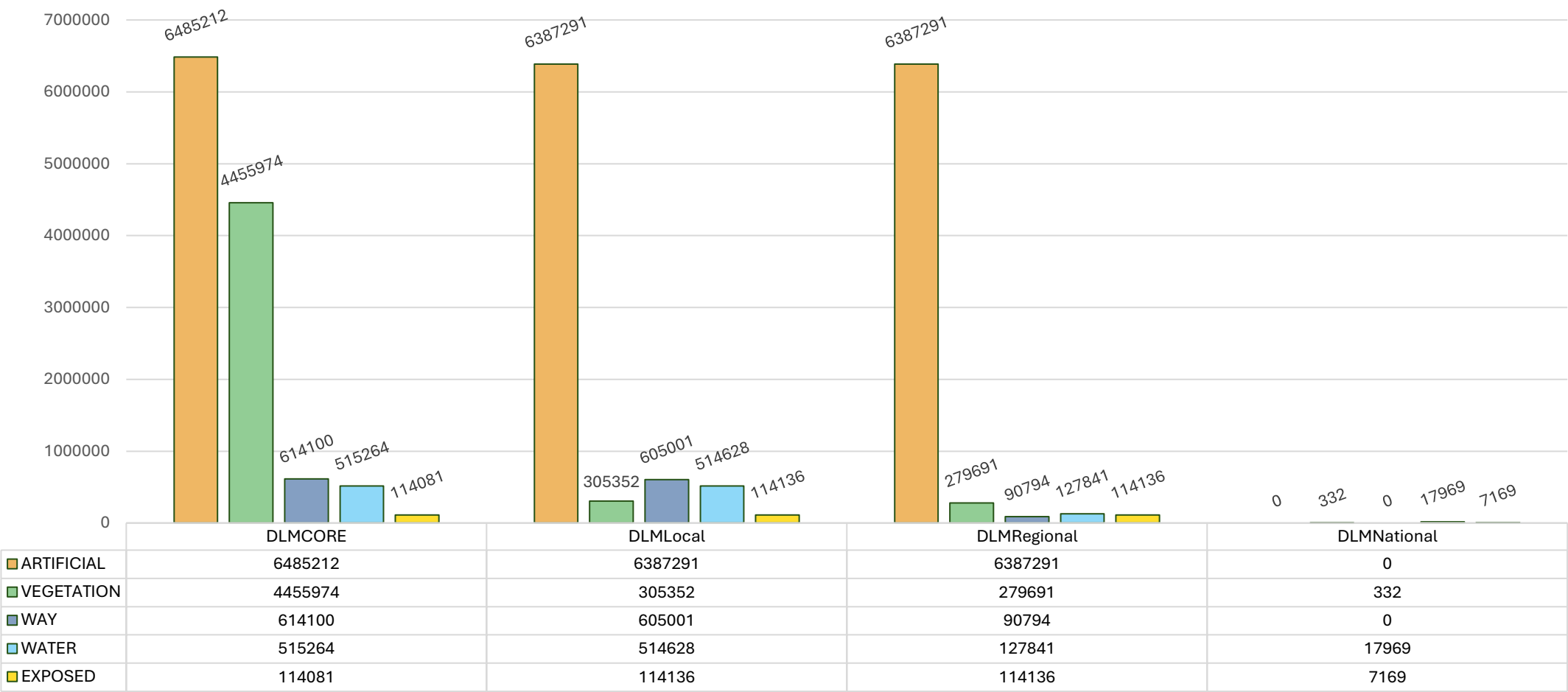
Position Accuracy

Multi Resolution Data Store

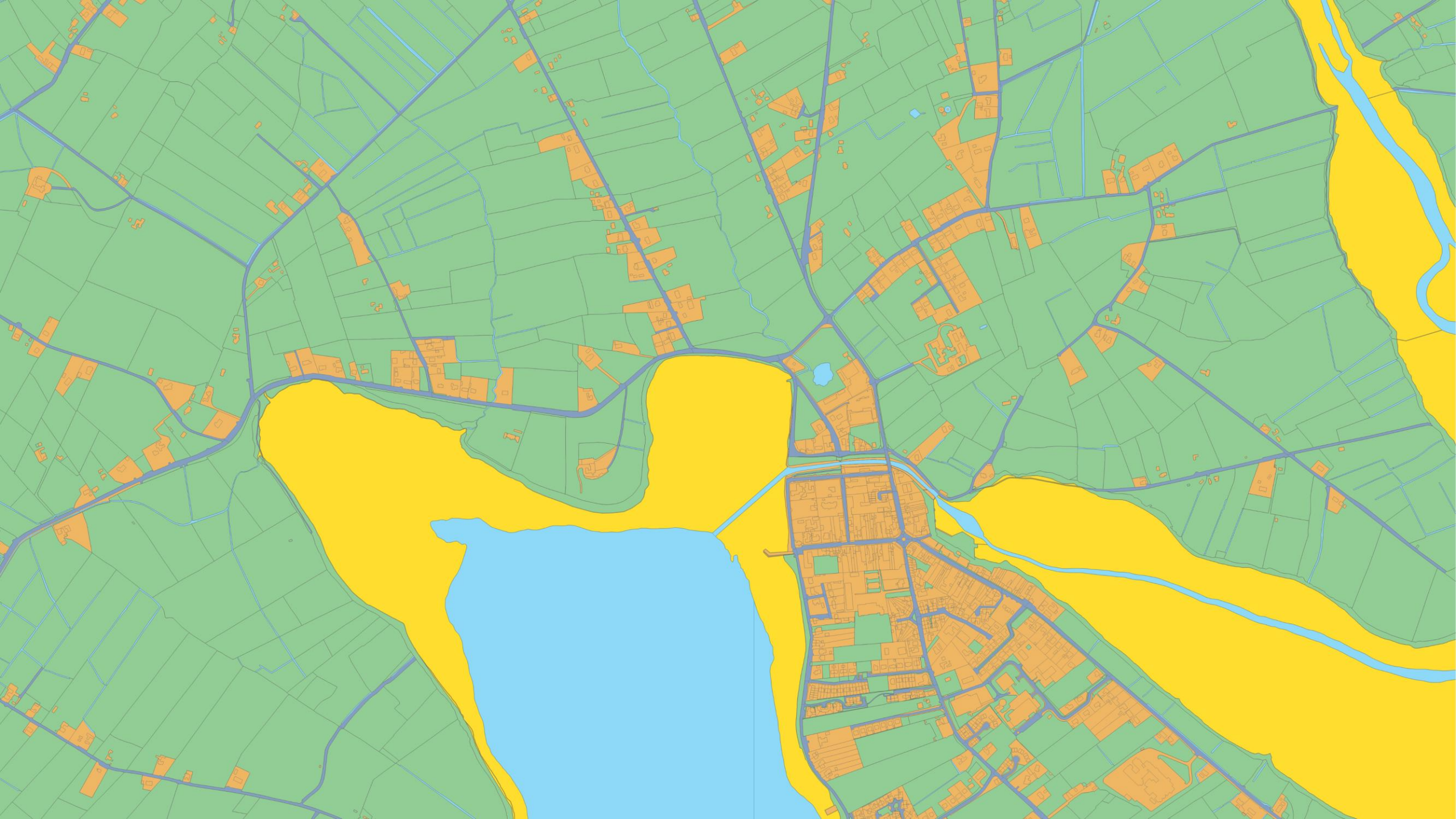
MRDS

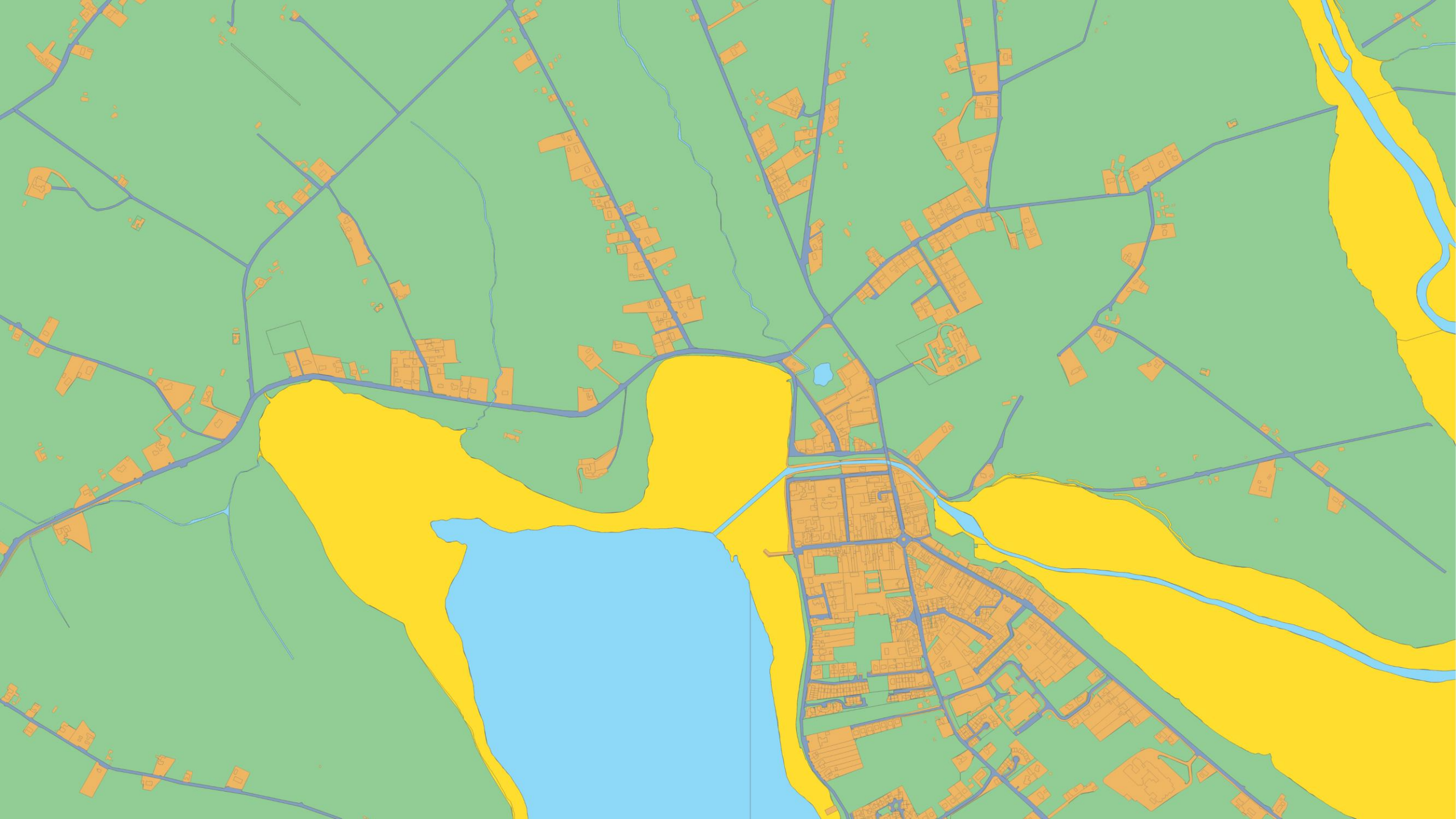


Number of SOE Features At Different Resolutions



ARTIFICIAL VEGETATION WAY WATER EXPOSED









Conclusions

- Skin of the Earth enables topological rules and validation.
- Enables completeness
- Higher Maintenance
- Challenges when generalising





Discussion

- Does your NMA have a Skin of the Earth Data Model?
- Has implementing one been considered?
- Can you see advantages/disadvantages?
- What do you think the biggest challenges would be?

