

Placing map symbols in a way so that the resulting map looks well is a major problem in cartography. In this thesis, we deal with automatization of this process using an evolutionary algorithm. Input of this algorithm is a set of requests for symbols (signposts, ruins, street names etc) to be placed on the map, its output is a description of their placement. Unlike other studies, we deal with labels for all kind of features (not only point-features) as well as with placing the features themselves. We managed to design an evolutionary algorithm which produces acceptable maps and offers some possibilities to further enhance the quality of produced maps.