

#maptime!

QGIS

*An Introduction*

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Brighton

# What is QGIS?

- Open source GIS
- Display and manipulate spatial data
- Create maps and perform analysis

# What is spatial data?

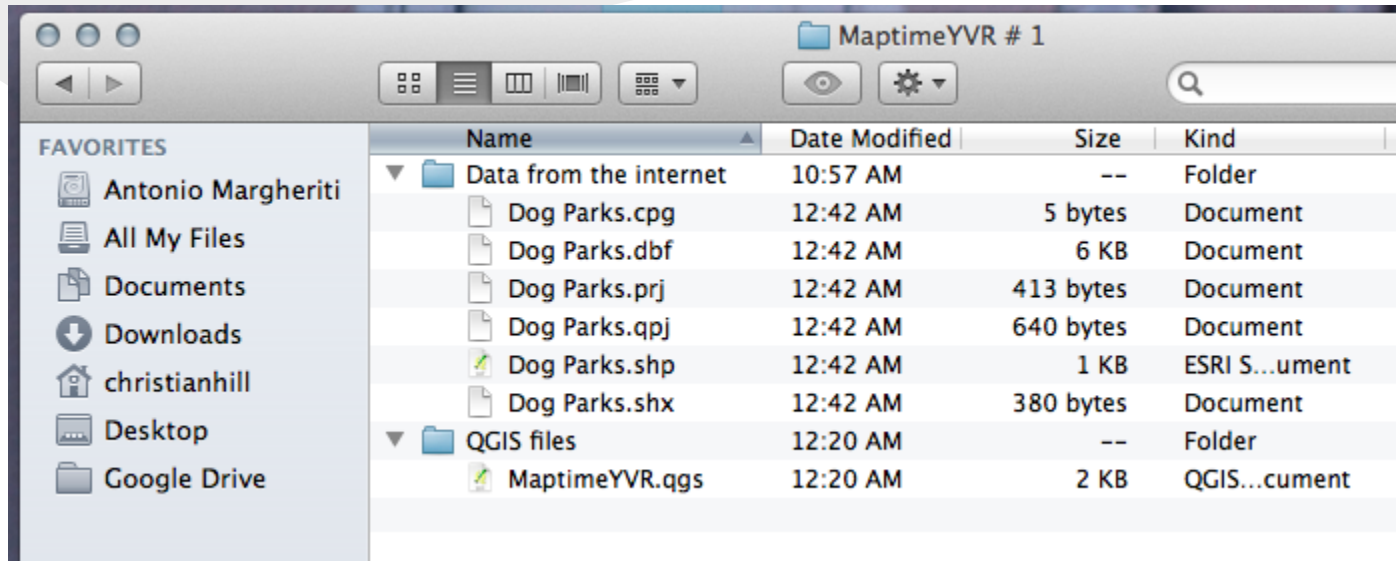
- Any data with a geographic component
- Comes in many formats
- Can be viewed and interpreted by QGIS

# Your spatial data

- Maps are only as strong as their data
- Find reliable sources
- Data should be trusted before displayed
- Can't find your data online? Create it
- GPS data collection

# Data Management

- Important to have a clean workspace



# Lets find some data

<http://data.vancouver.ca/datacatalogue/index.htm> - download the following datasets in SHP format:

1. City boundary
2. Local area boundary
3. Dog off leash parks

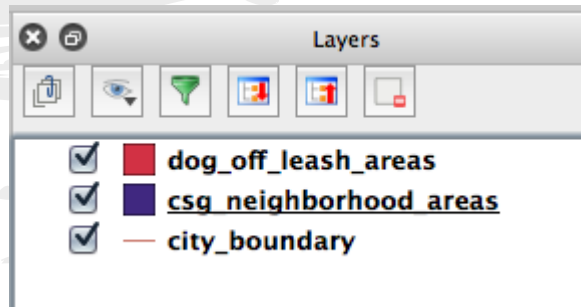
# Add your data to QGIS

Three ways to do this:

1. Drag and drop
2. Layer -> Add Layer -> Add Vector Layer
3. Add vector layer button 

# Order your layers

Drag and drop the layers so they are in the following order:



note: colours are chosen randomly when adding new data (yours may look different)



# Inspect and change your data

1. Style your data (properties - > style)
2. Look at the attribute table (right click)

# Centroids

- Make points from your polygons
- Vector -> Geometry Tools -> Polygon Centroids
- add result to canvas (save in your data folder)

# Points in Polygon

Use this tool to count the number of points in one layer, that are fully within the confines of a polygon in another layer.

- Vector -> Analysis Tools -> Points in Polygon

Rename the field from “PNTCNT” (point count) to “PPN” (Parks Per Neighbourhood)

# Categorized Style

Style your new neighbourhoods layer to show the different “categories” of park numbers that exist. ex, white to represent neighbourhoods with zero dog parks.

- Pick an appropriate colour ramp.
- Label your features

# Print Composer

Project -> New Print Composer

Add new map 

Add legend, title, scale, etc.

Export as PDF or IMG