

# **Creating and Editing GIS** Data in QGIS

(Course: B003)







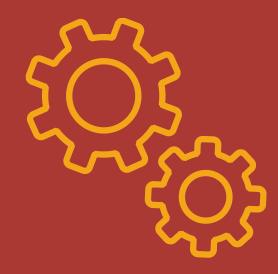


Center for International Earth Science Information Network EARTH INSTITUTE | COLUMBIA UNIVERSITY

### **Creating and Editing GIS Data**

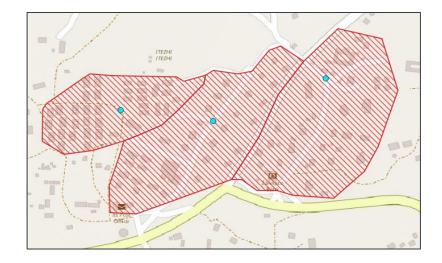
- Introduction
- Spatial data formats
  - Shapefile and Geopackage
- Creating or editing map features
- Snapping and topology
- Creating or editing attribute data
- Managing attribute fields
- Field calculator
- Saving your edits!





### **Creating and Editing GIS Data**

- Create your own data: e.g. creating new survey locations (points), delineating new health facility catchment areas (polygons), new roads (lines), etc.
- Edit existing datasets: e.g. adjust boundaries, move health post locations, etc.
- In a single QGIS editing session you can create or edit two different elements of a dataset:
  - map data points, lines, polygons
  - Attribute data table-based information





#### **Data Formats: Shapefile**

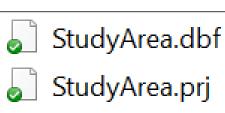
A common file type used in QGIS is the shapefile (.shp). Shapefiles are an ESRI vector format, made up of several components:

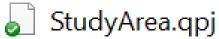
#### Core:

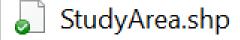
- .shp stores the map object information
- .dbf stores the attribute information of the features
- .shx stores the index of the feature geometry

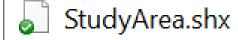
#### Additional:

- .qpj projection information (QGIS)
- .qml Style information
- .qix spatial index
- .prj projection information (ESRI)
- .qmd QGIS specific metadata







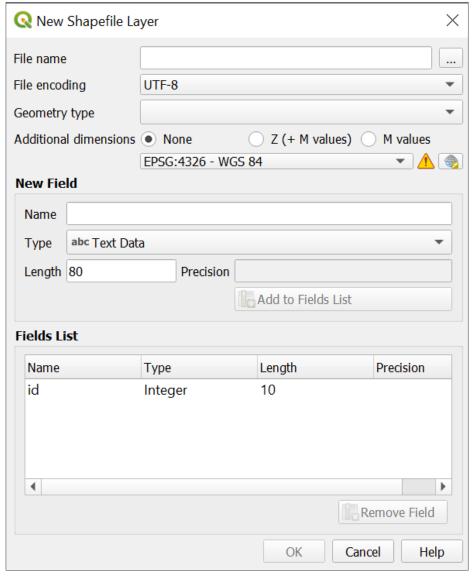




# **Creating a new Shapefile**



- To create a new shapefile go to:
  - Layer > Create Layer > New Shapefile Layer
- New Shapefile Layer window >>>
  - set the attributes and the coordinate system for the new dataset.





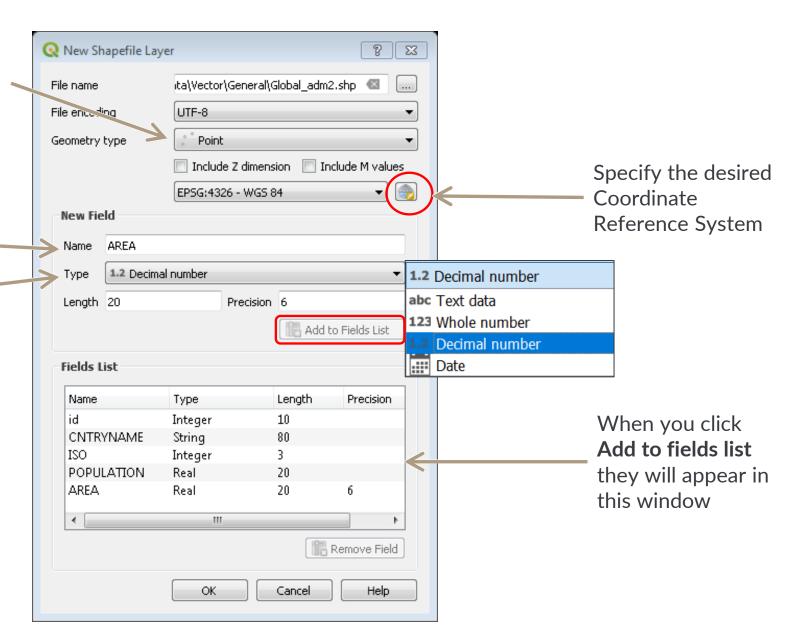
### **Creating a new Shapefile**

Specify your dataset to be Points, Lines or Polygons.

Create your attribute table columns.

Depending on the data type you choose you will specify field width and precision.

**Remember:** shapefile attribute names are limited to 10 characters





### Data Formats: Geopackage

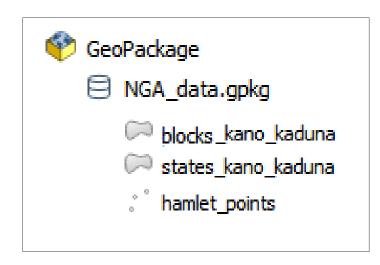
GPKG - The default spatial data format from QGIS V3 onwards

#### **Pros:**

- Open standard, SQLite DB
- Broad compatibility (ArcGIS, GDAL, QGIS, R, Python,...)
- Everything is contained in a single file
- More lightweight than a real geodatabase, but just as fast
- Faster rendering, loading, panning and zooming than with shapefiles

#### Cons:

- Metadata not yet fully implemented
- Raster support is relatively limited



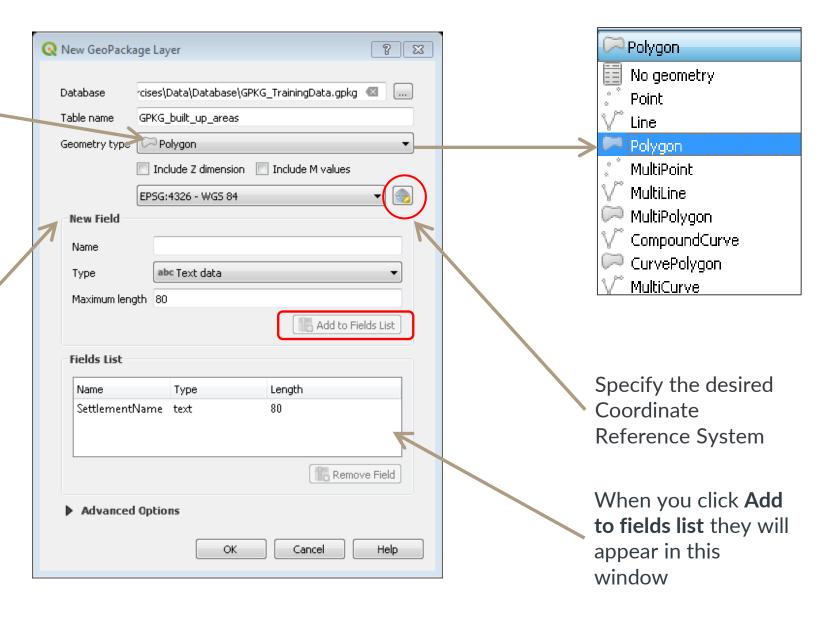


### Creating a new GeoPackage Layer

Specify your dataset to be Points, Lines or Polygons.

Create your attribute table fields (columns); depending on the data type you choose you will specify field width and precision.

Note: GeoPackages enforce no limit on field header characters





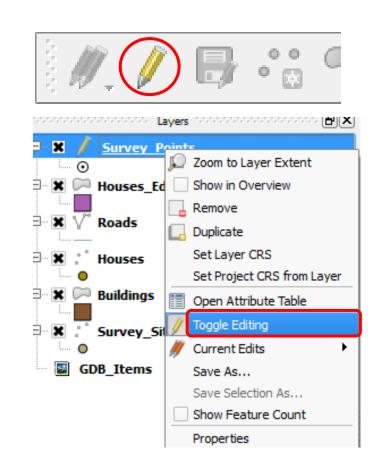
# **Start Editing**

To start editing...

Locate the **Digitising** toolbar:



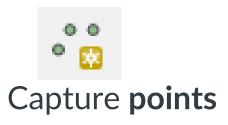
- Click a layer in the Layers panel, to make it active, and either:
  - Click the Toggle editing button from the digitising toolbar (highlighted above), or
  - Right-click on the layer to select Toggle editing





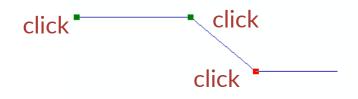
#### Draw new features

The capture tool button (on the Digitising toolbar) will change depending on the object type of the layer:



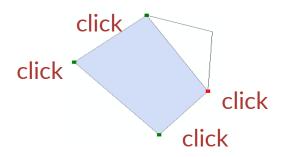






Right-click to finish drawing



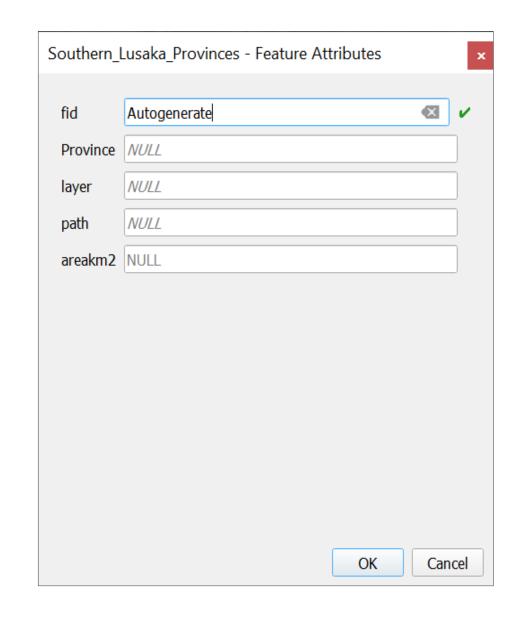


Right-click to finish drawing



#### Editing: adding attribute data to features

- When you finish drawing a new feature, an Attribute window will pop up
- You enter the attributes for your new feature
- You can disable this pop up in Settings, if you wish





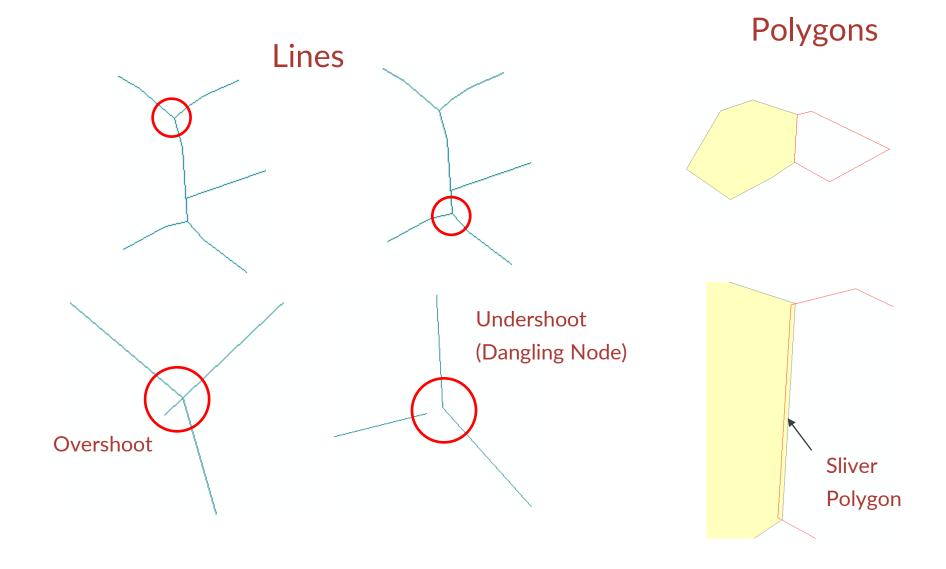
# Snapping (for accurate digitising)

- Use snapping to ensure that features you digitise touch/align with each other
- Due to the high precision used to store coordinates by QGIS, it is virtually impossible to exactly capture the location of an existing feature when digitising without using snapping
- Snapping options are:
  - Snap to vertex
  - Snap to segment (feature edge)
  - Snap to vertex and segment





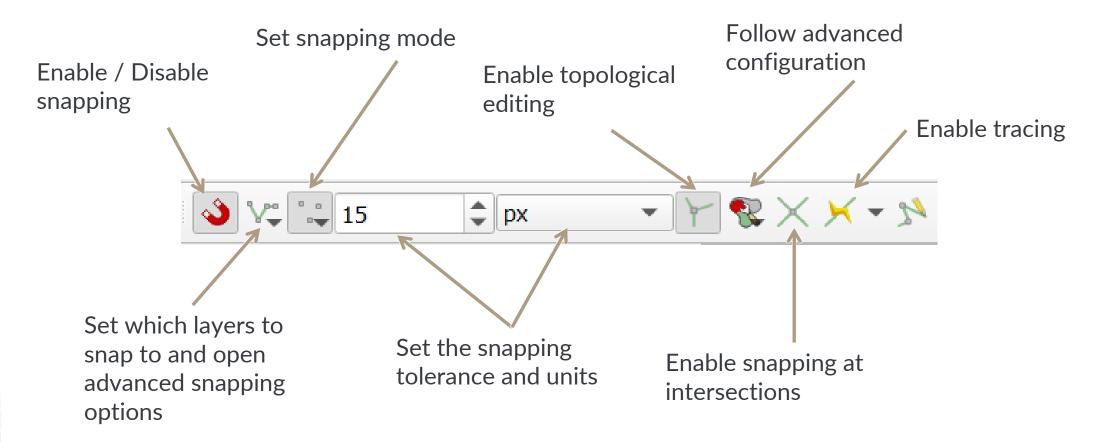
# Snapping – why bother?





### **Snapping Options**

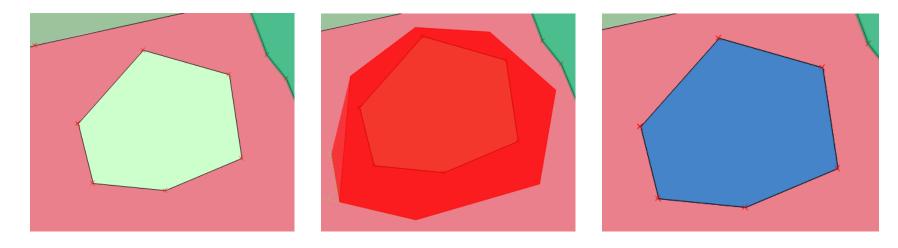
Snapping options located here: View > Toolbars > Snapping Toolbar:

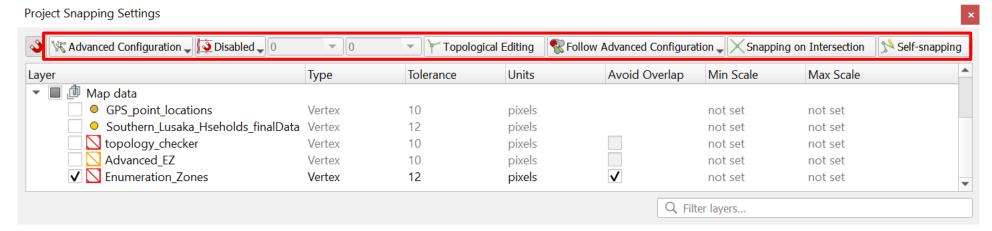




#### **Topological Editing**

- Topology helps minimize errors such as gaps and overlaps
- Ticking Avoid Intersections in snapping allows for quick hole filling



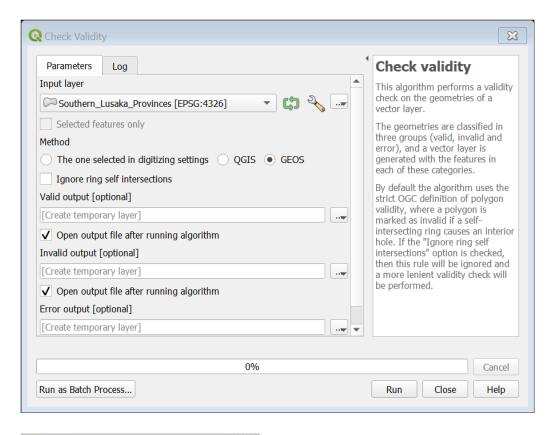


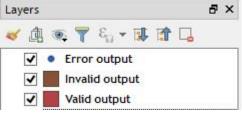


#### **Topological Editing**

#### Simple Checking

- Go to Vector > Geometry Tools > Check the validity of the geometry.
- Select the layer and click OK
- Any errors are listed and 3 layers are created (Valid output, Invalid output and Error output)



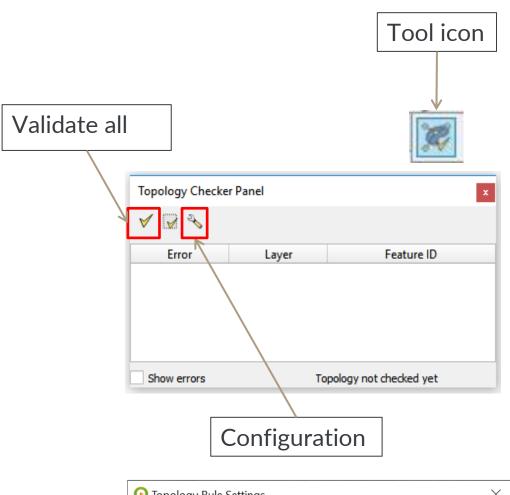


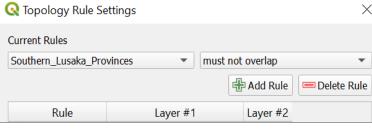


#### **Topological Editing**

#### **Topology checker Plugin**

- Go to Menu Vector > Topology Checker
- Click on the Configuration button for adding or deleting Topology rules.
- Add a rule, e.g. « must not overlap » to avoid the overlaping on polygon layer.





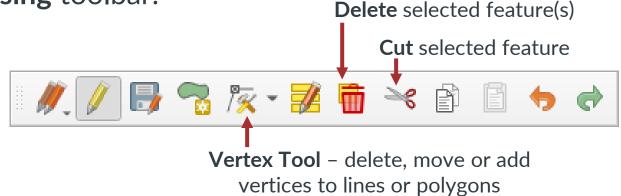


# **Edit Existing Features**

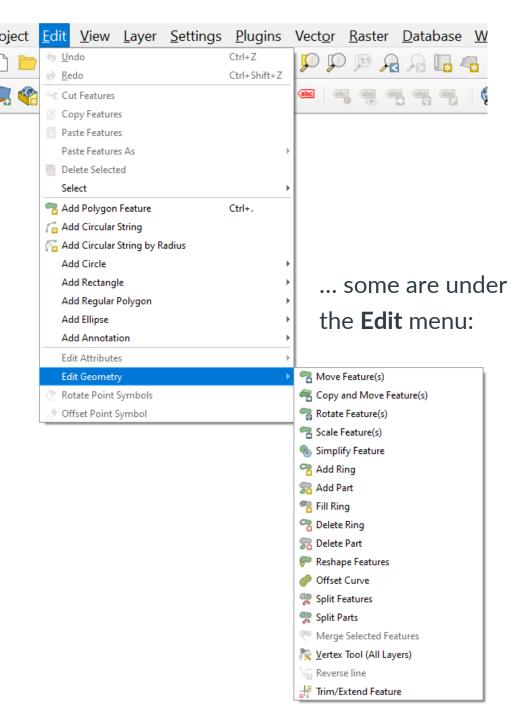
To edit features, first you must select it, via the
 Selection toolbar



Then you have many options ... some are on the Digitising toolbar:
Delete related for the





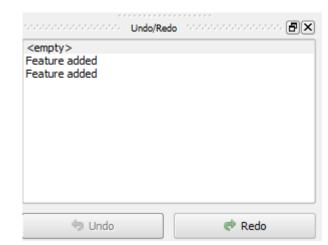


#### **Correcting Mistakes**

 Use the Undo and Redo commands from the Edit menu or the corresponding buttons from the Digitising toolbar



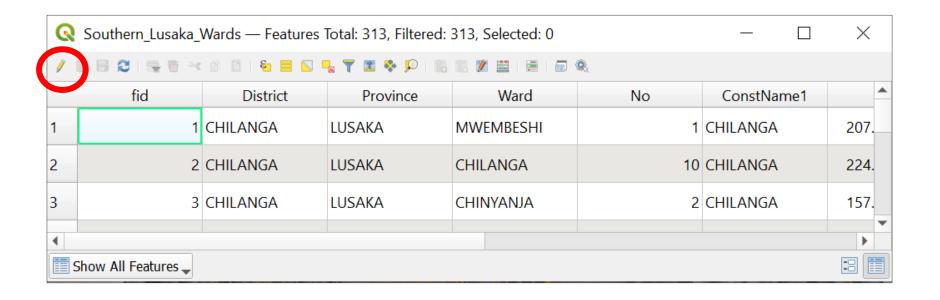
- The Undo / Redo window maintains a list of sequential edits since the last save
- Clicking at a location on the list undoes or redoes edits to that point in the list





#### **Adding/Editing Attributes**

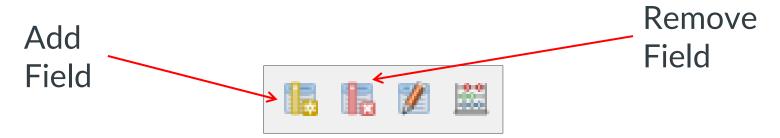
- In the Attribute Table window, use the Toggle Editing Mode button to start/stop editing the table or right-click the layer in the layers panel & select Toggle Editing
- Type directly into the Attribute Table





#### Managing Attribute Fields - Basic

Attribute fields can be added or removed from the Attribute Table, and Layer
 Properties > Fields tab

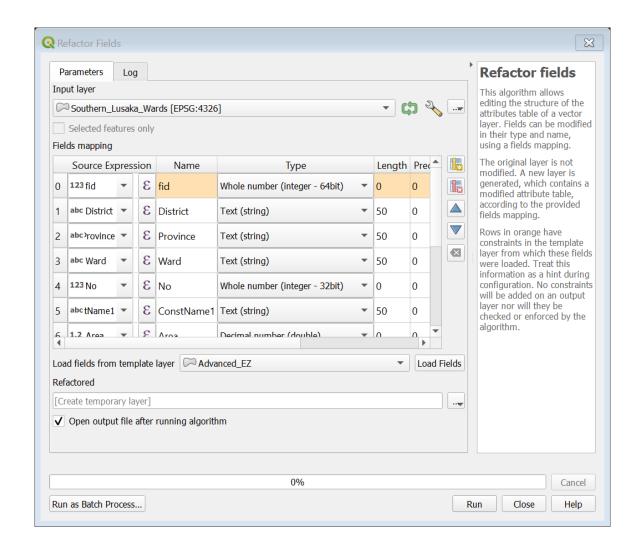


 To use the Add and Remove buttons, the dataset must be in edit mode (toggled by pressing the yellow pencil button)



#### Managing Attribute Fields - Advanced

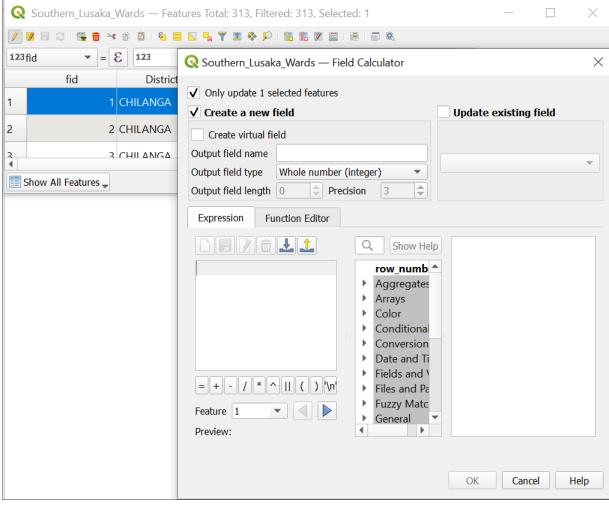
- The Refactor Fields tool from the Processing Toolbox provides more options for edit your table structure
- Allows fields to be added, removed, reordered and renamed





#### Field Calculator



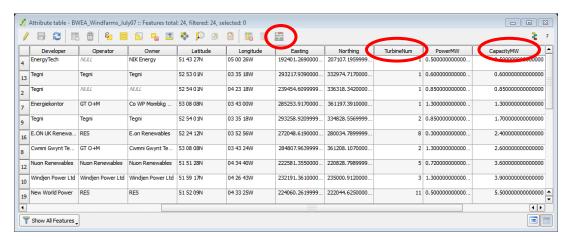


- Allows you to re-calculate fields or add new fields with new values such as Area and Length
- Can also be applied to text fields, for example adding to or removing characters from a text string

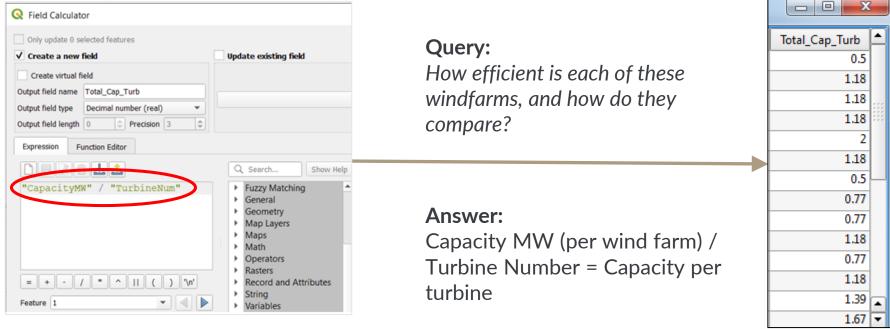


#### Field Calculator



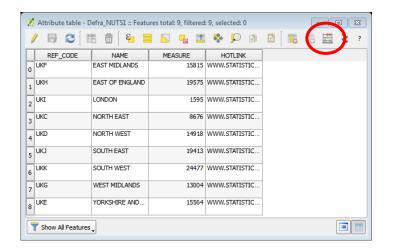


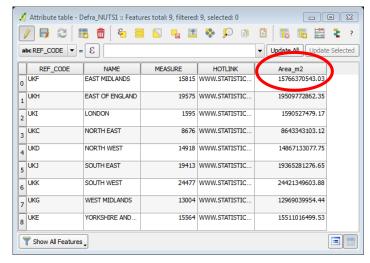
- Calculations on numerical fields
- Calculate area / length geometry



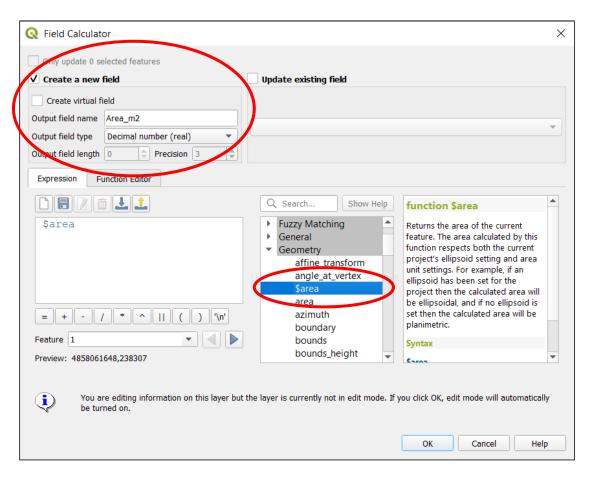


#### Field Calculation - Geometry







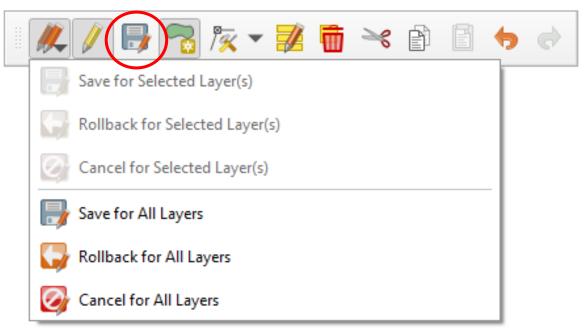


Ensure CRS is set to UTM or some other *Map Projection* 

Use the function *Area\$* to calculate values in the units of the CRS e.g. metres

#### Saving your edits

 All edits (both map features and attribute data) are saved using the Save Edits button on the Digitising toolbar



- Save your edits regularly as you work!
- The red pencils icon allows for speedy saving across multiple layers
- You will be prompted to save new edits when you stop editing or try to close the programme





# Questions?

For GRID3 project updates and information, visit us online at:





www.grid3.or

www.learn.grid3.org

Or follow our partners on Twitter at @Flowminder, @WorldPopProject, @UNFPA, @PopDevUNFPA, and @CIESIN









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