

Basic Vector Styling

QGIS Tutorials and Tips



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lifeexpectancy.zip

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1. QGIS□ □□□□ Layer ▸ Add Vector Layer...□ □□□□□□.



2. `lifeexpectancy.zip` を開く。:guilabel: `Open` をクリックする。
`newsweek_data.shp` を開く。:guilabel: `Open` をクリックする。開いた後、`newsweek_data.shp` の CRS (CRS, Coordinate Reference System) を `WGS84 EPSG:4326` に設定する。



3. zip 파일을 압축 해제합니다. 압축 해제된 파일을 사용하여 다음 작업을 수행합니다.



4. ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ :guilabel: `Open Attribute Table` ☐ ☐ ☐ ☐ ☐.



5. The 'newsworld_data' layer is a vector layer. It contains a table with columns. The 'attribute' column is the first column. The 'column' column is the second column. The 'LIFEXPCT' column is the third column. The 'LIFEXPCT' column is the third column.

Attribute table - newswk_data :: Features total: 165, filtered: 165, selected: 0

	GRWRATE	URBPOP	MIG_RATE	POP_15	POP65_	LIFEXPCT	CONTRCEP
0	2.620000000	47.000000000	0.000000000	45.200000000	3.800000000	47.000000000	7.000000000
1	2.660000000	33.000000000	0.000000000	44.900000000	3.100000000	42.000000000	4.000000000
2	1.900000000	53.000000000	-0.400000000	33.200000000	5.100000000	76.000000000	58.000000000
3	0.940000000	35.000000000	-9.900000000	32.300000000	4.000000000	65.000000000	31.000000000
4	3.320000000	46.000000000	2.200000000	46.000000000	3.700000000	55.000000000	6.000000000
5	3.170000000	44.000000000	0.500000000	48.100000000	2.800000000	52.000000000	1.000000000
6	3.360000000	32.000000000	-0.100000000	48.000000000	2.500000000	50.000000000	8.000000000
7	3.400000000	5.000000000	0.700000000	49.800000000	2.300000000	46.000000000	10.000000000
8	2.880000000	8.000000000	0.000000000	46.300000000	2.900000000	48.000000000	9.000000000
9	3.720000000	29.000000000	-0.200000000	47.100000000	2.900000000	46.000000000	1.000000000
10	2.840000000	49.000000000	-0.100000000	48.500000000	2.200000000	49.000000000	1.000000000
11	3.310000000	15.000000000	-7.700000000	49.200000000	2.600000000	45.000000000	7.000000000
12	2.370000000	51.000000000	-0.100000000	39.700000000	3.900000000	59.000000000	30.000000000
13	2.830000000	27.000000000	32.000000000	44.900000000	3.300000000	47.000000000	4.000000000
14	2.970000000	25.000000000	-0.300000000	44.600000000	2.800000000	60.000000000	43.000000000
15	3.180000000	33.000000000	0.000000000	45.000000000	3.400000000	58.000000000	26.000000000
16	1.550000000	84.000000000	0.000000000	30.500000000	6.400000000	72.000000000	43.000000000
17	2.920000000	25.000000000	0.000000000	44.900000000	3.300000000	68.000000000	33.000000000
18	2.690000000	46.000000000	0.000000000	39.600000000	3.600000000	67.000000000	48.000000000
19	2.370000000	60.000000000	0.200000000	37.500000000	4.000000000	62.000000000	48.000000000
20	2.680000000	30.000000000	0.000000000	42.500000000	3.100000000	57.000000000	20.000000000
21	2.470000000	9.000000000	0.000000000	40.700000000	3.900000000	56.000000000	5.000000000

Show All Features

6. 0.000000000. 00 0.000000000 000 0.000000000 00 0, :guilabel: `Properties` 0.000000000.



7. □□ □□□□□□ Style`□□□□ □□□□ □□□□ □□□□. □□□□ □□□□□□□□ □□□□ □□□□ □□□□ □□□□ □, □□□□ :guilabel: Single Symbol, □□□□ Categorized, □□□□ □□□□ Graduated, □□□□ □□ Rule Based and □□□□:guilabel: Point displacement □ □□□□□□□ □□□□□□. □□□□ □□ □□□□ □□□□ □□□□ □□□□.



8. Click on 'Single Symbol' in the 'Style' tab. In the 'Symbol layers' section, click on 'Fill'. In the 'Saved styles' section, click on 'dotted'. Click on 'OK'.



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10. The first step is to open the 'Properties' dialog for the layer. This can be done by right-clicking on the layer in the Layers panel and selecting 'Properties'. The 'Style' tab is selected, and the 'Categorized' option is chosen. The 'Color ramp' is set to 'Sequential'. The 'Column' is set to 'LIFEXPCT'. The 'Classify' button is clicked, and the 'OK' button is clicked to apply the changes.



11. □□□ □□□ □□□ □□□ □□□ □□ □ □ □□□□. □□ □□□ □□ □□□□□ □□ □□□ □□ □□□□□ □□□□□. □□□□ □□ □□□ □□ □□□□, □□□□□□□ □□□□□ □□□□□ □□□□□ □□□□□. □□□ □□ □□□□ □□□□ □□□□ □□□□.

Note

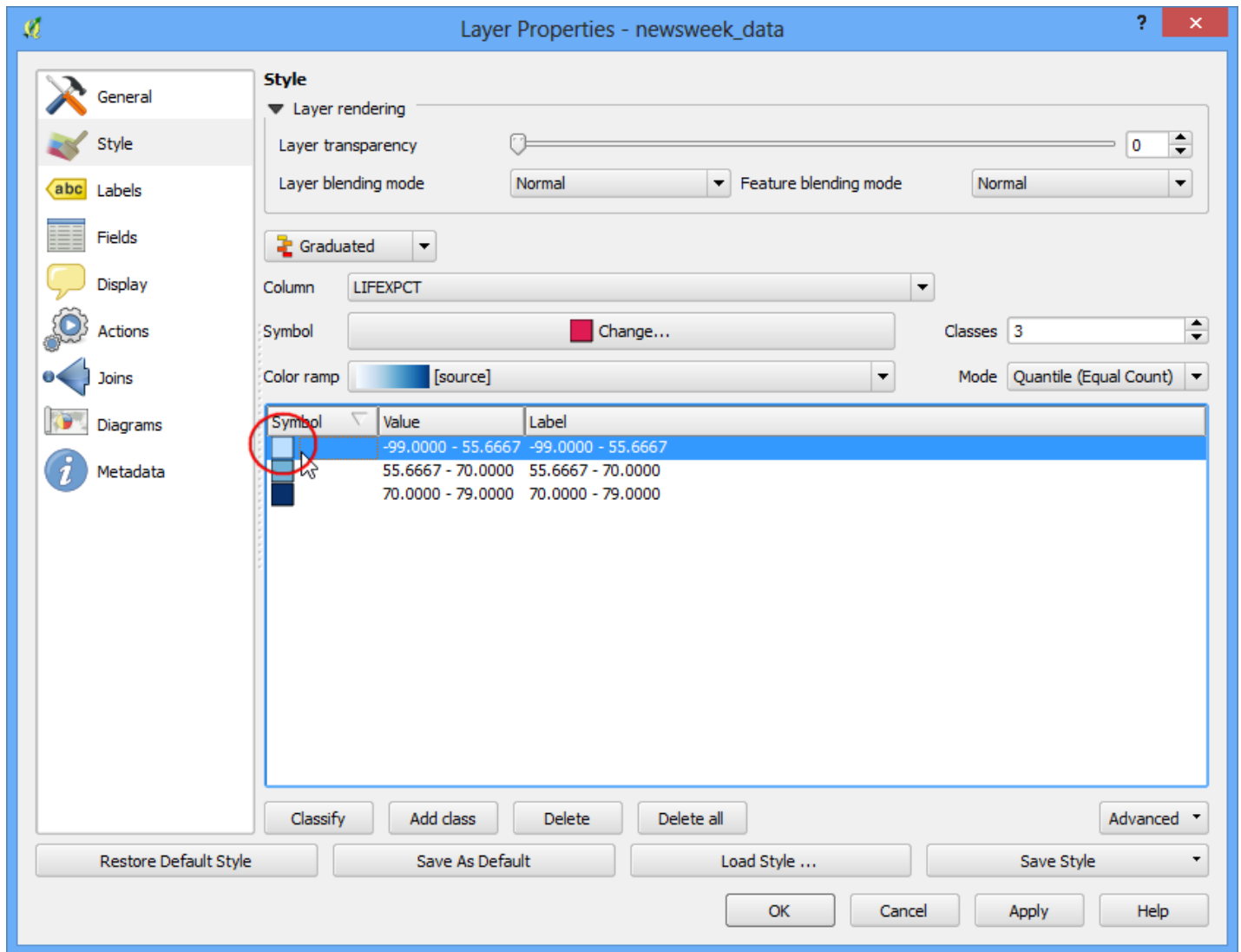
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13. □ □□□□ □□□□ □□□□□ 3□□ □□□ □□□ □□□□□.



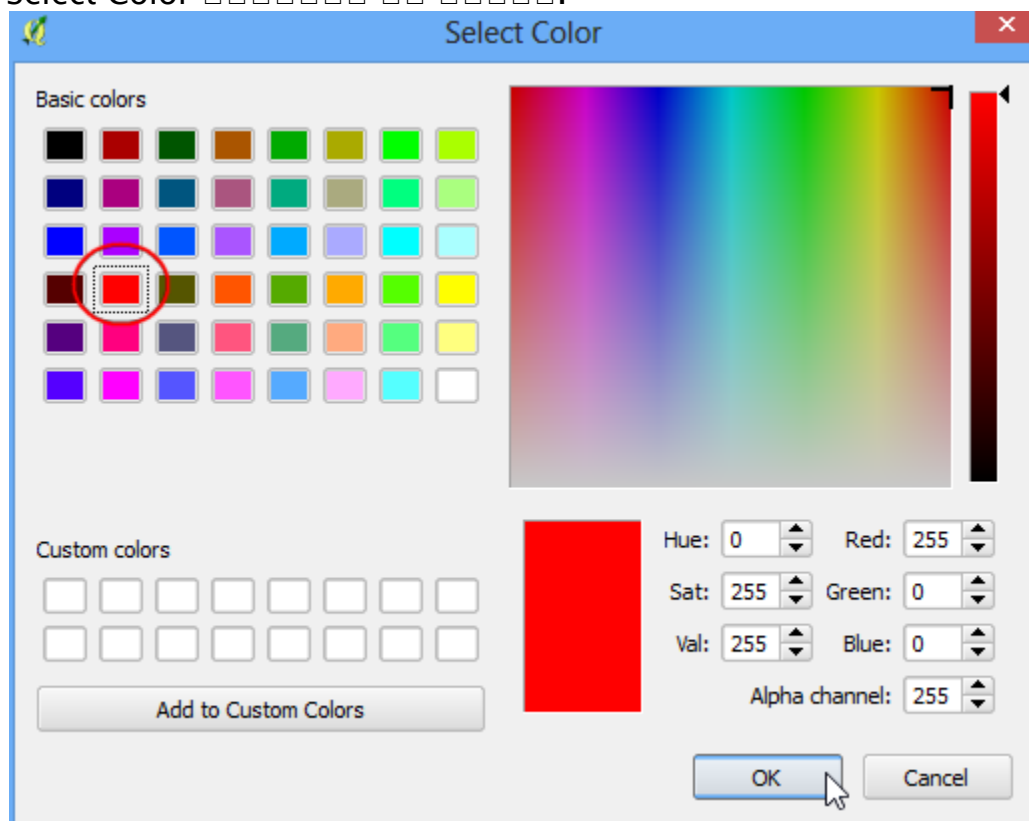
14. □□ □□□□ □□ □□ □□ □□□ Properties` □ □□□ :guilabel:`Style □□□□□ □□□ □□□□. □□□ □ □□□□ □□□□ □□ □□□□. □ □□□ □□ □□□□ □□ □□□□ □□ □ □□□□. □□□□□ □, □, □□ □□□□ □□ □□, □□ □□□ □□□□ □□□□□.



15. □□ □□ Symbol Selector □□□□□□ :guilabel: `Color` □ □□□□□.



16. Select Color dialog box.



17. Layer Properties dialog box has a Style tab. In this tab, you can define the style for the layer. The Style tab has a Layer rendering section. In this section, you can define the layer transparency, layer blending mode, and feature blending mode. The Layer rendering section also has a Column dropdown menu. The Column dropdown menu has a list of columns. The Column dropdown menu is set to LIFEXPCT. The Layer rendering section also has a Symbol button. The Symbol button is set to Change... The Layer rendering section also has a Color ramp dropdown menu. The Color ramp dropdown menu is set to [source]. The Layer rendering section also has a Classes dropdown menu. The Classes dropdown menu is set to 3. The Layer rendering section also has a Mode dropdown menu. The Mode dropdown menu is set to Quantile (Equal Count). The Layer rendering section also has a table with 3 columns: Symbol, Value, and Label. The table has 3 rows. The first row has a red symbol, -99.0000 - 56.0000, and LOW. The second row has a yellow symbol, 56.0000 - 70.0000, and MEDIUM. The third row has a green symbol, 70.0000 - 79.0000, and HIGH. The table is highlighted with a red box. The Layer rendering section also has buttons for Classify, Add class, Delete, and Delete all. The Layer rendering section also has an Advanced dropdown menu. The Layer rendering section also has buttons for Restore Default Style, Save As Default, Load Style ..., and Save Style. The Layer rendering section also has buttons for OK, Cancel, Apply, and Help.



18. The Layer Properties dialog box has a Style tab. In this tab, you can define the style for the layer. The Style tab has a Layer rendering section. In this section, you can define the layer transparency, layer blending mode, and feature blending mode. The Layer rendering section also has a Column dropdown menu. The Column dropdown menu has a list of columns. The Column dropdown menu is set to LIFEXPCT. The Layer rendering section also has a Symbol button. The Symbol button is set to Change... The Layer rendering section also has a Color ramp dropdown menu. The Color ramp dropdown menu is set to [source]. The Layer rendering section also has a Classes dropdown menu. The Classes dropdown menu is set to 3. The Layer rendering section also has a Mode dropdown menu. The Mode dropdown menu is set to Quantile (Equal Count). The Layer rendering section also has a table with 3 columns: Symbol, Value, and Label. The table has 3 rows. The first row has a red symbol, -99.0000 - 56.0000, and LOW. The second row has a yellow symbol, 56.0000 - 70.0000, and MEDIUM. The third row has a green symbol, 70.0000 - 79.0000, and HIGH. The table is highlighted with a red box. The Layer rendering section also has buttons for Classify, Add class, Delete, and Delete all. The Layer rendering section also has an Advanced dropdown menu. The Layer rendering section also has buttons for Restore Default Style, Save As Default, Load Style ..., and Save Style. The Layer rendering section also has buttons for OK, Cancel, Apply, and Help.

