

Basic Vector Styling

QGIS Tutorials and Tips



Author

Ujaval Gandhi

<http://google.com/+UjavalGandhi>

Translations by

SongHyun Choi

[illegible]

□□□□ □□ □□□□□ □□ □□□ □□□□ □□ □□□□ □□□□ □□□ □ □□□□.



- □□ □□□□ □□ □□□ □□.

The data we will use is from [Center for Sustainability and the Global Environment \(SAGE\)](#) at the University of Wisconsin–Madison.

You can download the [Life Expectancy GIS Grid data](#) from the human impact dataset. For convenience, you can also download a copy of this data by clicking on following link:

lifeexpectancy.zip

□□ □□ [SAGE]

1. QGIS ▢ ▢ ▢ ▢ Layer ▸ Add Vector Layer... ▢ ▢ ▢ ▢ ▢ ▢.



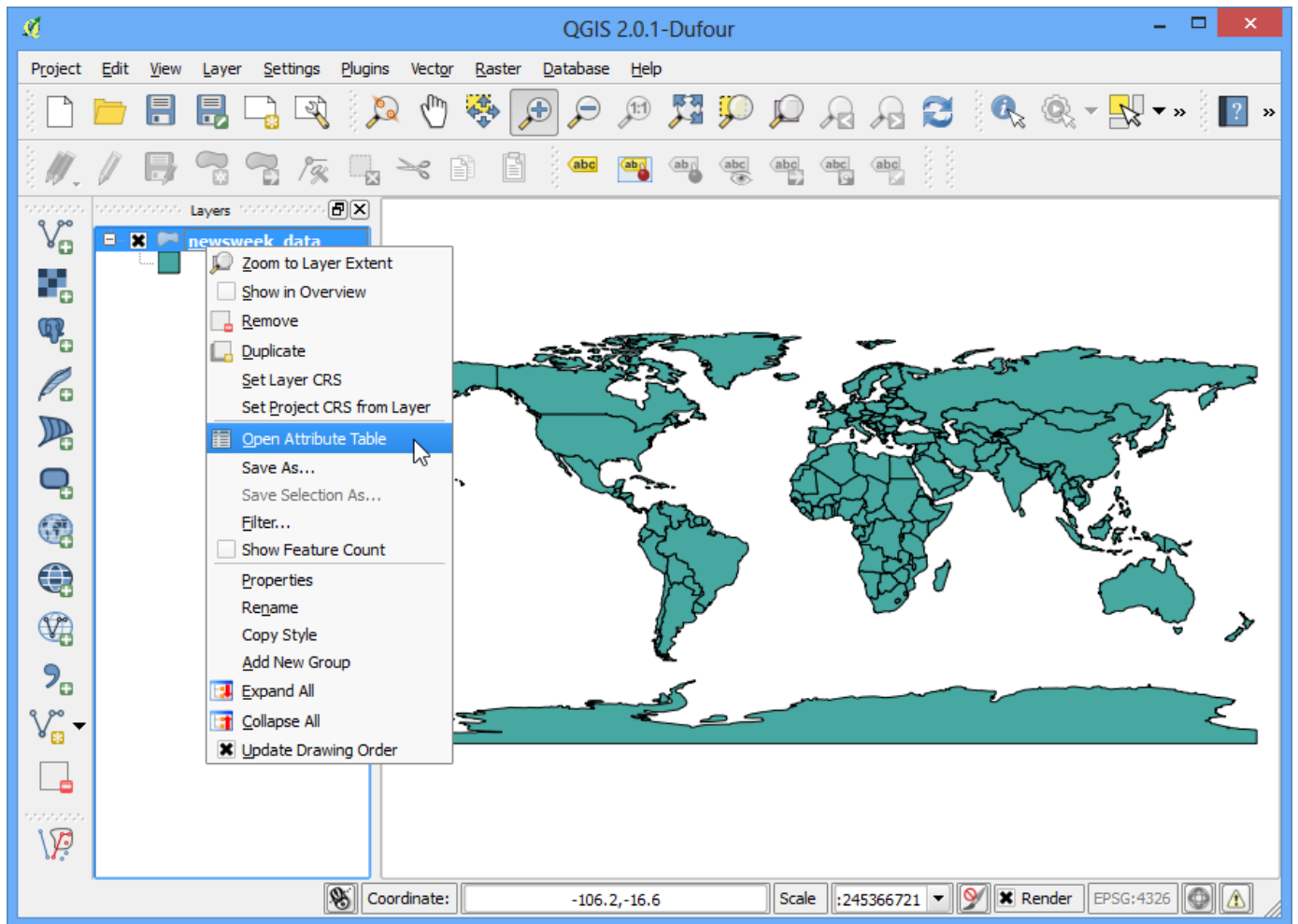
2. `lifeexpectancy.zip` :guilabel: `Open`
`newsweek_data.shp` :guilabel: `Open`
(CRS, Coordinate Reference System) `WGS84 EPSG:4326`



3. zip file is not a valid zip file. The file is not a valid zip file.



4. `guiLabel: 'Open Attribute Table'` `onClick: openAttributeTable`.



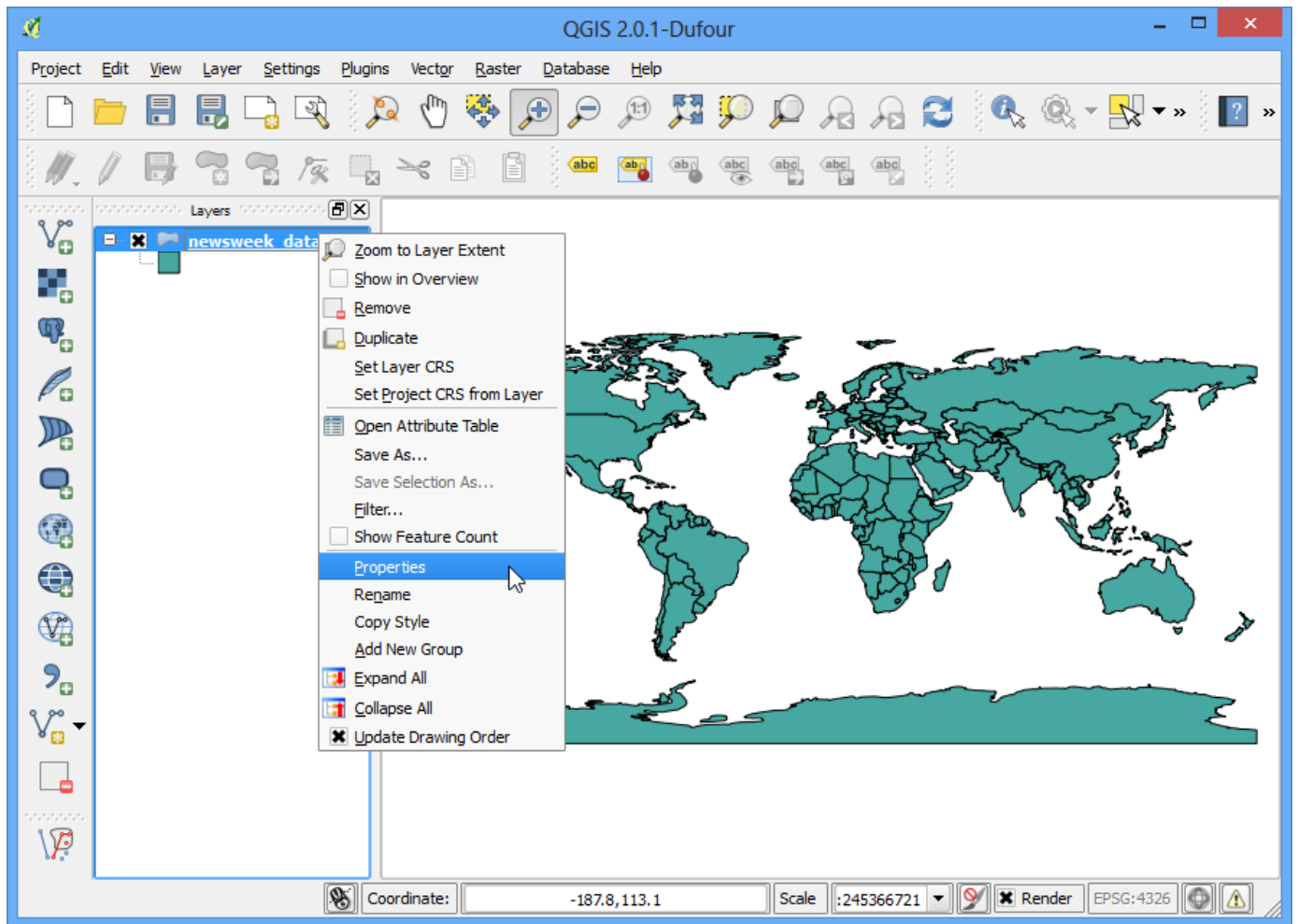
5. 〇〇 〇〇〇 〇〇〇〇〇〇. 〇〇〇〇 〇〇〇 〇〇〇 〇〇〇〇 〇〇〇〇 〇〇 〇〇〇 〇〇〇〇 **attribute** 〇〇
 、 〇〇 column、 〇 〇〇〇 〇〇〇〇 〇〇〇. 〇〇〇〇 〇, 〇 〇〇〇 〇〇 〇〇〇 〇 〇 〇〇 〇〇〇〇
 〇〇〇〇 〇〇〇〇 〇〇〇〇 〇〇〇 :guilabel: LIFEXPCT、 〇〇〇 〇〇〇 〇〇〇〇 〇〇〇〇 〇〇〇〇
 〇〇〇.

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. `guiabel: Properties`



7. The QGIS Style Manager provides a variety of styles for vector layers. The styles are categorized into Single Symbol, Categorized, Graduated, Rule Based and Point displacement. The Single Symbol style is used for layers that contain only one type of feature. The Categorized style is used for layers that contain multiple types of features. The Graduated style is used for layers that contain a continuous range of values. The Rule Based style is used for layers that contain a discrete range of values. The Point displacement style is used for layers that contain point features.



8. Click on 'Single Symbol' in the 'Style' tab. The 'Single Symbol' option is selected in the dropdown menu. The 'Symbol layers' section shows a 'Fill' layer with a 'Simple fill' symbol. The 'Saved styles' section displays various predefined styles like 'corners', 'diagonal', 'dotted', 'green', 'land', 'water', and 'wine'. Click on 'OK' to apply the changes.



9. □□□ □□□ □□□□ □□□□ □□□ □□□ □□□□ □□□ □□□□.



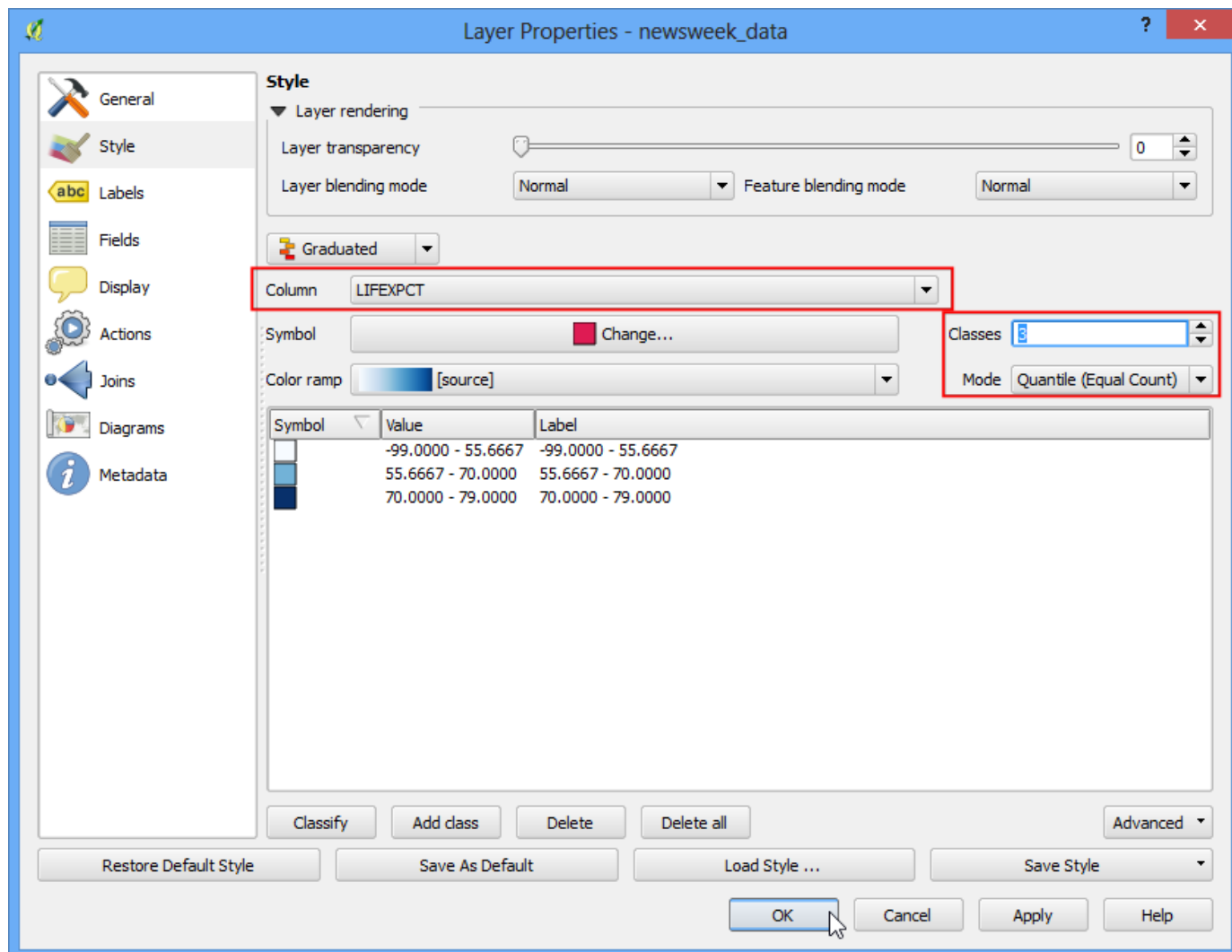
10. 000000 0000 00 000 000000 000000 0000 000 000. 00 0000 0000
 000000 000000. 00 0000 0000 0000 0000 00:guilabel:Properties` 00000000.
 000000 :guilabel:Style`0000 0000 :guilabel:~Categorized` 000 000000. '0000'00
 000000 000 0000000 00 00 0000 00 0000 0000. Column`00
 :guilabel:~LIFEXPCT 00 000000. 000 :guilabel:~color ramp`00 000 0000 0 0
 00 :guilabel:~Classify`000 000000. :guilabel:~OK`0 000000.



11. The first step in creating a map is to create a map canvas. The map canvas is a window that displays the map data. The map canvas is created by clicking on the 'Map Canvas' button in the 'Map' menu. The map canvas is then used to display the map data. The map canvas is also used to create a map legend. The map legend is a window that displays the map data. The map legend is created by clicking on the 'Map Legend' button in the 'Map' menu. The map legend is then used to display the map data.

Note

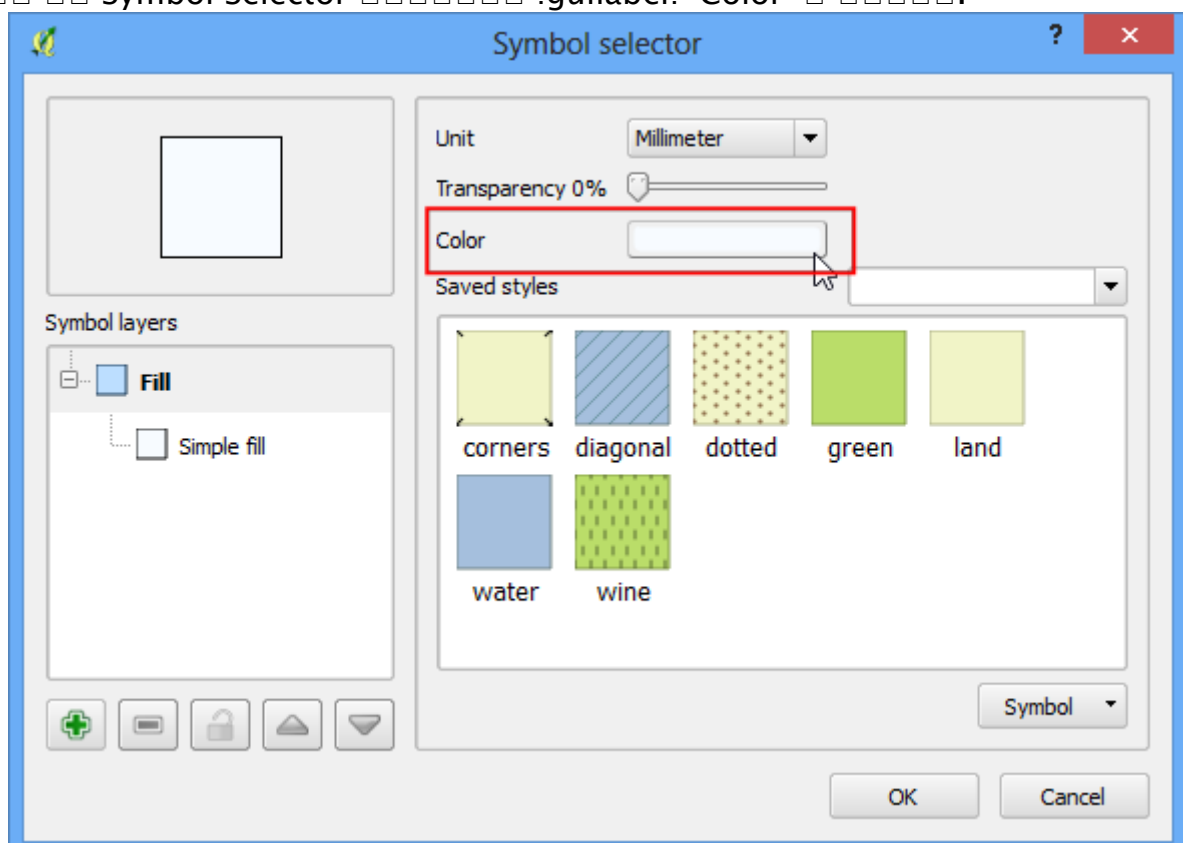
□□□ □□□□ :guilabel: `Graduated` □□□□ □□□□ □□□ □□□ □□□□ □□□. □□□ □□□ □ □□□□. □□□ □□□ □□□□□ □ □□□□ □□□ □□□ □ □□□□.



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



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



16. □□ □□ Select Color □□□□□□ □□ □□□□□.



17. □□□ □□ Layer Properties □□ □□□□ □ □□ □□ □□ □□ Label □ □□□□□ □□□□□ □□ □□□□ □□□ □ □□□□. □□□□□ □□□ □□□ □□□ □□ □ Value □ □□□□ □ □ □□□□. □□ □□□ □□□□ :guilabel: `OK` □ □□□□□.

