1. Start by georeferencing the map
    a. In Browser, select XYZ tiles and drag open street maps into QGIS plot
    b. Change projection (bottom right corner that likely says EPSG...) -> type in 3857 and select WGS 84 / Pseudo-Mercator (this is the projection of google maps)
    c. Zoom in to Isles of Shoals in map
    d. Add georeferencer from plugins dropdown
    e. Select raster from dropdown -> georeferencer
    f. In georeferencer, click file -> open raster -> open picture map of kelp beds
    g. Click settings -> transformation settings
        i. Transformation type = polynomial 2
        ii. Resampling method = nearest neighbour
        iii. Target SRS = choose same project as aboice (WGS 84/Pseudo-Mercator)
        iv. Compression = LZW
        v. Check use 0 for transparency
        vi. Check save GCP points
    h. Add control points (you need at least 6 and want to place them on obvious features like corners)
        i. Click add point from toolbar
        ii. Add point on map in georeferencer
        iii. When it asks you to enter map coordinates, select ‘from map canvas’
        iv. Select the same point on your open street maps map (or whatever map you have uploaded)
        v. After you choose at least 6, delete any points with high residuals or reselect points if needed
        vi. Click file -> start georeferencing
        vii. You should now see the map overlaying the island in the main QGIS screen
        viii. The file should have automatically saved as a tif file

2. Now we digitize…
    a. Download Gimp (other programs may work, but I’m only familiar with Gimp…)
    b. In Gimp, open the modified tif file we just created in QGIS
    c. Choose select -> by color
    d. Choose one color of patch and outline it, you may have to shift+click around the patch to ensure all the areas are selected and check patches of the same color too
    e. Copy and paste (Ctrl + C and Ctrl + V; this copies what you just selected and makes it a new layer)
    f. Right click the layer and select to new layer
    g. Click the eye icon on the original layer (you should now see the shapes you’ve selected by color)
    h. Export the file (choose no compression)
    i. You now need to open this file as a raster in the georeferences and georeference it

j. Once you do this, it will save into the main QGIS file and you can polygonize the raster (*note that some of the the polygonize functions are a bit picky; I use rasterpixels to polygons)
k. Now you have a shapefile! You can dissolve the file to have a single polygon which gives us the capability to do area calculations, etc.