VTZA GIS Workflow

Before you start check:

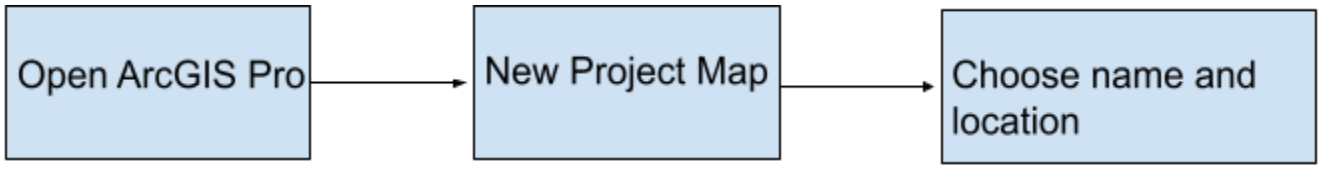
1) You know the abbreviated district names
2) You have access to the Arcpy scripts
3) The .Shp file is accurate

What do the scripts do?

1) The first script projects and repairs geometry on the TIGER boundary and the district .shapefile
2) The second script creates a mobile geodatabase, copies all the projected features into it, and creates the topology you will use to do error checks

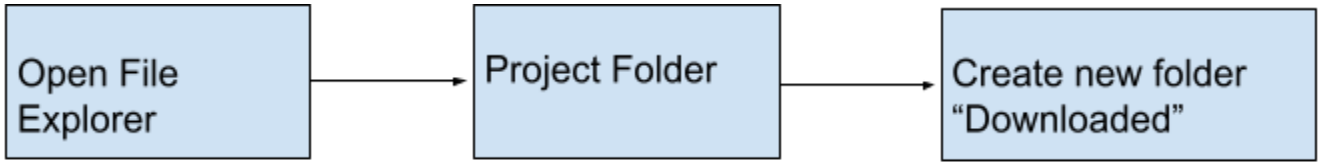
Step 1 (Script 1)

Create the project



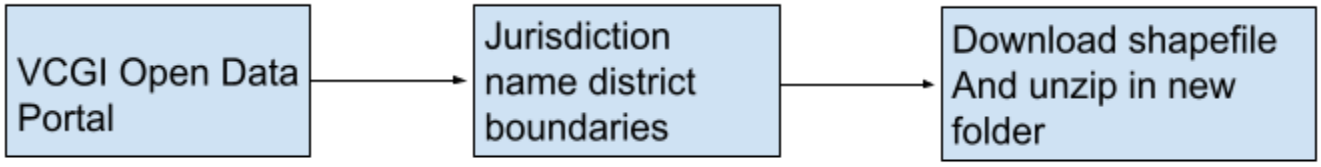
Name it the jurisdiction you are working on (Ex. Stowe)
Make sure “create a folder for this project” is checked

Create the Downloaded folder



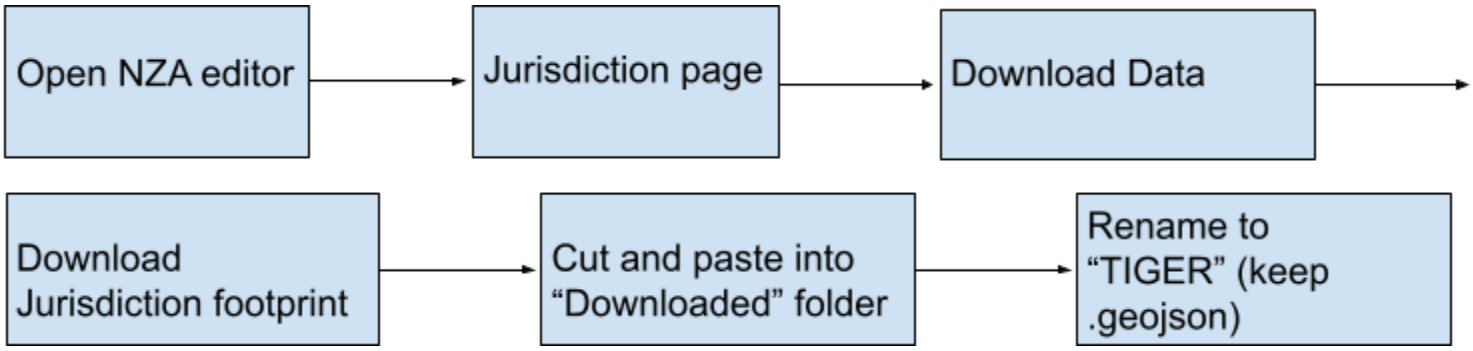
This is case sensitive for the code and very important!!

Download the District Shapefile

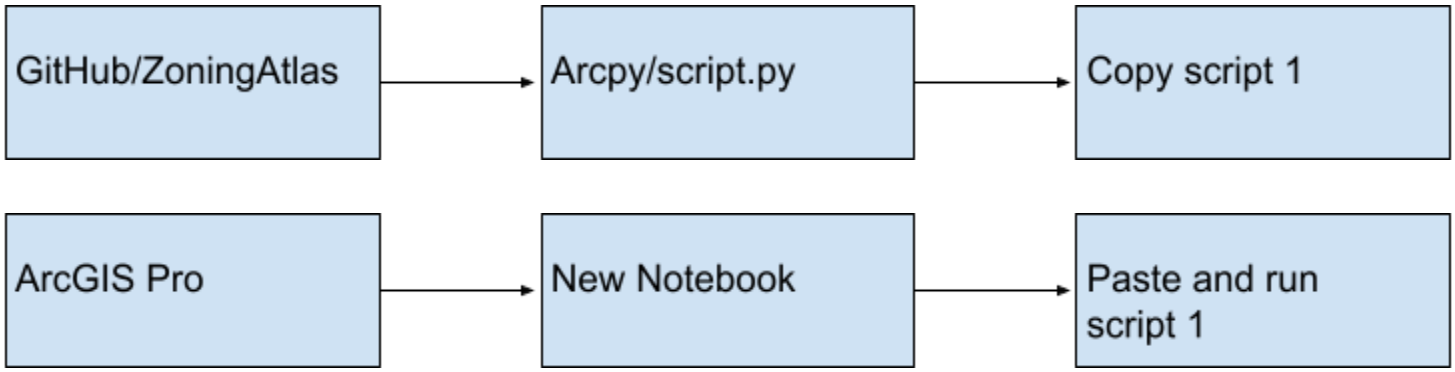


Do not rename the shapefile, and make sure it ends up in the “Downloaded” folder you just made

Download & rename the TIGER geojson

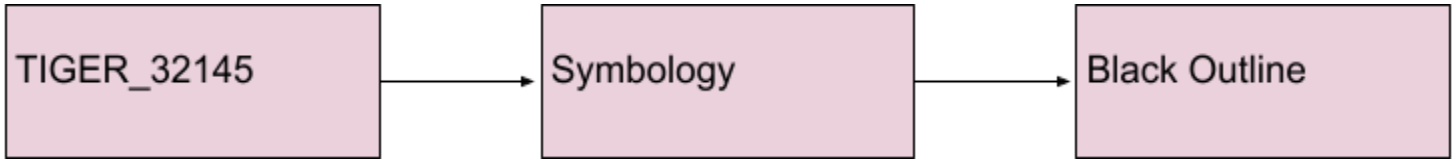


Copy and run Arcpy script 1

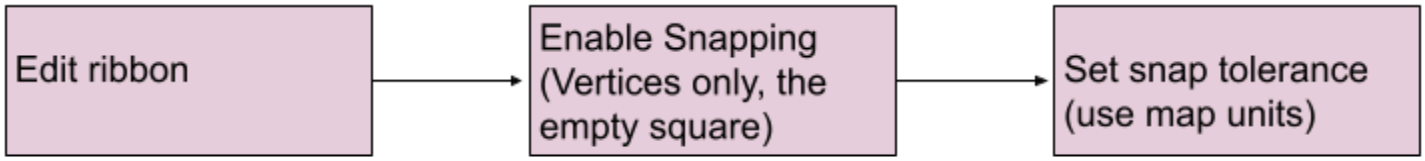


Step 2 (Snapping)

Change the TIGER_32145 symbology



Enable snapping + set snap tolerance



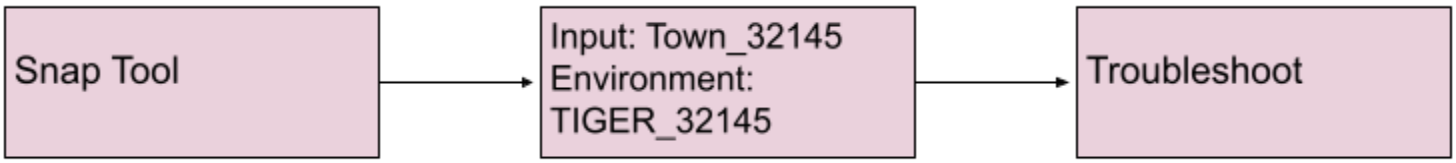
Snap tool:

1) Make sure there are enough vertices on the districts to snap to the TIGER
2) Make sure there are no important district lines (not jurisdiction border) close to the edge, they will snap to the TIGER and change the district shapes
3) Set tolerance to about 100, it is best to use the measure tool to find the furthest vertex that isn't a district line and set the tolerance based off that

Manual:

1) Set tolerance to about 10-20, and zoom in. 10-20 pixels also works if you are zooming in very close

Use the Snap tool **AND/OR** manually edit vertices



Click “enable undo” at the bottom
Type: Either Vertex or Edge

- Snap tool can be unreliable, however, the best combination is usually a Vertex snap, and then an Edge snap

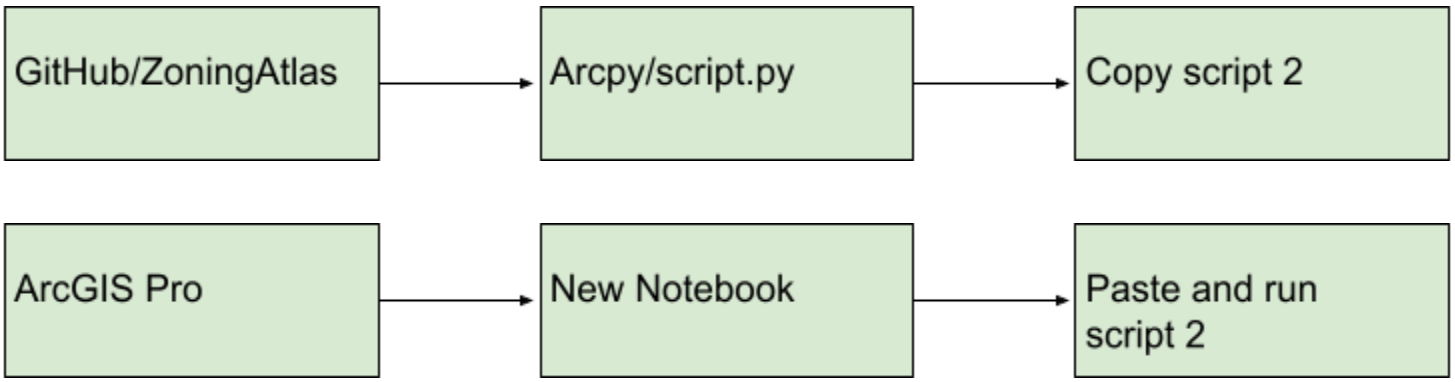
Check for any errors (zoom in on edges) and troubleshoot via manual edits or new snap tool runs

Check for any errors (zoom in on edges) and snap Town_32145 vertices to the TIGER_32145 vertices by dragging them

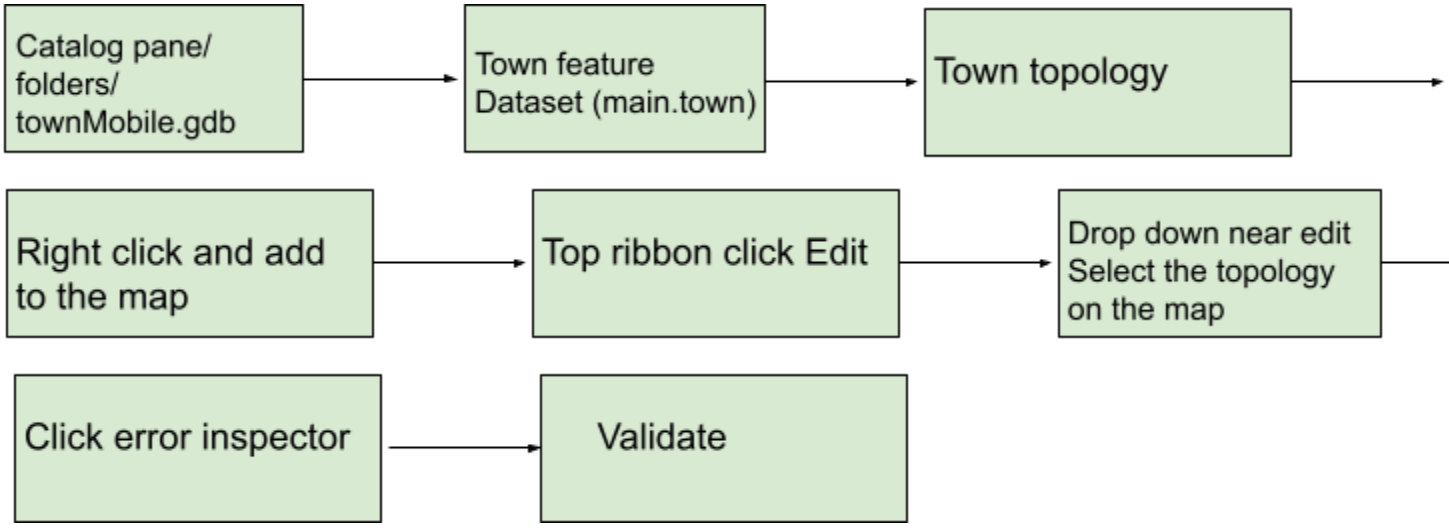
- New vertices can be created by right clicking on the edge of the Town_32145 feature

Step 3 (Script 2)

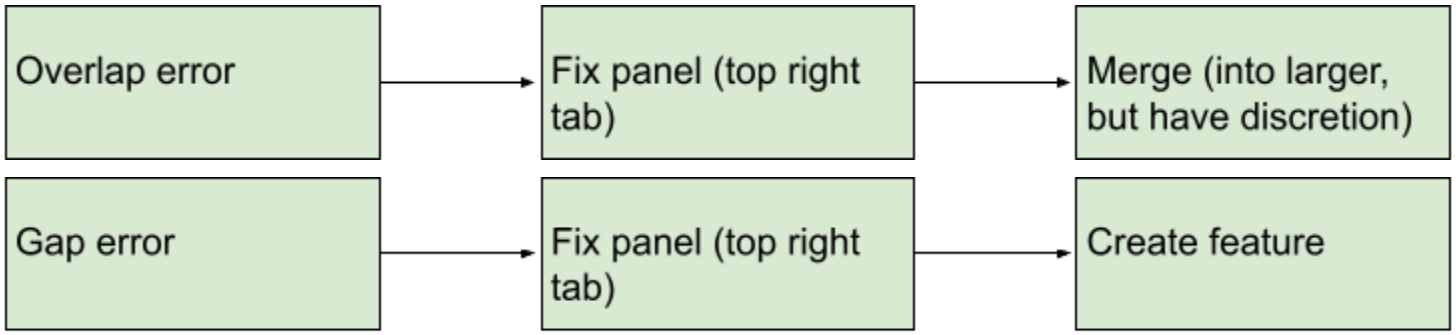
Copy and run Arcpy script 2



Add the topology to the map, and run it



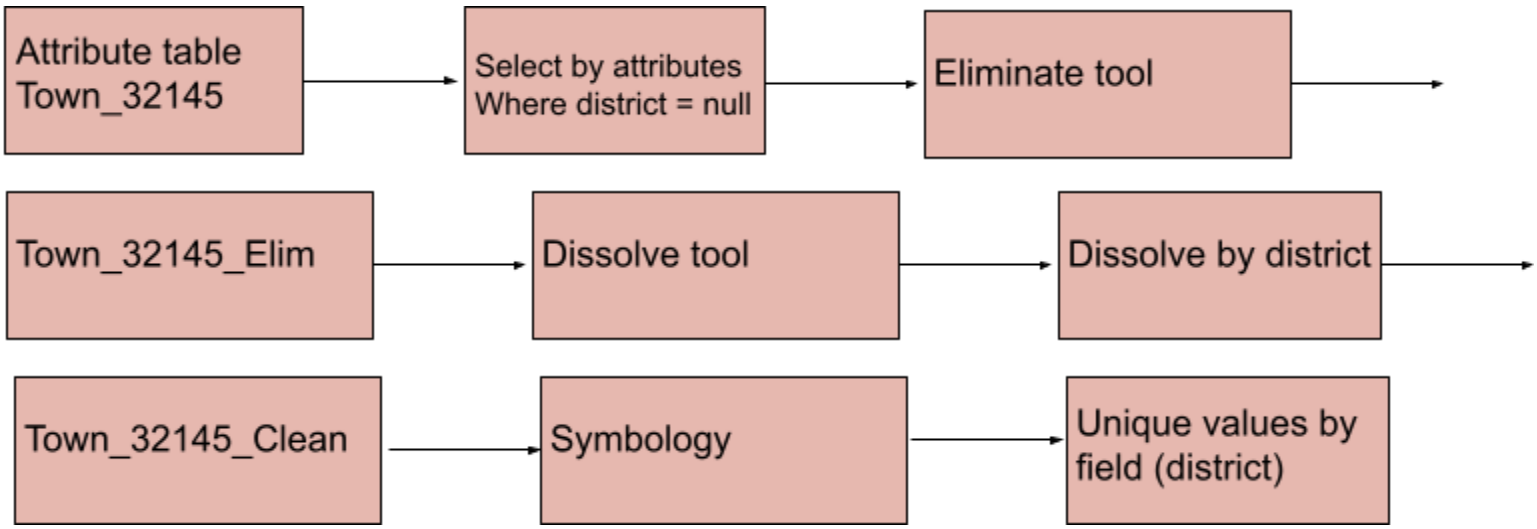
Manually fix overlap and gap errors



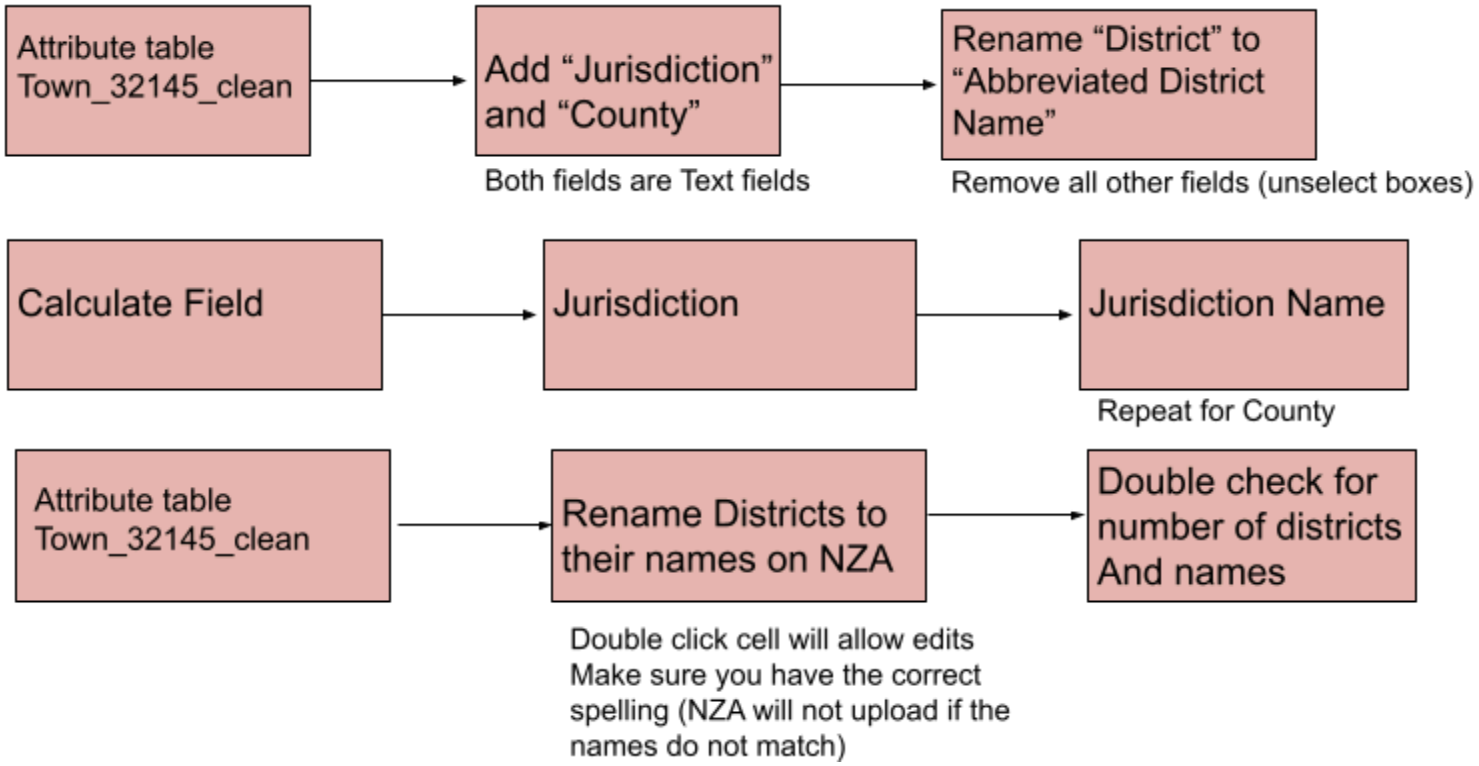
Error inspector will mark the edges of the feature as gaps, they are easy to see as they are the perimeter of the jurisdiction. Mark these as expections

Step 4 (Clean up)

Eliminate null districts (created from gaps)



Cleaning the attribute table



Exporting and uploading the GeoJson