

# MAP MAKING

**#Aim:** To prepare a map containing the following classes

- 1) Urban area of Build-up area
- 2) Trees
- 3) Roads
- 4) Water bodies

**#Geometry types used:** For the shapefile layer, we used the

following geometry types for defining our map

- 1) Line - For roads
- 2) Point - For trees
- 3) Polygons - For houses, water bodies and urban

blocks **#Procedure:**

1) After installing and setting up the software, the

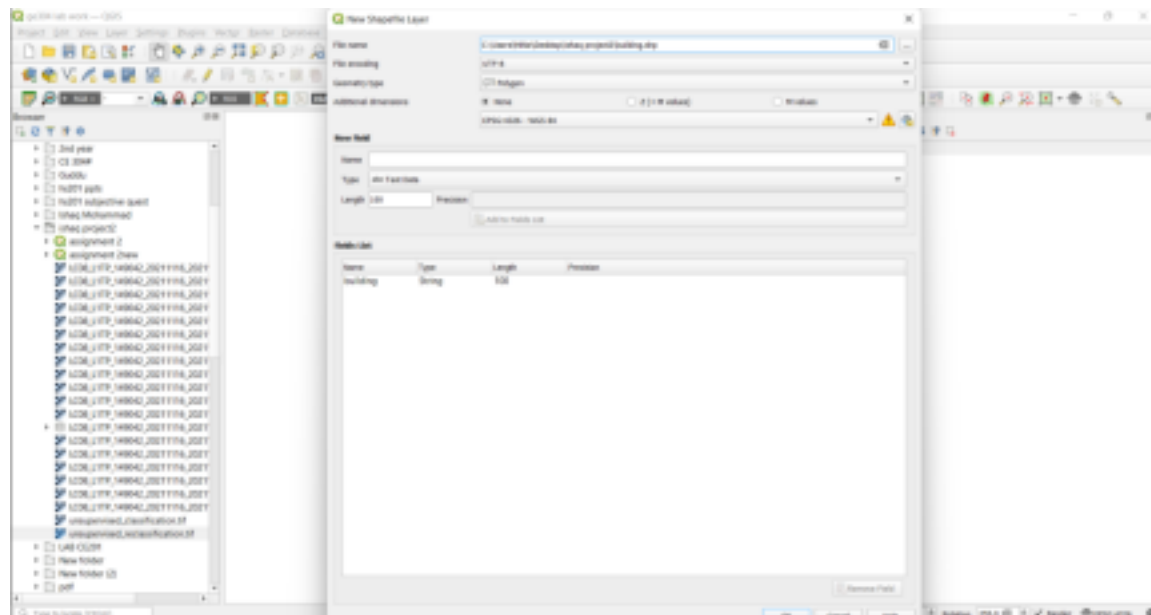
a)Openlayers plugin was added to get access to the maps. b)Then we installed lan lat tools ansert coordinates to reach the required site.

2) Adding layers:

a) Point shapefile layer was added with data fields

for Name and Location. This layer shall be used to

mark the trees on our map. b) Line Shapefile Layer was added with data fields for Road and Location. This layer shall be used for marking the Roads



c) Polygon Shapefile layer was added with data fields for Name and location. This layer shall be used to mark the houses, water bodies and urban blocks.

3) We added google hybrid map (Satellite view) using our openlayers plugin for drawing our map.

4) Using our shapefile layers we traced the map. Roads, trees and houses were drawn upon a small locality of our hometown.

5) The Roads, trees and buildings were then labeled.

. 6) Using layer properties, the shapes and legends were customized according to our needs.

7) PRINT LAYOUT: Following guide layers were used:

a) Grid of required extension and indentation along with Coordinate labels.

b) Legends table for reference

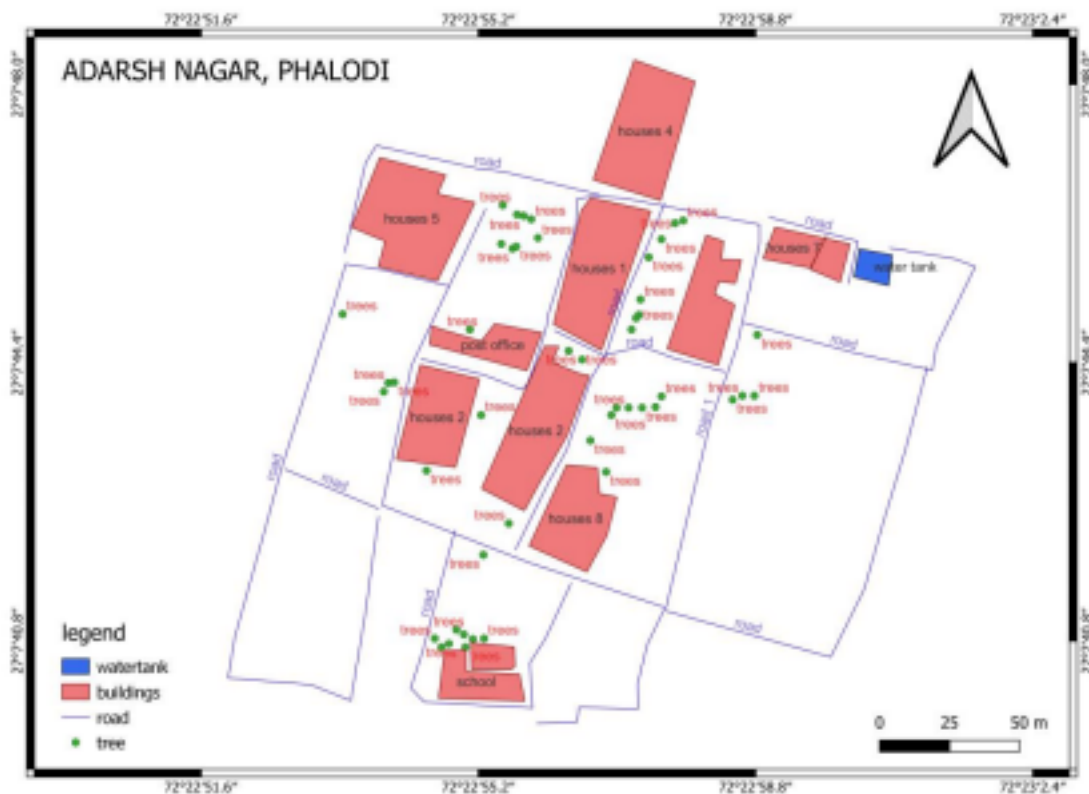
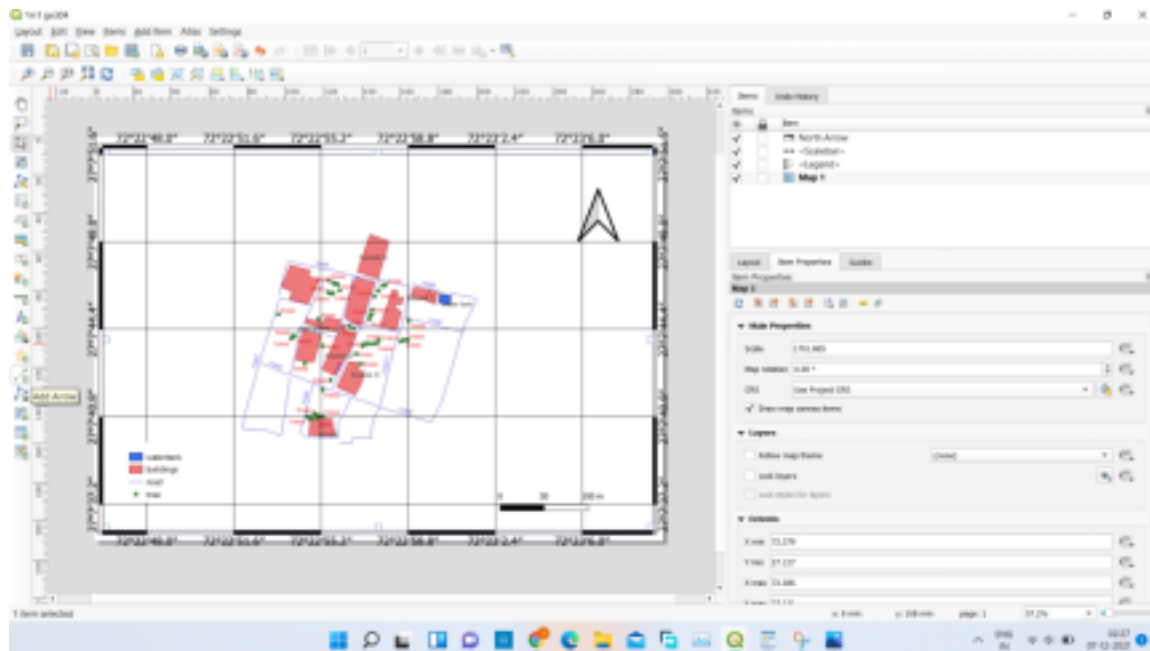
c) North direction symbol

d) Title of map is written

e) We set grid frame style as zebra

f) Removal of grid lines.

g) Then export layout as image.



**#Conclusion:** We drew the map of a small locality in our hometown using the QGIS software. Our map displays the roads, Houses, Water tank and trees of a selected locality which can be used for surveying. The map drawn is hereby attached:

