

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

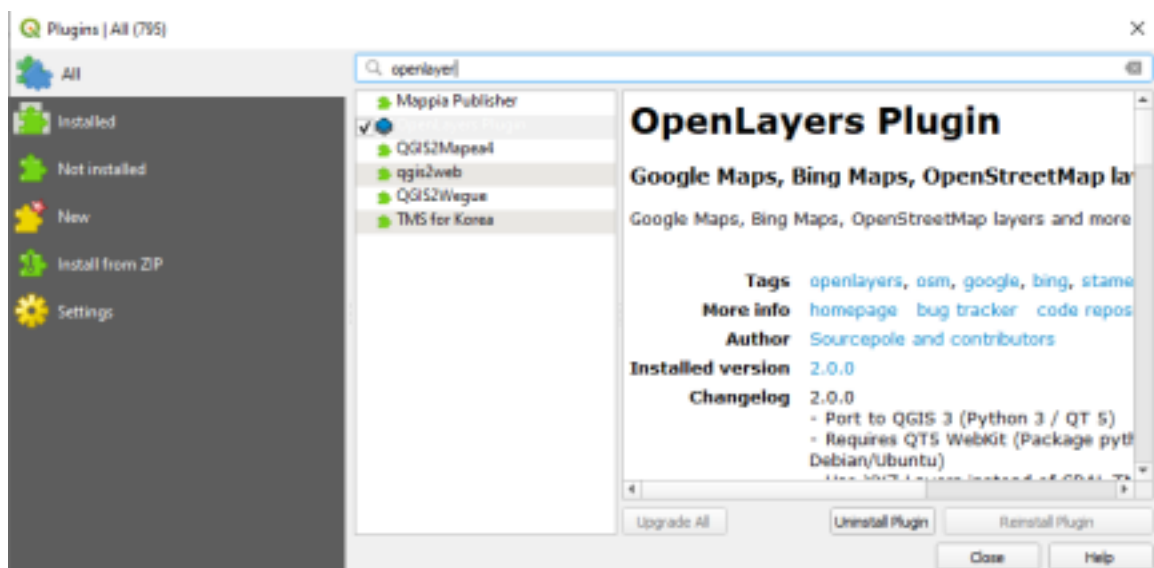
Geometry types used: For the shapefile layer, we used the

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) Install the QGIS software and add the Openlayers plugin to get access to the maps.

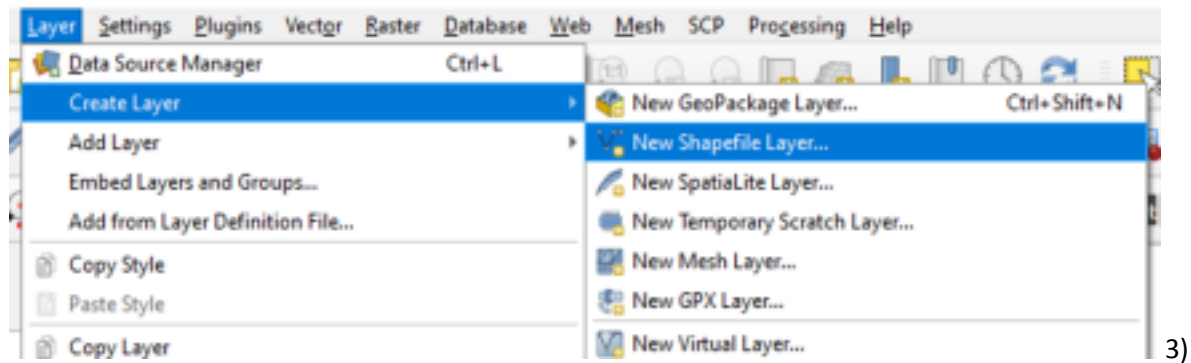


2) Adding layers:

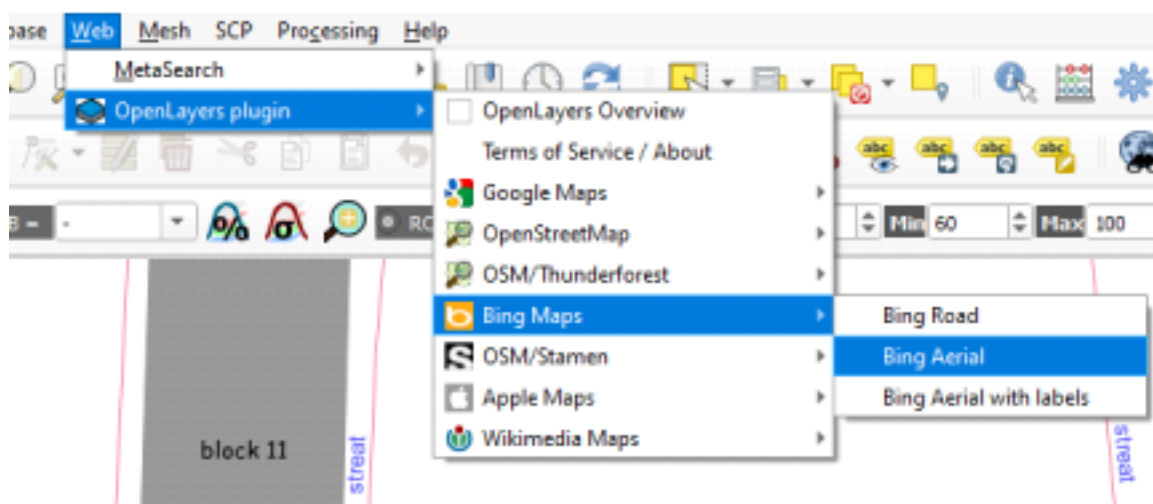
a) Point shapefile layer ==> to show trees.

b) Line Shapefile Layer ==> for Road

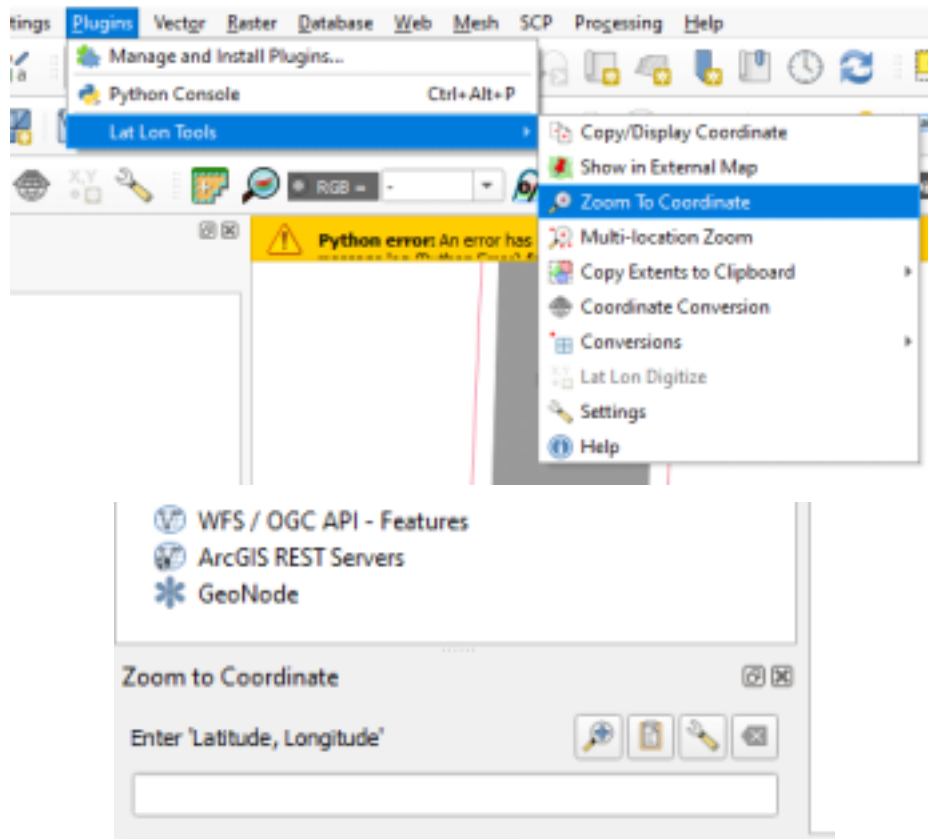
c) Polygon Shapefile layer ==> to mark the houses, water bodies, parks etc.



Adding bing map (aerial view) using our openlayers plugin for drawing our map.



4) Adding Lat Lon tool plugin to enter go to the coordinate(in decimal) of the required place (In this case my home town)



5) The Roads, trees and buildings were then created by tracing the map layer.

6) Using layer properties, the shapes and styles of our 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

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

