

# Map Making

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

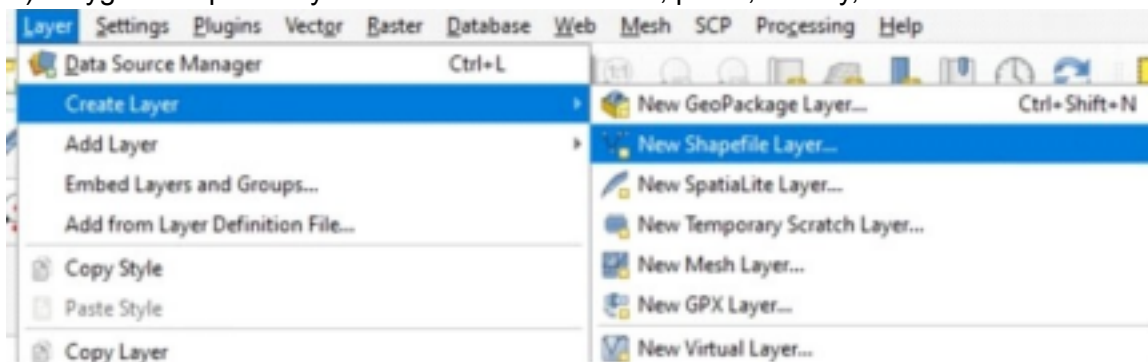
- 1) Urban area of Build-up area
- 2) Trees
- 3) Roads
- 4) Water bodies

**Geometry types used:** For the shapefile layer, we used the following are the geometry types for defining our map

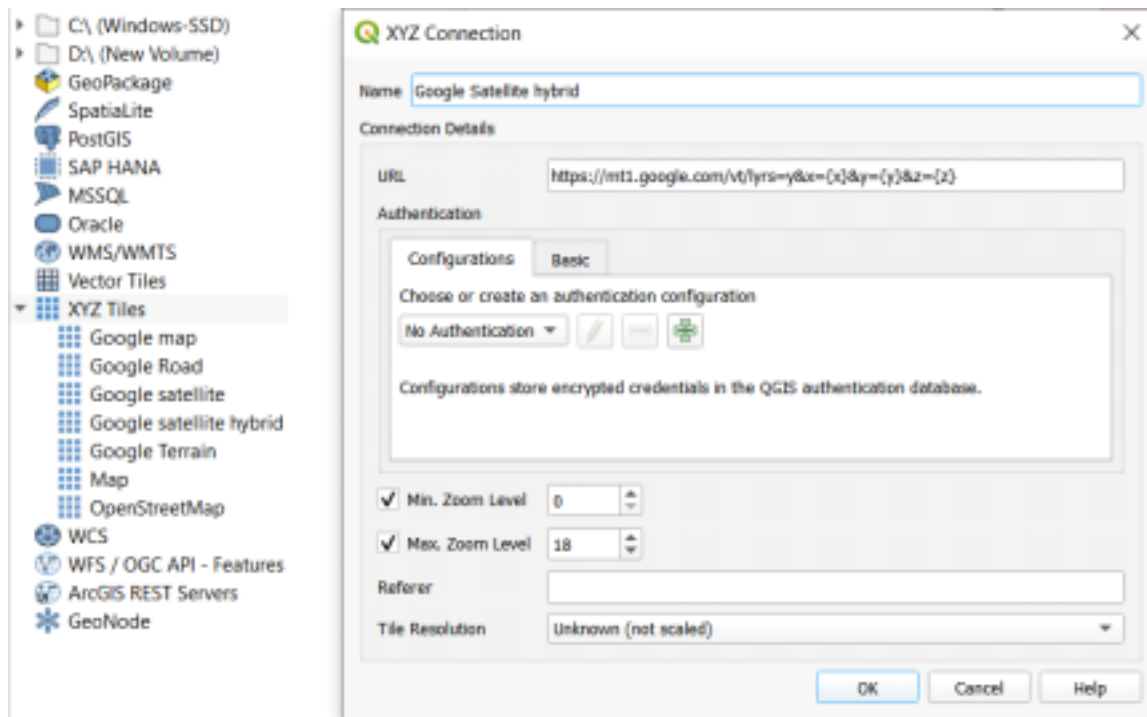
- 1) Line - For roads and Canal
- 2) Point - For trees
- 3) Polygons - For houses, ground, park etc

## **Procedure:**

- 1) Install the QGIS software.
- 2) Adding layers:
  - a) Point shapefile layer ==> to show trees.
  - b) Line Shapefile Layer ==> for Road and Water bodies
  - c) Polygon Shapefile layer ==> to mark the houses, parks, Library, etc



3) Right click on XYZ Tiles and then click on new connection and then add URL to add google map of your location that we need



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

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

