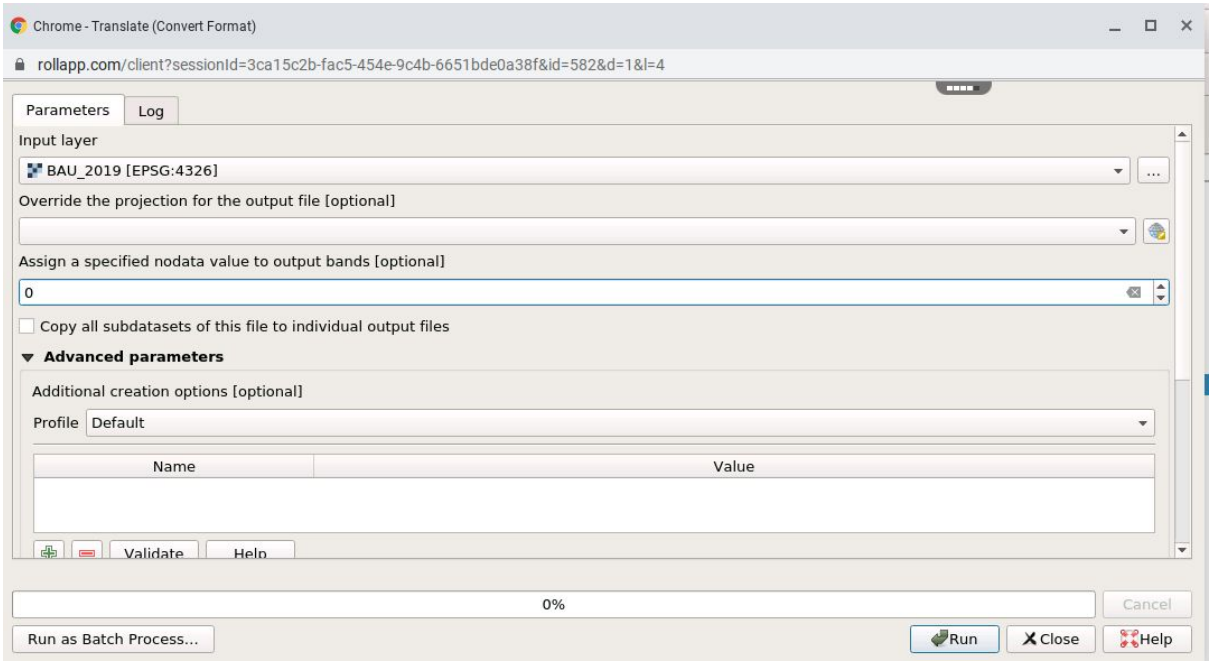
Projection of a Baseline: How to develop your random degradation in a BAU scenario

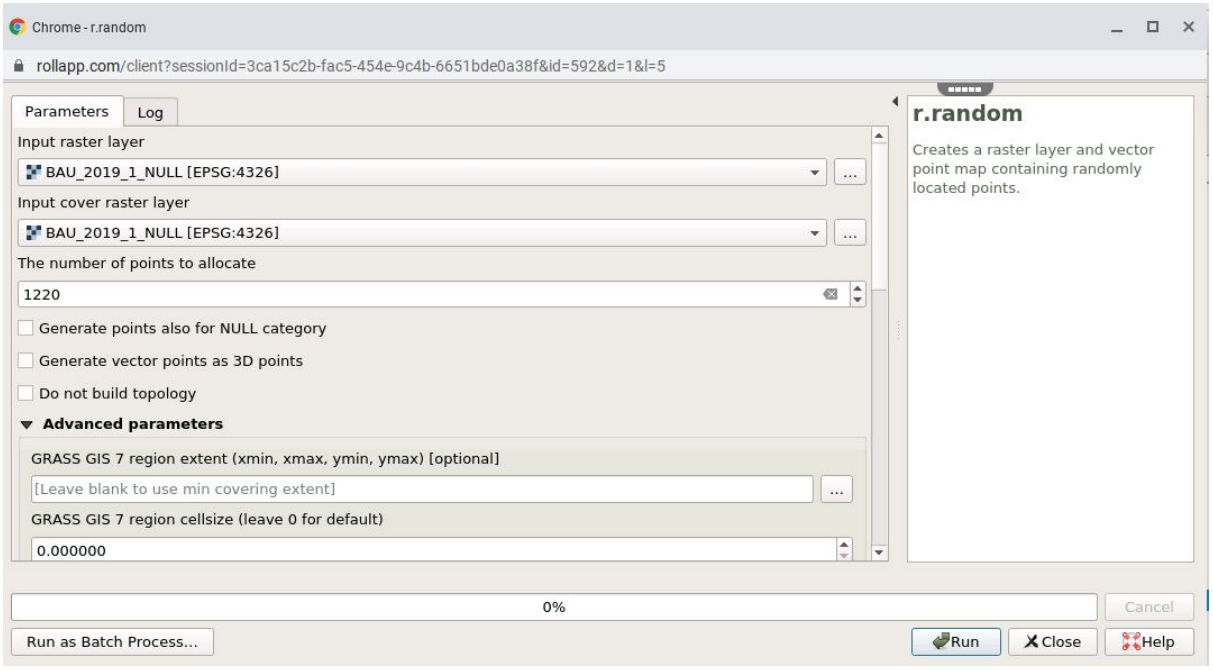
1. Set the deforestation rate by pixels based on historic values (average for example is 1220 pixel per year)

2. Take the latest historical observation called year_clip.TIF

3. Translate/Convert the 0/1 values into NULL/1 values

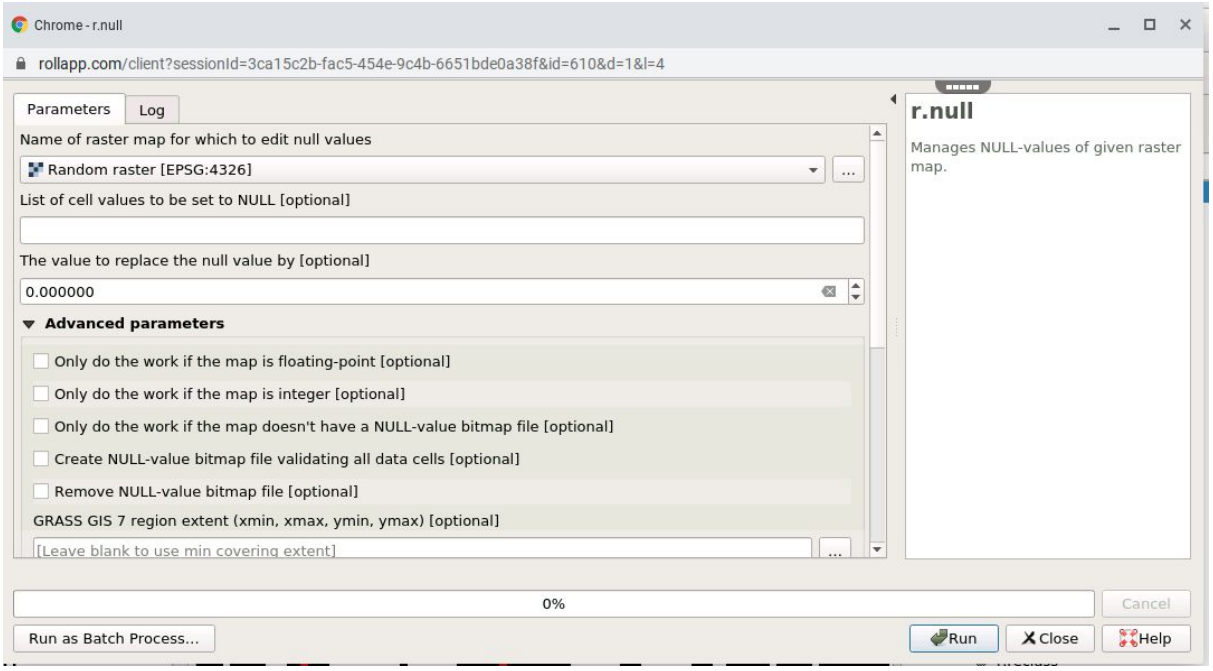


4. Use Grass r.random to select 1220 pixels that are not NULL (uncheck the vector file generation)

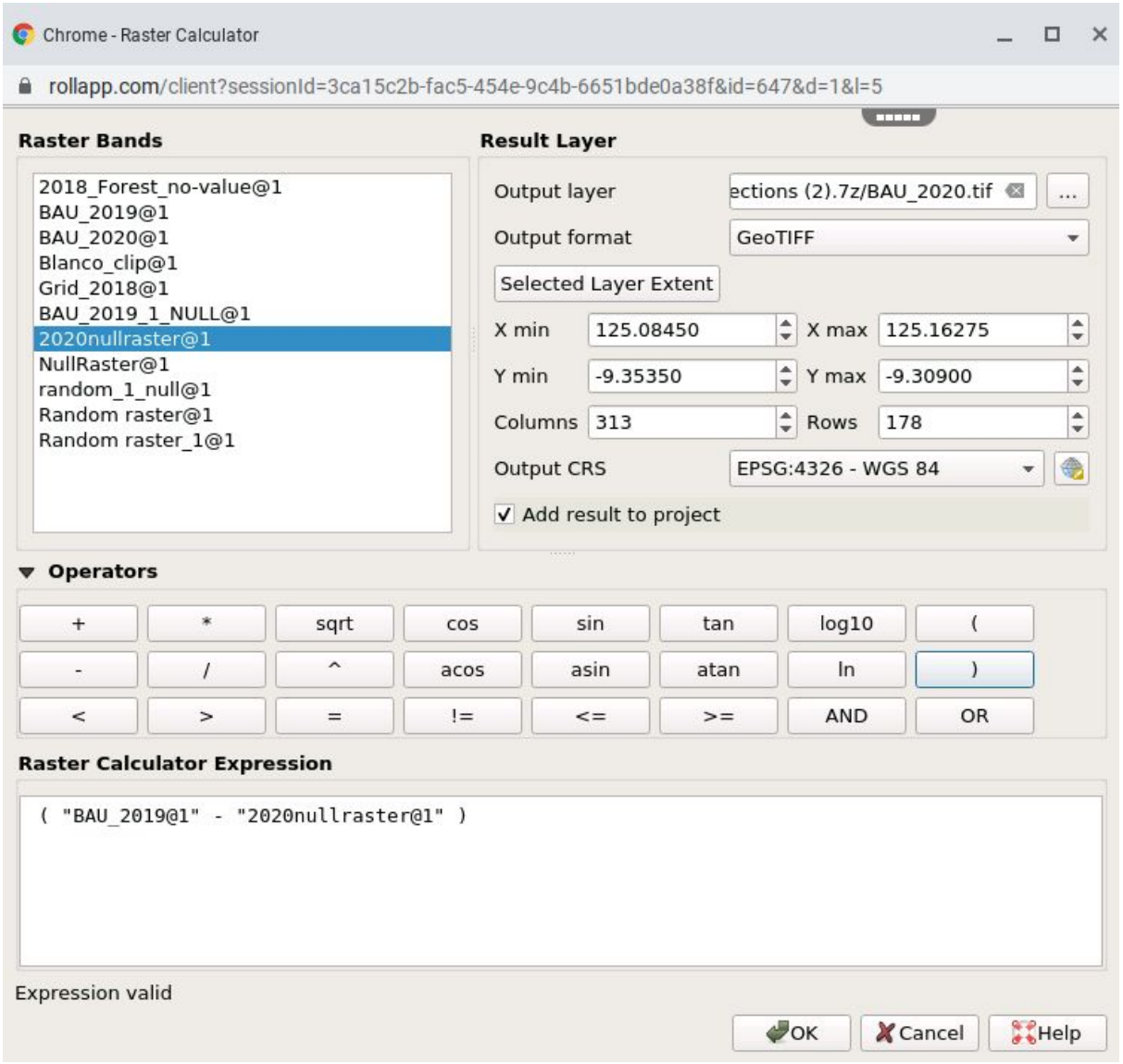


5. CAREFUL: This step is only to be executed if Grass r.random has generated pixels with 0-values. Use the Raster Calculator to turn the random zeros into random 1s (“random-pixels” = 0)

6. Use Grass r.null to change null values into zero values



7. Use Raster Calculator to calculate year+1 forest cover called BAU_year+1.TIF by using this formula (“year_clip.TIF” - “random-pixels”)



8. Start again but now using BAU_year+1.TIF for a total of 30 years