Tutorial Created by Ashley Baber 11/12/18

Lab 8 – Animated Path **Due 11/28 by 11:59pm**

In this lab we will learn how to use animate path. Since animate path uses point data, we will have to do data preparation before we begin the html portion of the assignment.

****Use Firefox to view your animated path html

With the sample data – we will map the path of the closest bar ("Nighthawk") to NEIU. For the final example follow this link: https://ashleybaber.github.io/Lab8_Tutorial/

Step 1. Data preparation

Download Data

- Download the lab data (provided in the zip file). For the deliverables section, you will be required to create your own geojson file from the following link http://geojson.io/#map=2/20.0/0.0
  This site allows you to pick several points and download directly as a geojson with the proper projection (WGS84). You will need to select points at each turn the animated path will take.

QGIS Prep

- Open the geojson file in QGIS.
- Save the geojson file as an **ESRI shape file** with the proper projection (**WGS 84**)
  - This will allow you to make the necessary edits to your attribute table
- Next we need to create a "time" field. This will indicate the order you wish for your animated path to travel. If you have selected your points in the proper order you can use the **@row# function** – which will just generate a count for the row numbers. This is the function you should use with the sample data. If you have a different order you may need to manually enter your numbers or use a different function. See the example image below.

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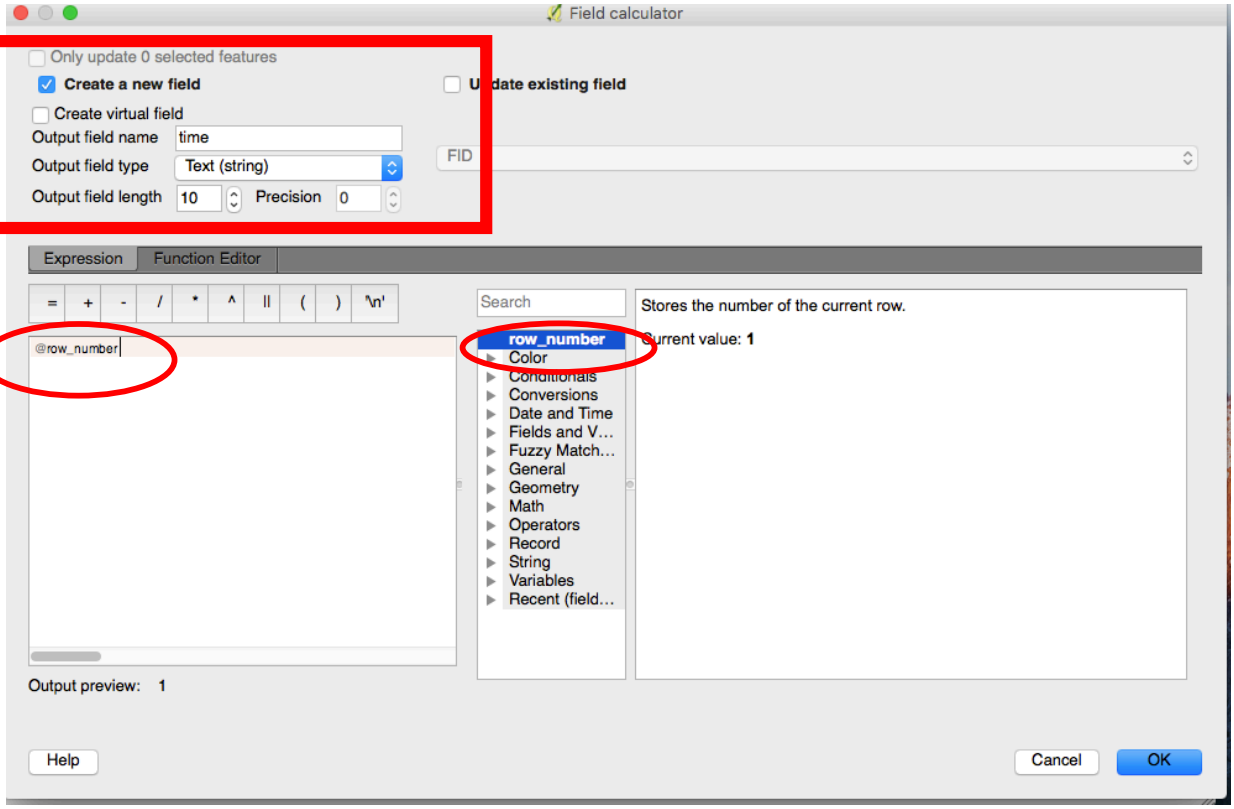
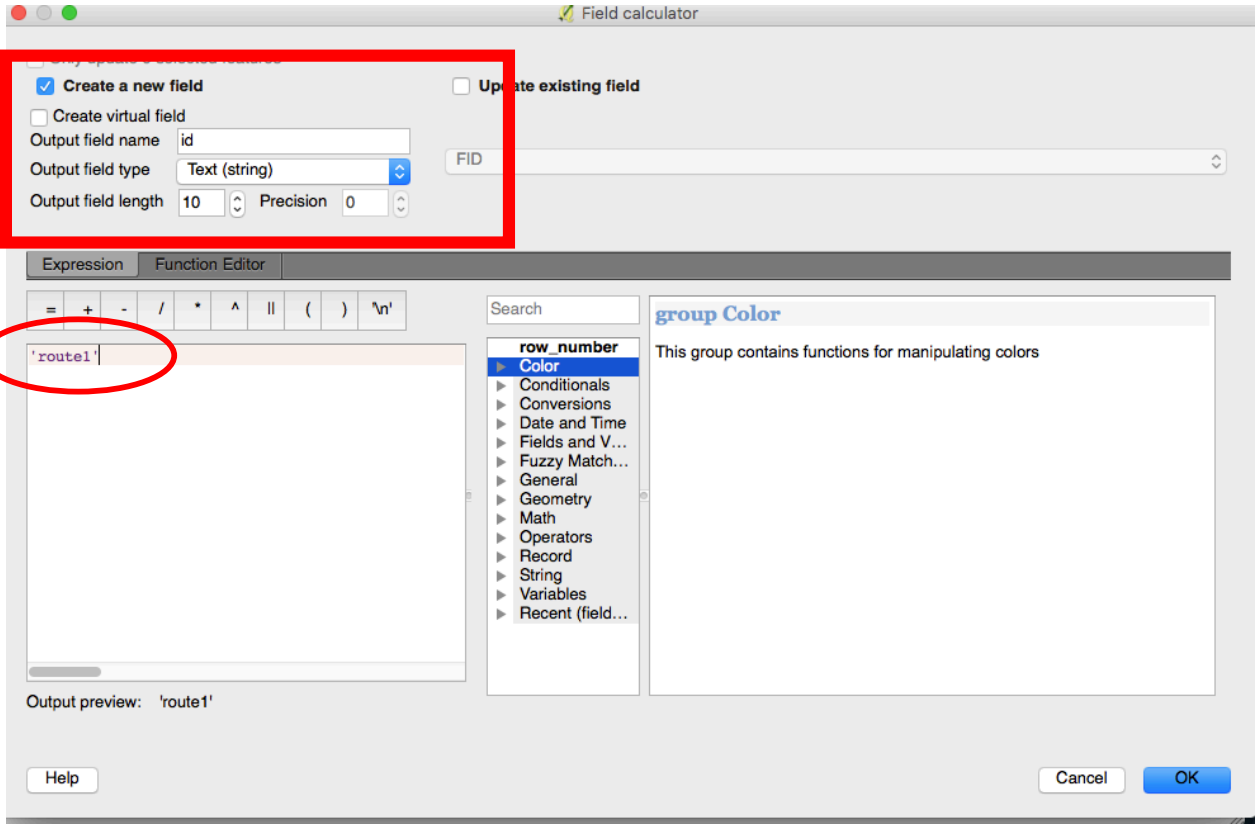


- Now we need to create an “id” field. Select “string” for the field type and write ‘route1’ in the expression.



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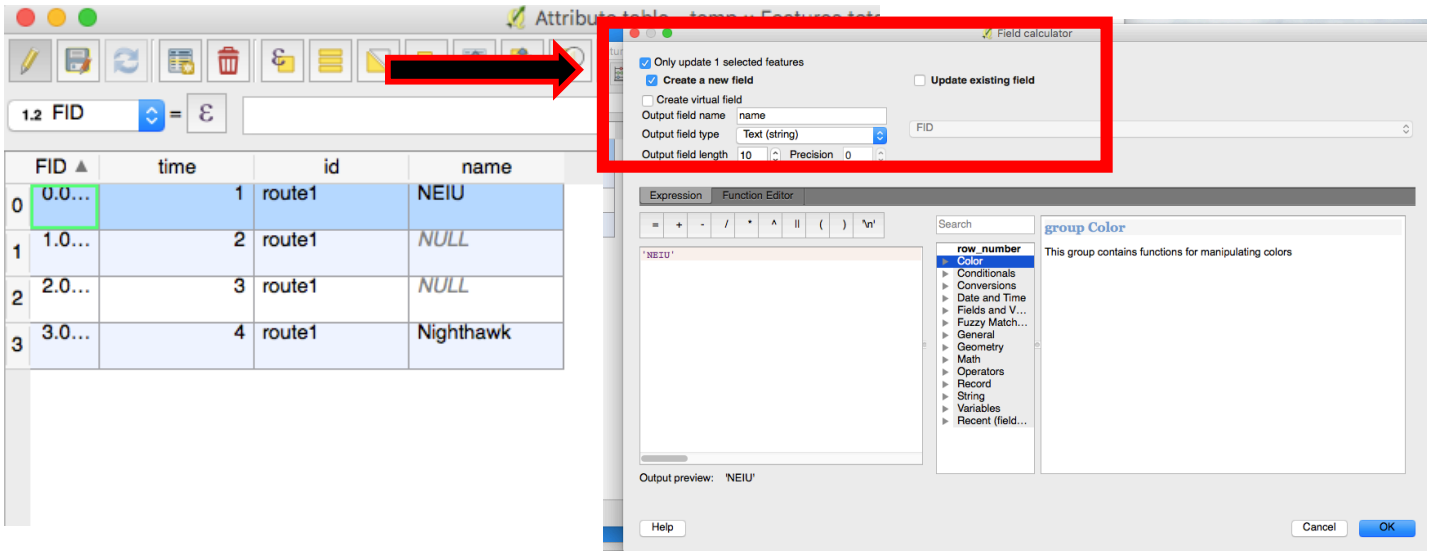
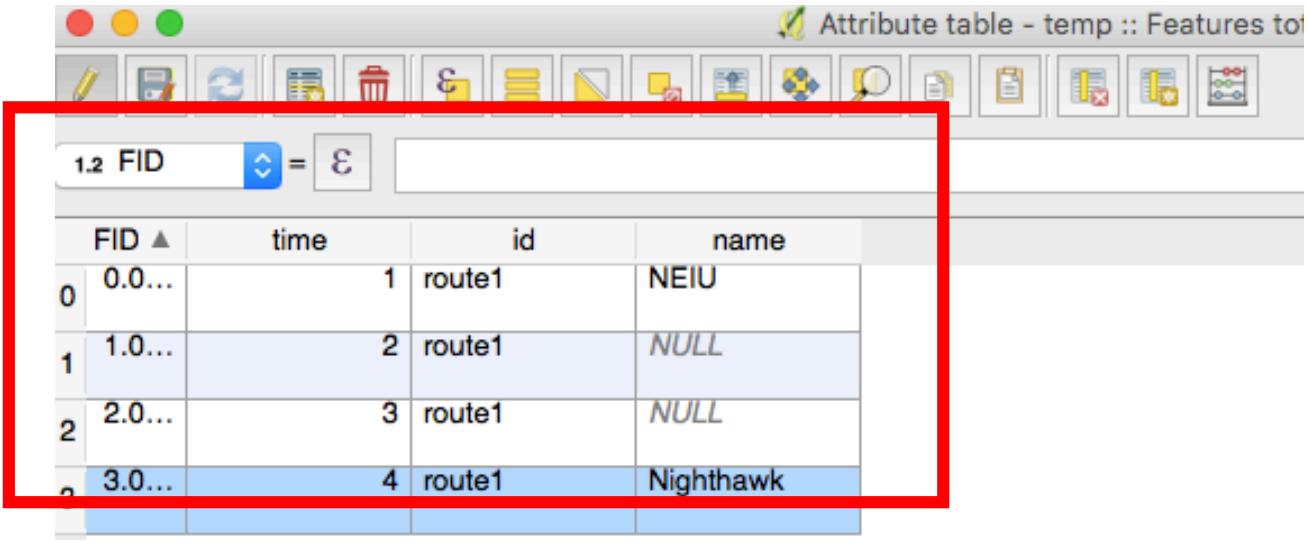
If you want your points to have names (which we do) you need to create a 'name' field. Select the first field only. Make sure the box is checked that states "Only update 1 selected features." and name this 'NEIU'. Then select the last field only and choose to "update existing field. Name this 'Nighthawk'. See the images below.





Your completed attribute table should look like the above image.

*****Note that in order for the html file to properly map you will need make sure all field names match the html file.**

- Now your shapefile is ready to be exported.
- Export the shapefile as a geojson in WGS84 and name the file "points.geojson"

HMTL:

See the attached file for sample HTML (index.html)– Be sure to link to d3. See comments for explanation of the code.

Deliverables:

For Lab 8 you will use the geojson point website (http://geojson.io/#map=2/20.0/0.0) to pick **1 path you would like to map.** The path that you map must have at **least 2 turns.** Be sure to choose a point at each turn. You will need to customize the **color, thickness** and **Marker shape of the path –** See comments for where these are located in the code as well as useful links**. Publish your animated path through Github.**
Don't forget to use firefox to test your animated path **– it will not display in chrome.**