Viewing Outputs in Map Studio

About Viewing Outputs in Map Studio

Now that you have acquired a landscape and run some summary reports, we'll take a look at some of these outputs in Map Studio and evaluate model outputs for potential treatment site locations.

Tutorial Information: You may examine the features described here using your own landscape. The screen captures and examples in this tutorial use the example "HaypressCrkLf2012unedited landscape", and the Auto97th Summary report output for Haypress.
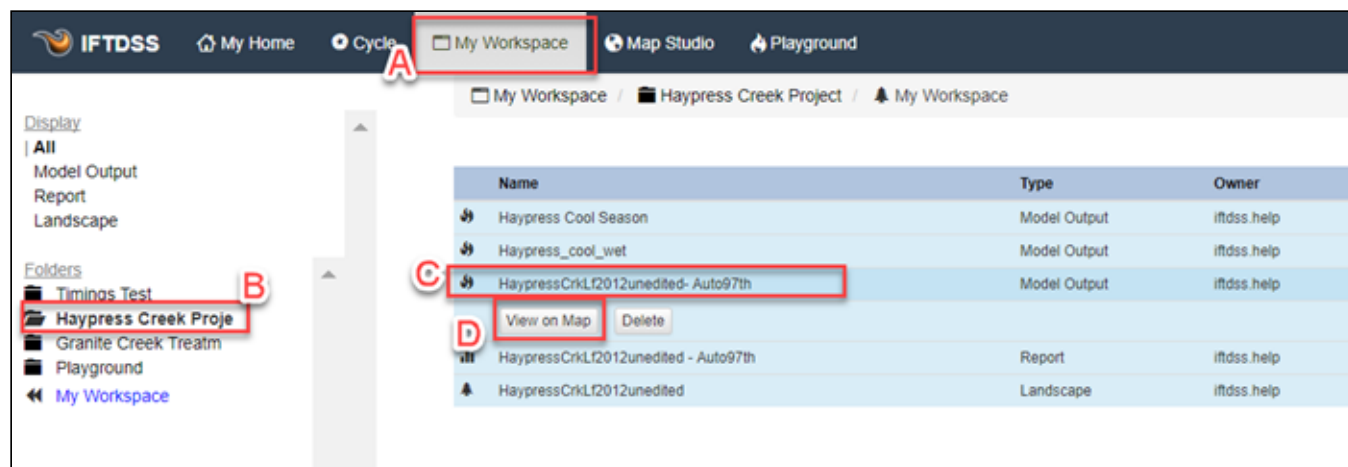
In this tutorial you will:

Open a layer from My Workspace in Map Studio

Add the landscape layer using Landscape Tools

Adjust the visibility of the layers in Layer List

Use the Swipe tool to further view the landscape features and fire behavior output

Choose a location to treat
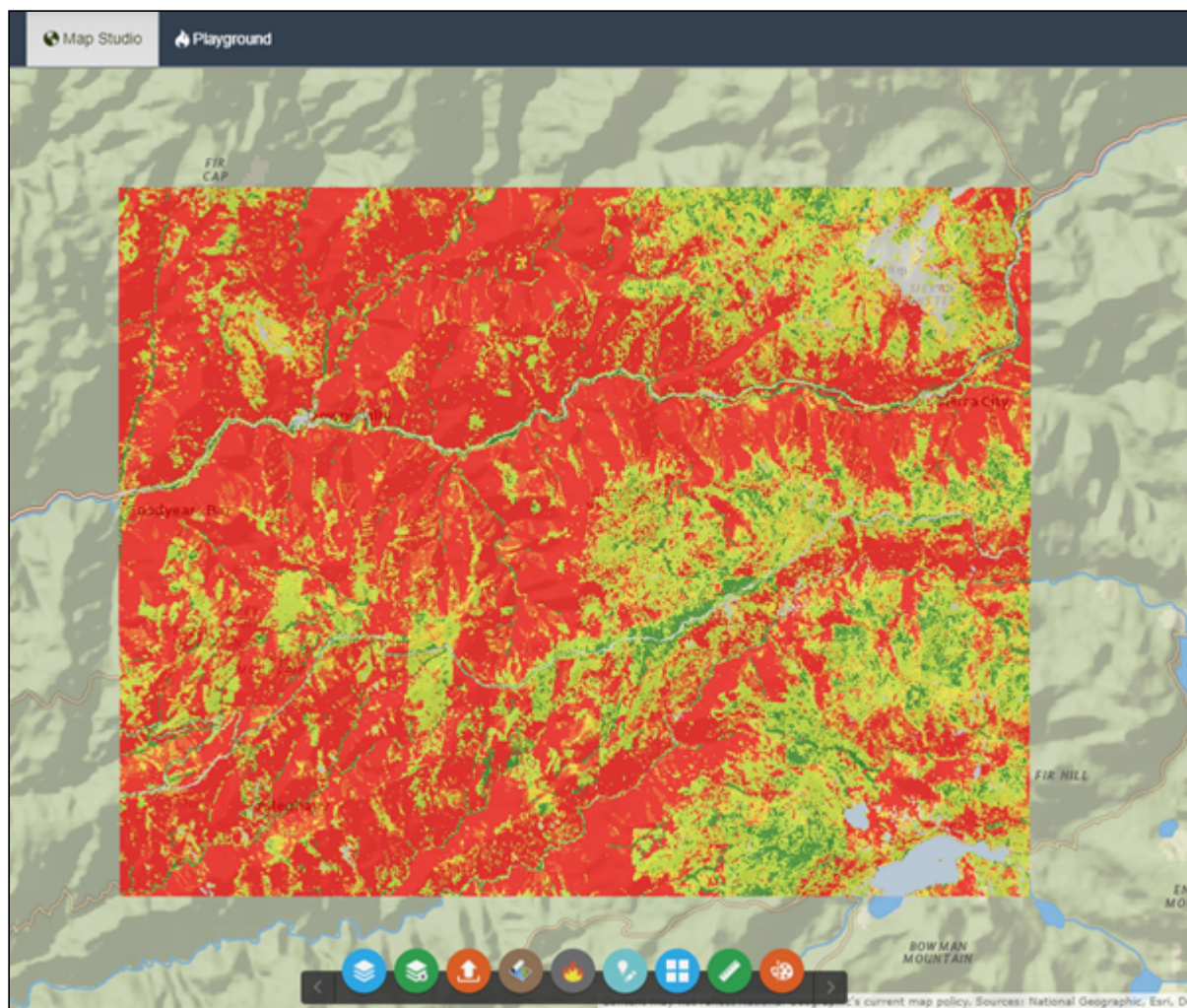
In the next tutorial you will create treatment polygons

Viewing files in Map Studio

When your summary is created, navigate to **My Workspace**, and view the fire behavior outputs in Map Studio:

A. Go to **My Workspace**
B. Open your project folder, in this tutorial, Haypress Creek Project.

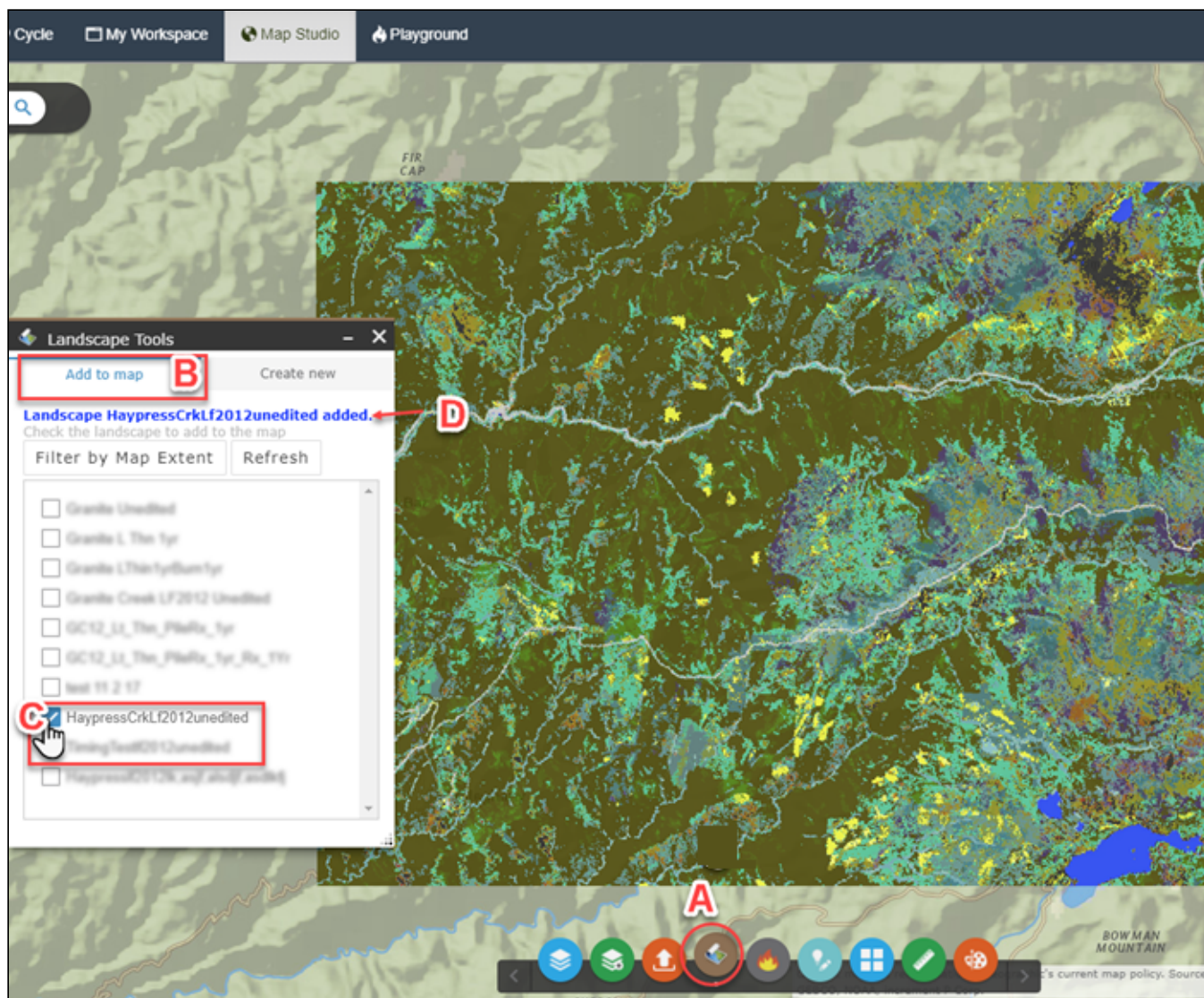C. Click on the model output from the Auto97th report you created earlier.

D. and click the **View on Map** button. This will open the Auto97th fire behavior outputs for your landscape, as shown below.

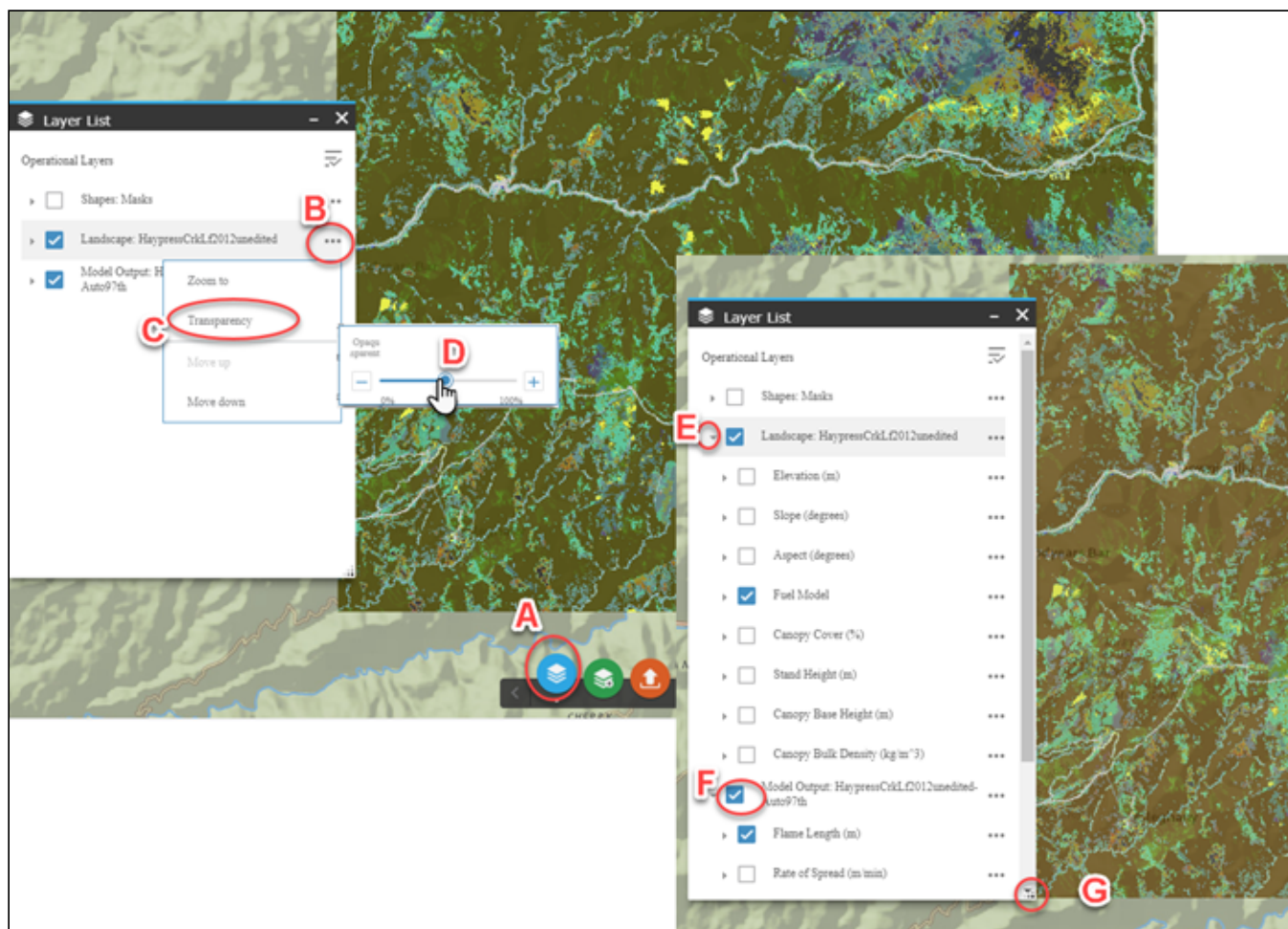Next, add the landscape file you downloaded earlier:

A. Click the **Landscape Tools** button.
B. Make sure you are in the **Add to map** tab (if you are not, click the **Add to map** tab)
C. Add your landscape Map Studio by checking the box next to it.

D. A confirmation message will appear at the top to let you know your landscape was successfully added.

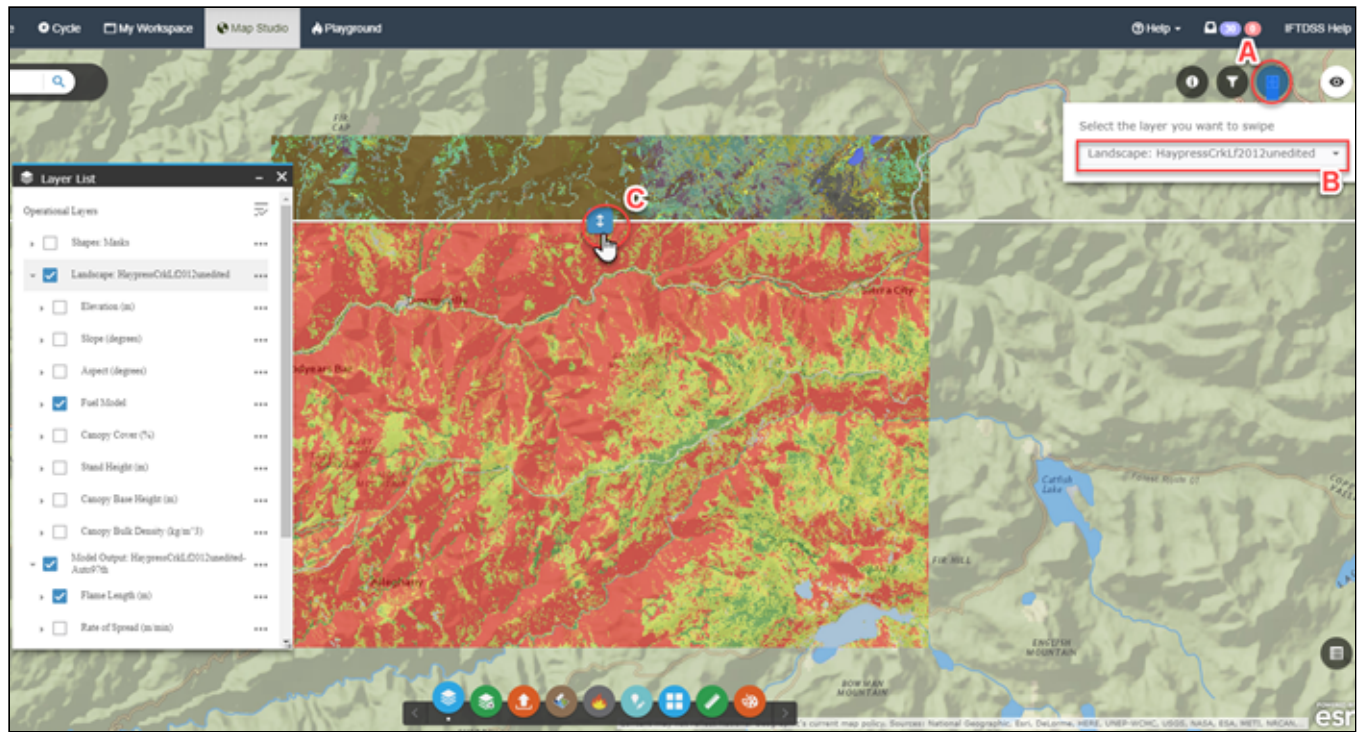Next, use **Layer List** to view your layers and adjust transparency:

A. Open the **Layer List**.

B. Click the **More Options** button

C. Select **Transparency**

D. Click and drag the slider to the transparency of your choosing, in this example we'll set it to about 50%. Once satisfied, click anywhere within the **Layer List** box to close the transparency slider

E. View the list of layer features by clicking the drop-down arrow to the left of each layer. Note that each feature can be toggled on or off using the check box to the left of it.

F. Take a moment to toggle the layers on and off and view them on the map.

G. If you need to make the Layer List box larger to view more features without scrolling, you may do so by clicking and dragging the lower right corner.

Next take a couple minutes to evaluate your landscape by using the Swipe and Identify tools:
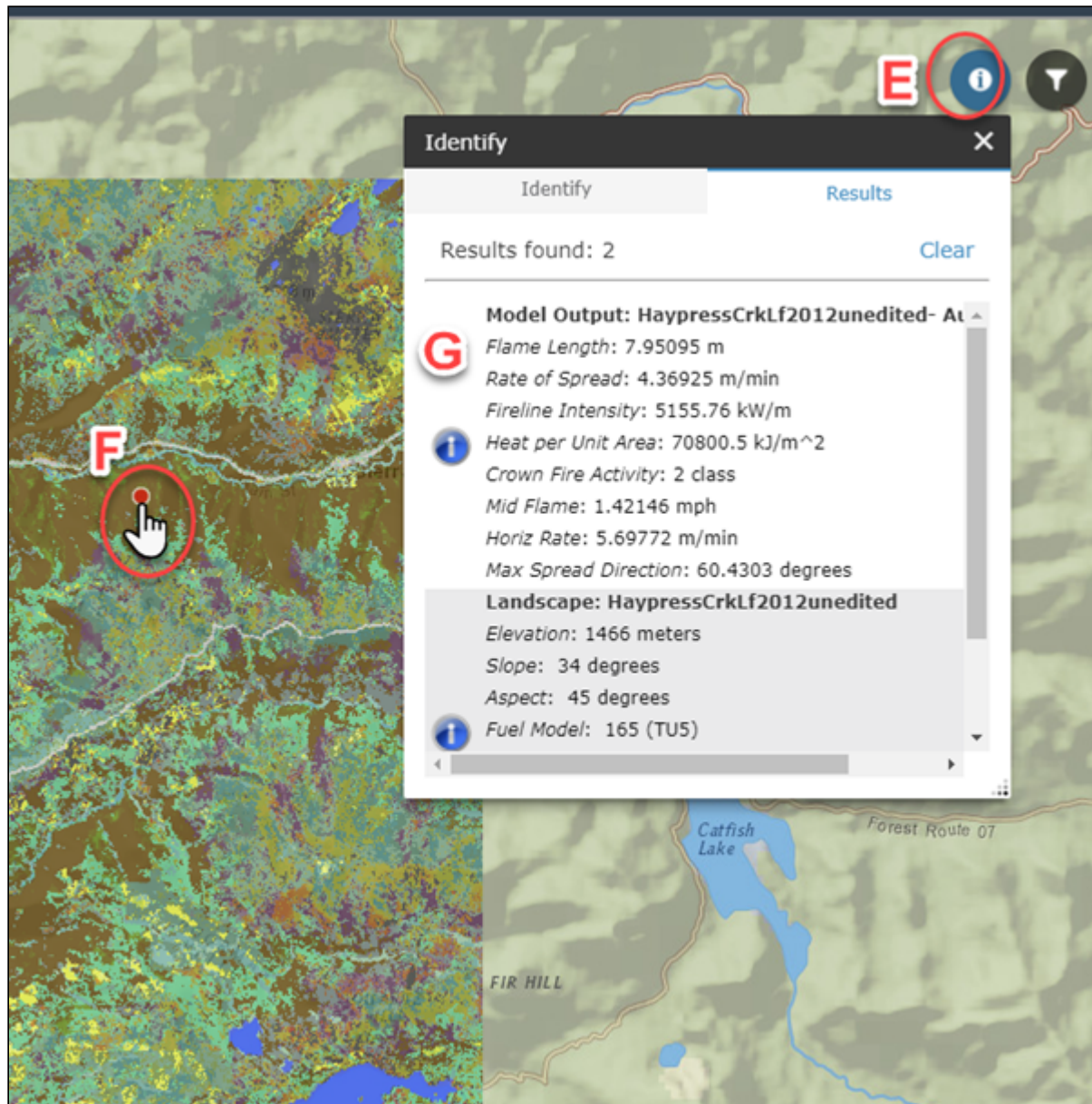
A. Click the **Swipe** button.

B. Ensure your Landscape is selected in the swipe box in the top right. With this setting, as you use the slider, the Landscape layer will appear at the top of the slide, and the Model output layer under it, will appear on the bottom of the slider.

C. Click the arrow and swipe up or down to view one layer superimposed over the other. Note that the layers remain in the order you have them displayed in Layer List. The layer you select in the swipe box in the top right will be the one that is hidden by the swipe panel.

D. Take a few moments to try out the swipe tool. Close the tool when you are finished by clicking the **Swipe** button again.

E. Evaluate some points on your landscape by clicking the **Identify** button
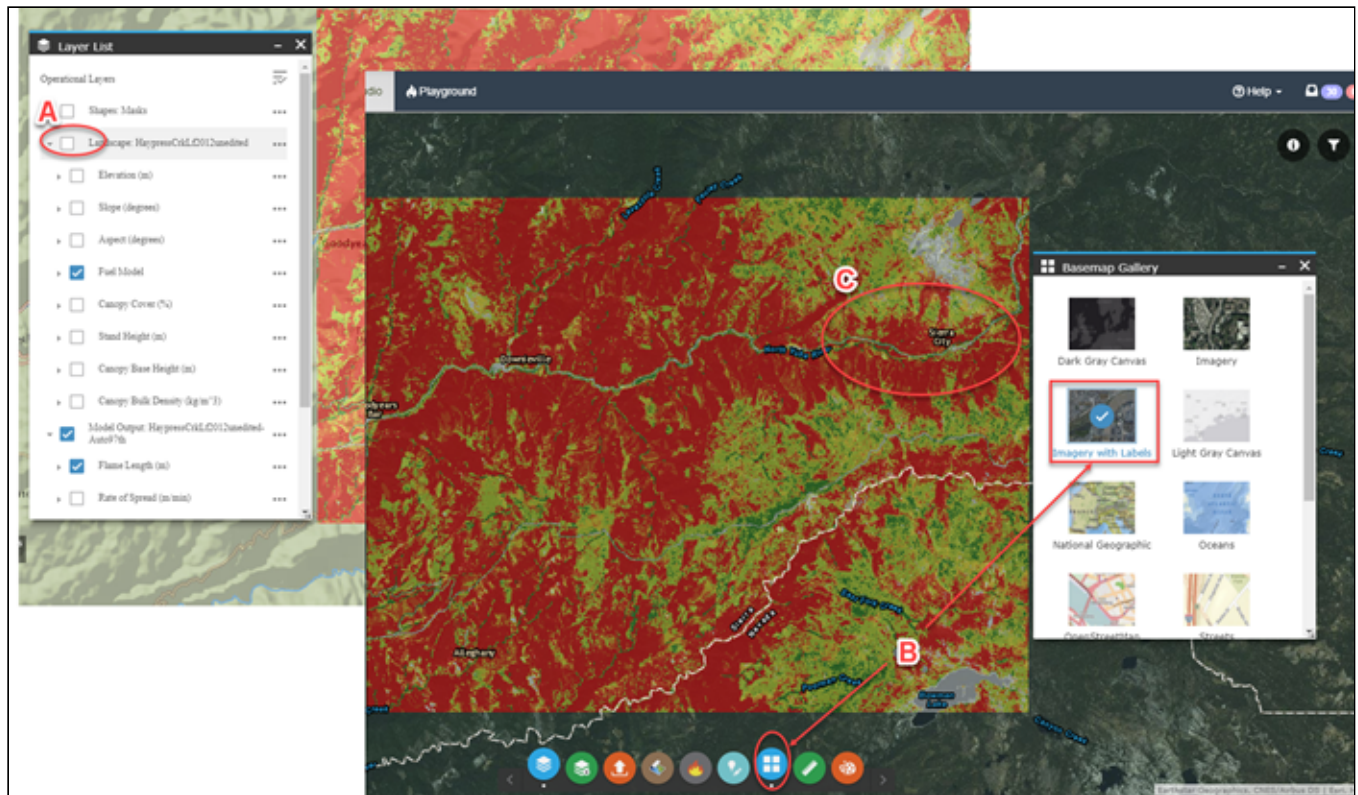
F. Click on your landscape

G. Take a few moments to review the results in the Identify box. When finished, click the **Identify** button again to close the tool.
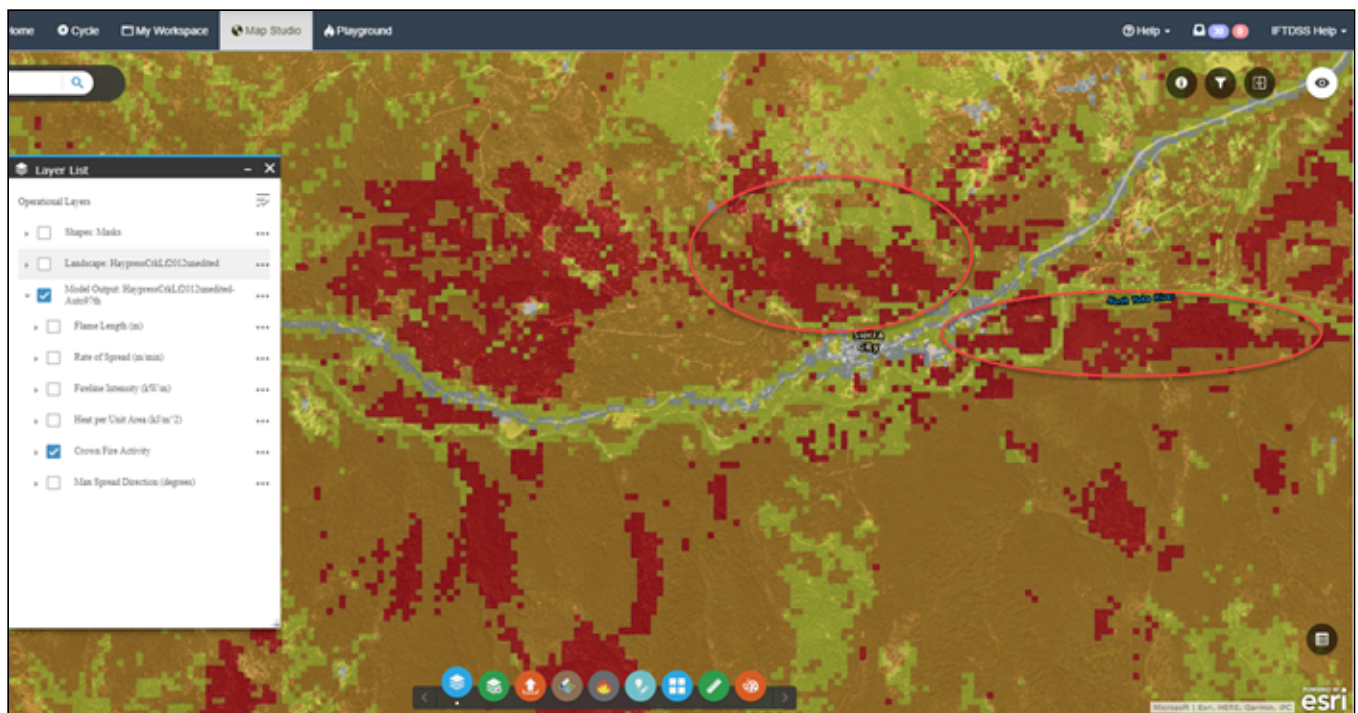
Now that you are familiar with some basic Map Studio viewing functions, take a closer look at some potential treatment areas. We will focus on areas within our Haypress example.

A. Uncheck the Landscape layer for now.

B. Click the **Basemap Gallery** and select "Imagery with Labels".

C. Use the + Zoom buttons in the top left, or by double clicking on your map zoom to an area, in this example we will zoom to the areas surrounding Sierra City.

D. Take a few moments to toggle through the fire behavior model outputs, turning them on and off. In this example we toggled through, and stopped at Crown Fire Activity.

There is significant fire behavior on much of this landscape. For this example we'll focus on the circled areas above for their location in wildland urban interface, and modeled crown fire activity. In the next tutorial, we'll create treatment areas.