

# Project 06: Rasterizer Function

## Abstract

## 1 Aim of the Project

The aim of this project was to create a rasterizing tool that generates a raster-file from a given shape-file. The idea of such a rasterizing tool is to load the geometries of a shape-file into a geometry collection, implement a regular grid within the bounding box of this geometry collection and assign a value to each grid cell. For the value assignment it's either possible to use attribute values of the geometry or to use a binary format depending on the presence of a geometry.

### Approach

To approach this task we first of all we developed a script which randomly generates geometries –polygons, points and linestrings– and saves them as shape files. Those shape files served as test data. This file displays the geometries from a shapfile, which was given as input to the function. The spatial resolution and name of the output-file can be defined as input to the function. For the case that no shapefile is available to run the function, a code to generate random geometries is provided.

## 2 Structure of the function

### 2.1 Load in the shapefile

To load in the shapefile, the fiona-package is used. Every geometry-object of the shapefile is stored in a GeometryCollection from the shapely-package.

### 2.2 Defining the bounding box

We create a buffer around the actual shape of the shapefile which will look prettier in the resulting image.

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```
class MyClass(Yourclass):
    def __init__(self, my, yours):
        bla = '5 1 2 3 4'
        print bla
```

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## 2.3 R Code

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```
#####
#                                     Function Header
######
def rasterizer(filepath,
                pixels=100,
                buffer_value=10,
                outputname="output.tiff",
                save=True,
                preview=True):
```

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## 3 Issues

### 3.1 Solved

### 3.2 Unsolved