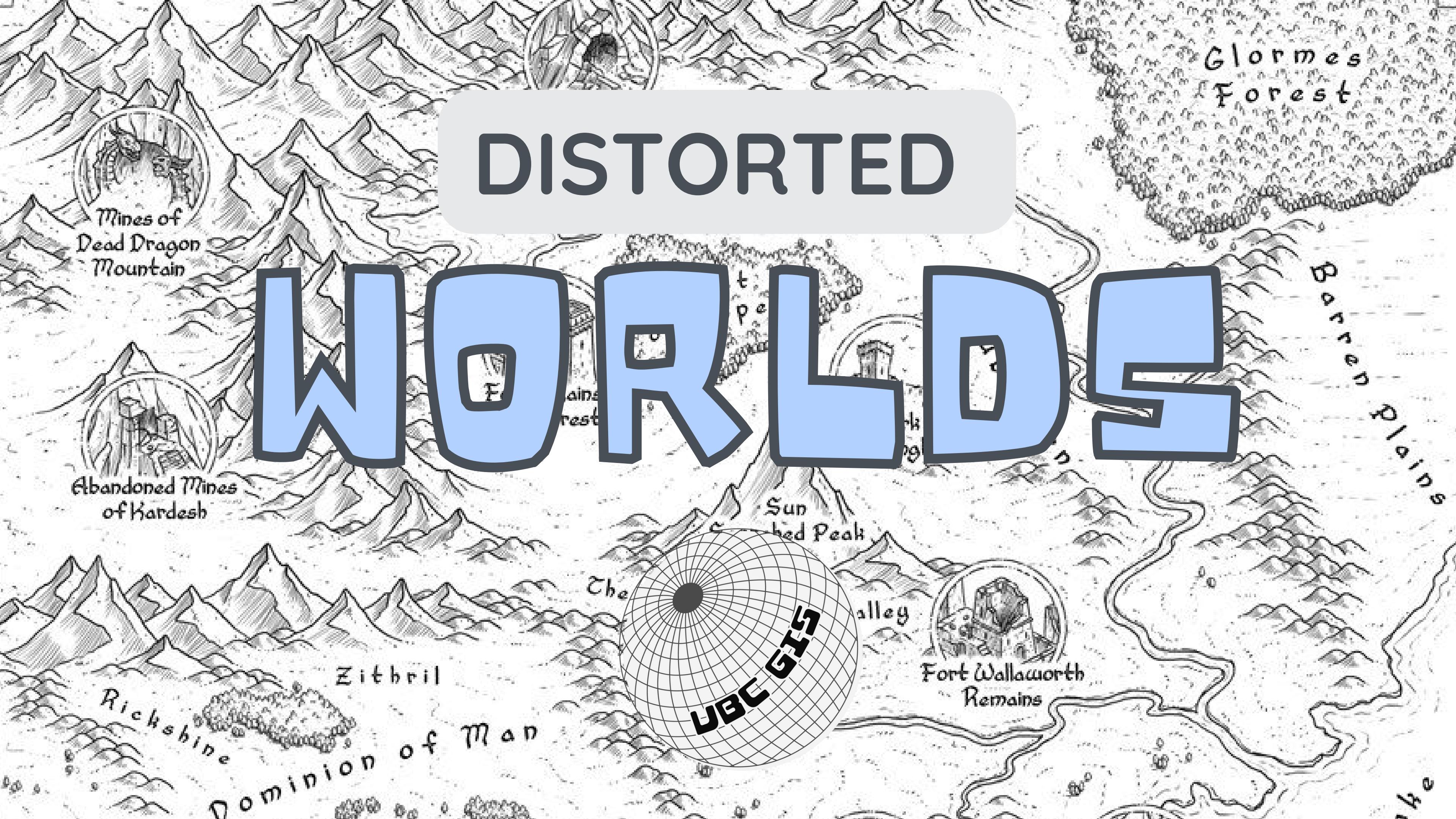
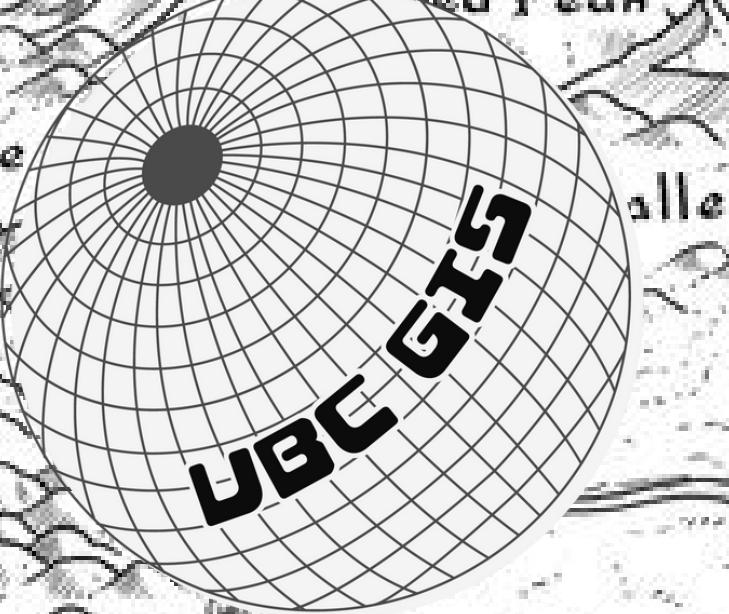


# DISTORTED WORLDS



# WHY DISTORTED WORLDS?

## Why Distorted Worlds?

- Members have a wide range of GIS experience
- We wanted to do something that would be new to everyone.

This session will concentrate on fundamental GIS knowledge as a fun way to express creativity while creating imaginary worlds.

In this manner, individuals will continue to learn new things while remaining accessible to those with rudimentary to expert GIS knowledge.

# HOUSEKEEPING

1

Create Folder to store QGIS  
project in

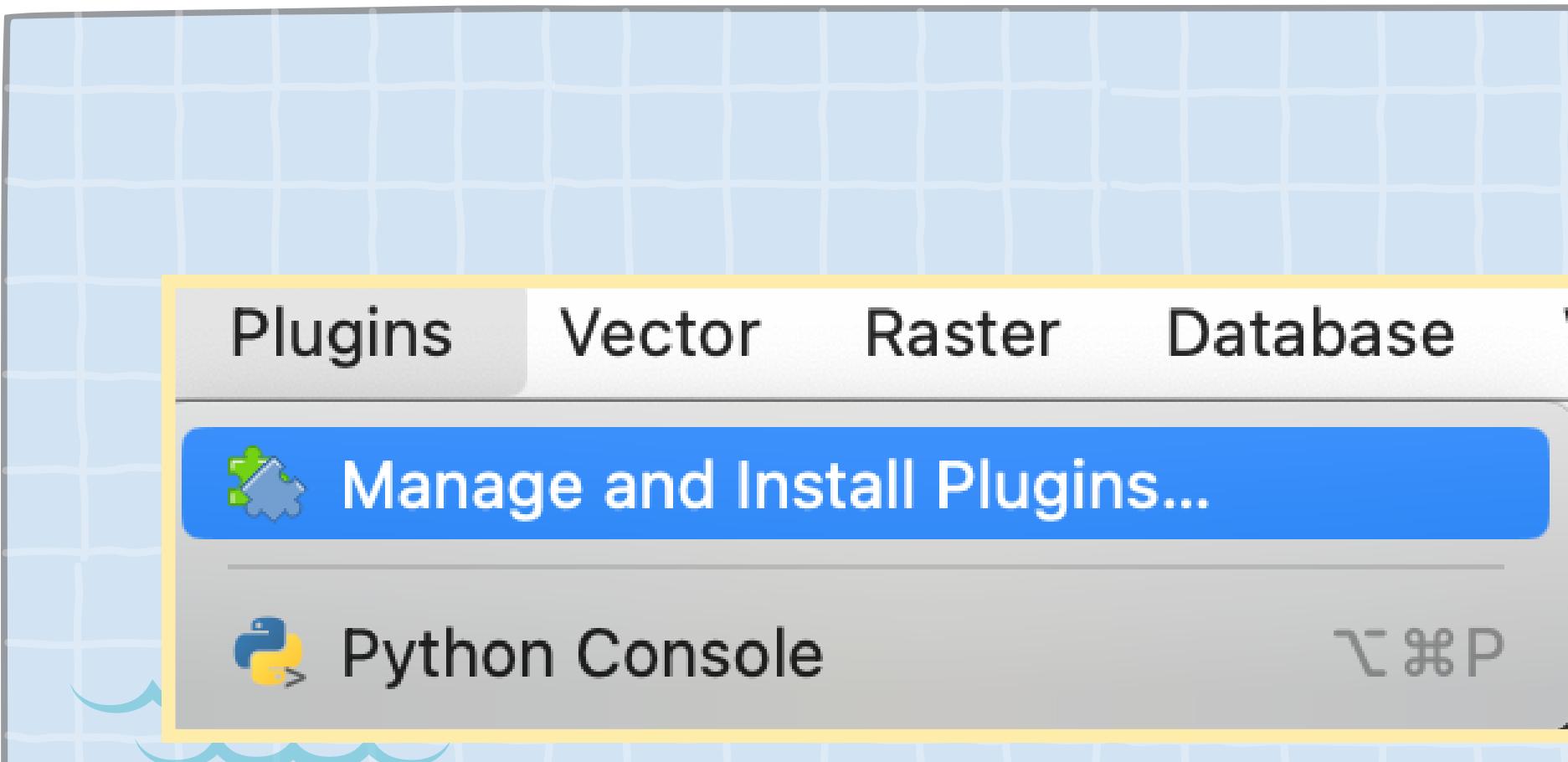
2

Open QGIS and save your project  
in the folder you have just  
created

3

Pro Tip: You can use the help bar  
at the top of the page to search  
for tools

# START WITH A BASEMAP

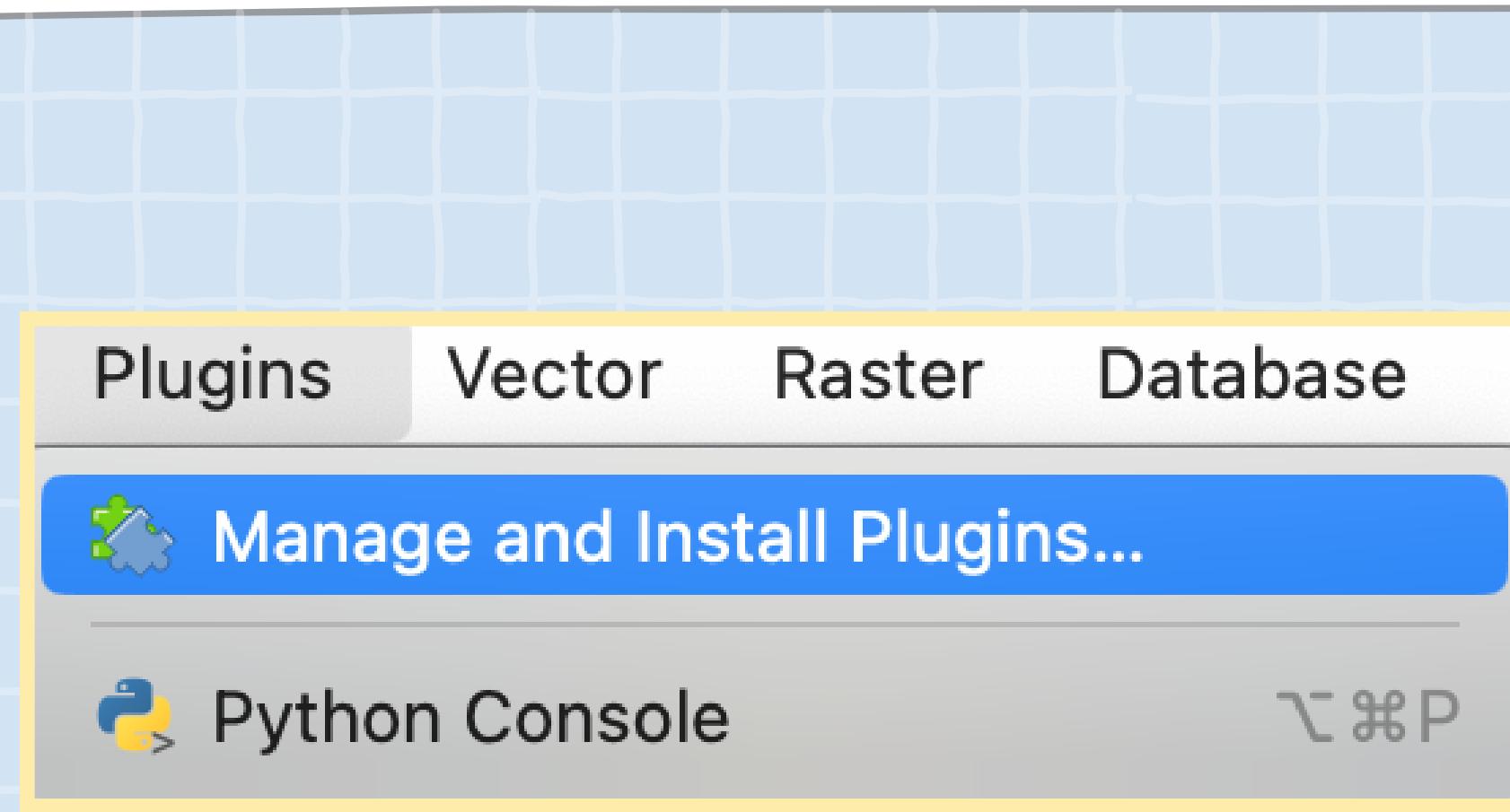


# Install QuickMapServices Plugin

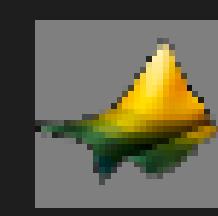
# Load a basemap of your choice to your map



# INSTALLING THE DEM DOWNLOADER



# Install Opentopography DEM Downloader Plugin



# OpenTopography DEM Downloader

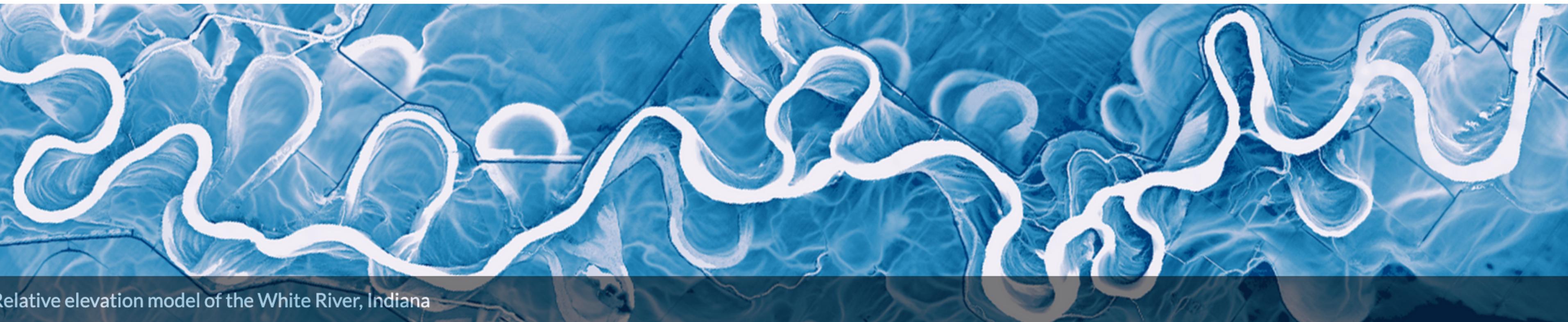
# REQUESTING AN API KEY

a

Go to OpenTopography  
<https://portal.opentopography.org/login> and make account

b

Request and copy API key



## Latest News

### OpenTopography Awarded 2023 AGU Open Science Recognition Prize

Oct 3, 2023

OpenTopography, a National Science Foundation (NSF)-funded data facility operated collaboratively between the [San Diego Supercomputer Center](#) (SDSC) at University of California San Diego,...

### Recent New and Updated LINZ Datasets

[Request an API Key](#)

#### Latest Datasets:

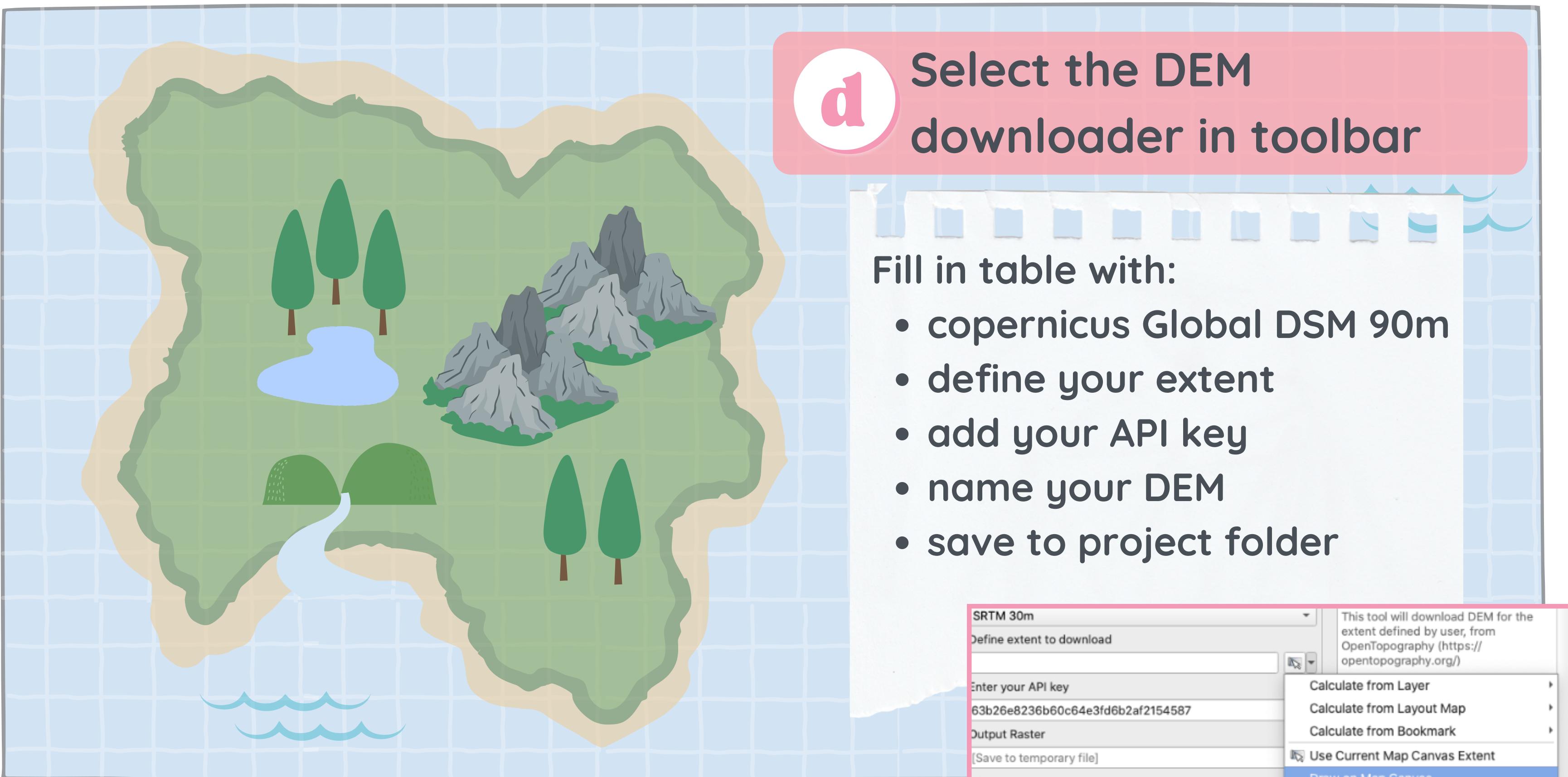
[Manawatu - Whanganui, New Zealand](#)

2022-2023

[Central Otago, Otago, New Zealand](#)

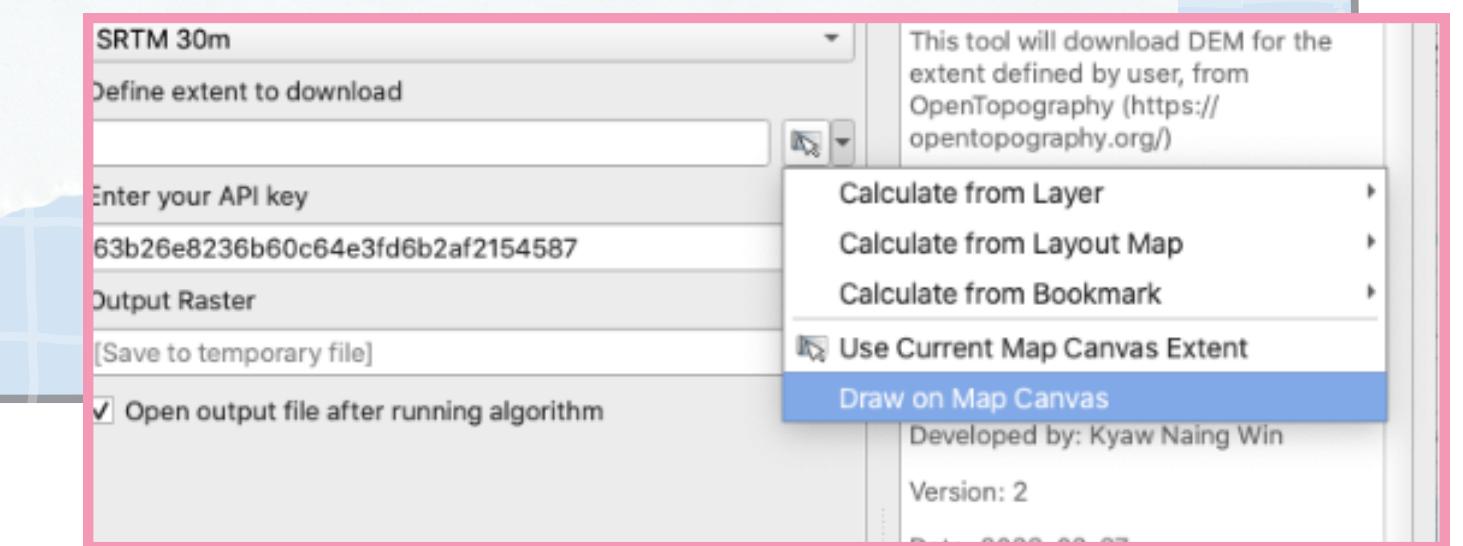
2022-2023

[Central Otago, Otago, New Zealand](#)

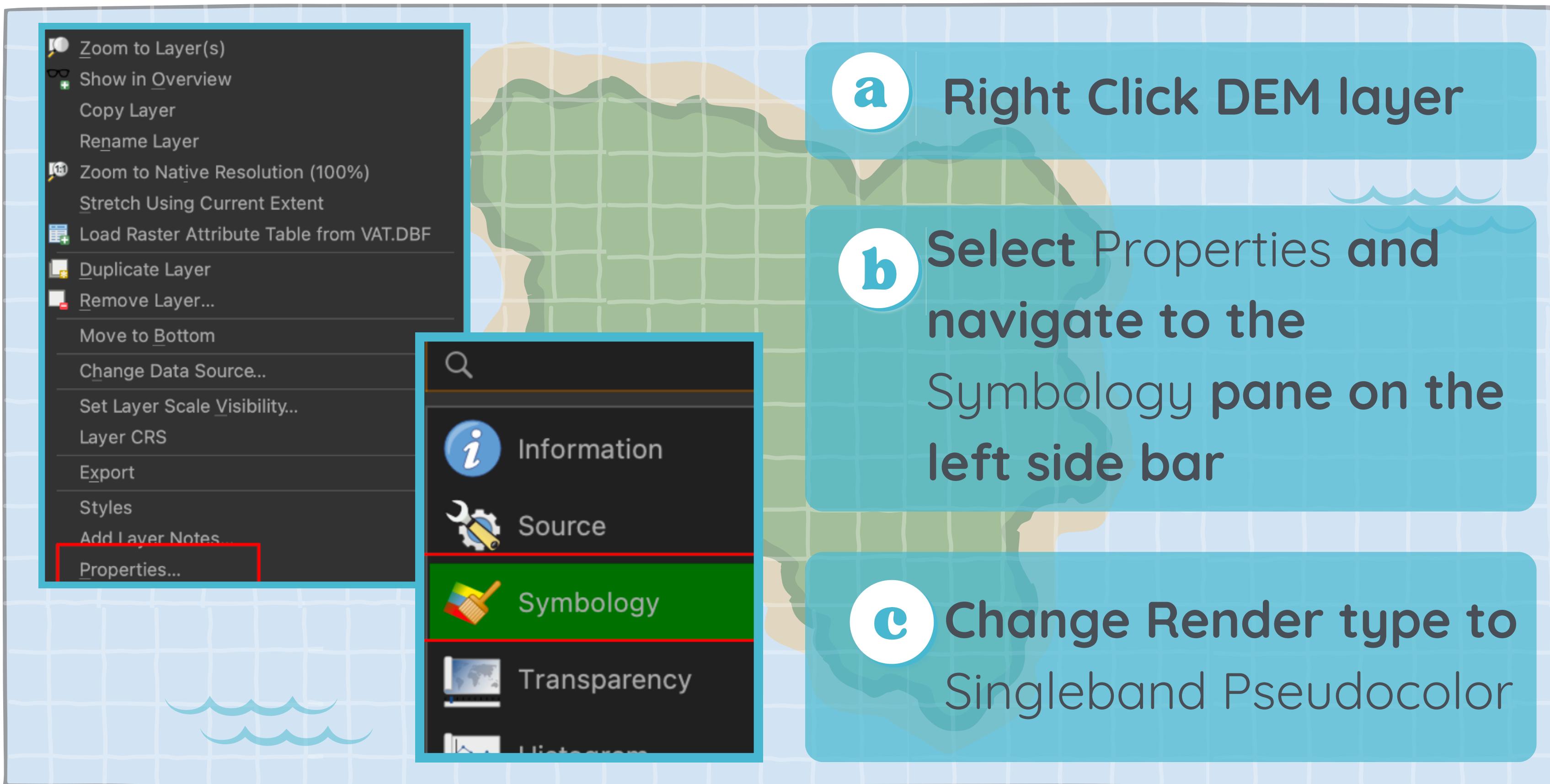


Fill in table with:

- copernicus Global DSM 90m
- define your extent
- add your API key
- name your DEM
- save to project folder



# FLOOD YOUR WORLD

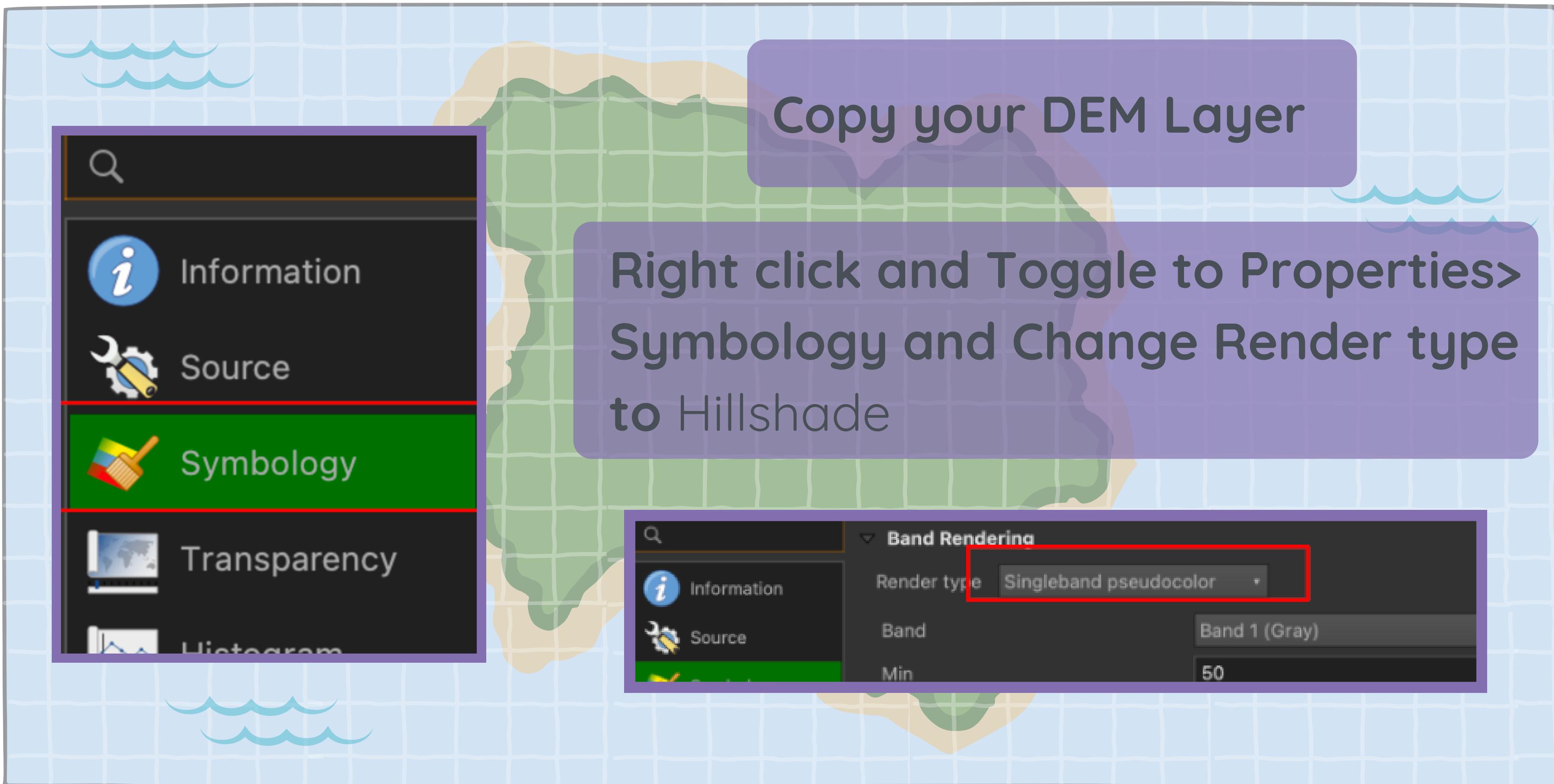


The screenshot shows the QGIS Symbology settings dialog for a raster layer. The 'Band Rendering' tab is selected. The 'Render type' dropdown is set to 'Singleband pseudocolor', which is highlighted with a red box. The 'Band' dropdown is set to 'Band 1 (Gray)'. The 'Min' value is 50 and the 'Max' value is 705.8510742. Under 'Min / Max Value Settings', there is a 'Color ramp' section with a color bar showing a gradient from blue to orange. A red box highlights this color bar. Below it are 'Label unit suffix' and 'Label precision' fields. A table below lists values and their corresponding colors and labels:

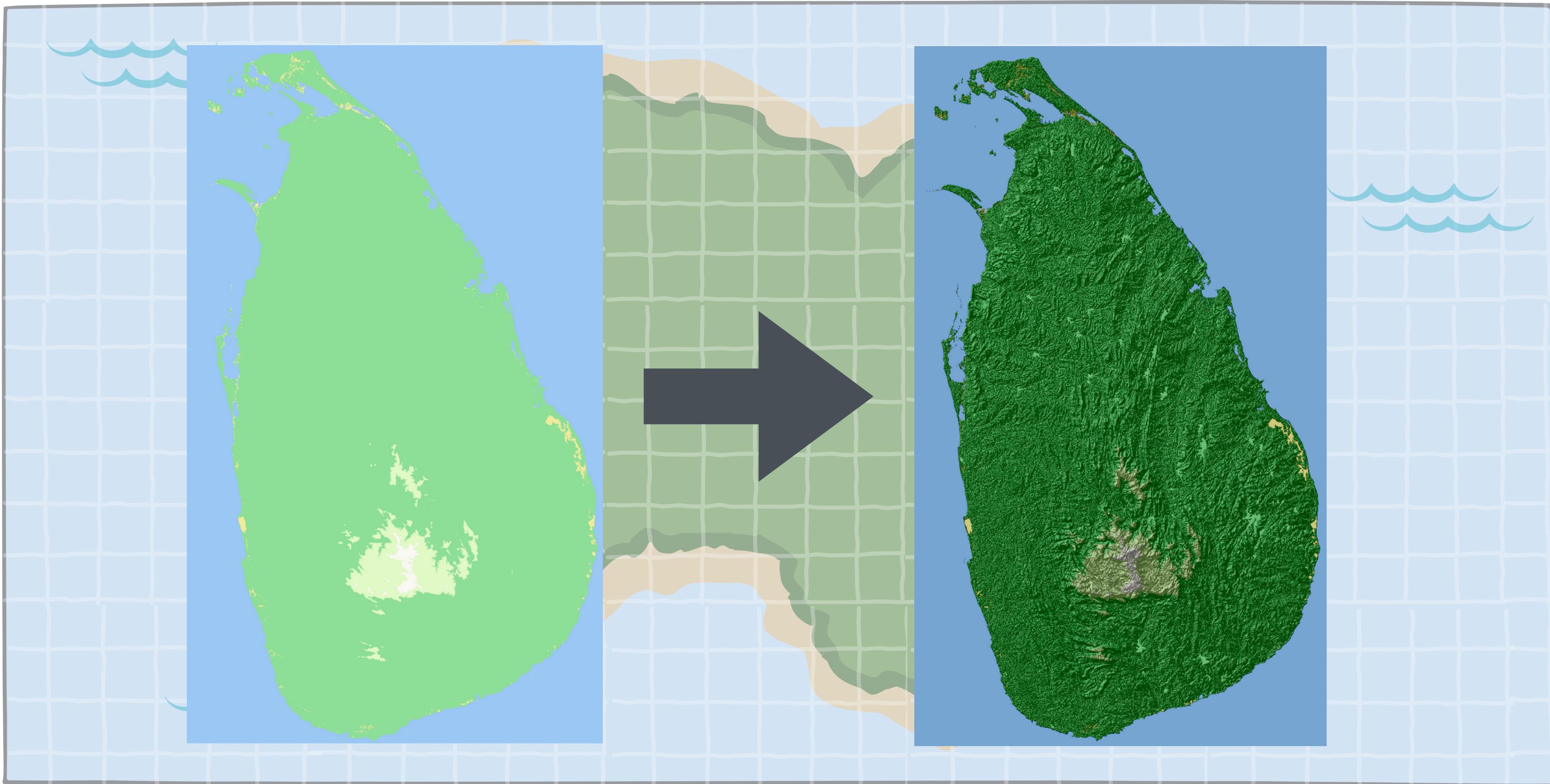
Value	Color	Label
50	Blue	50.0000
150.9001...	Light Blue	150.9002
227.3635...	Cyan	227.3636
278.6019...	Light Cyan	278.6019
344.0293...	Teal	344.0294
448.8709...	Yellow-Green	448.8710

A large callout bubble with a teal background and white text provides instructions: 'Click on the colour ramp and change the Type to Discrete. Mode to Quantile. Make 2 classes. We want to pick 2 colours representing the land and water.'

# ADDING HILLSHADE



# ADDING HILLSHADE



# GOING FURTHER

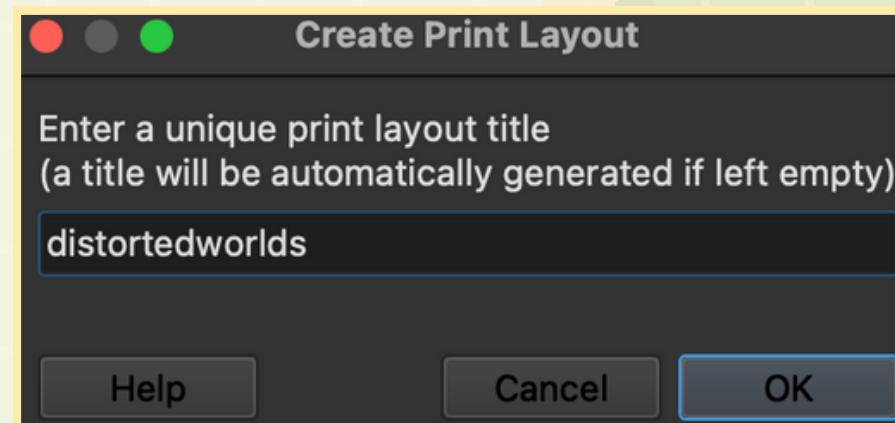


For those of you who have previous GIS experience, challenge yourself to use other geographic transformations to distort your world! (hint, running a watershed model could look really cool)

# MAKE YOUR MAP LAYOUT

a

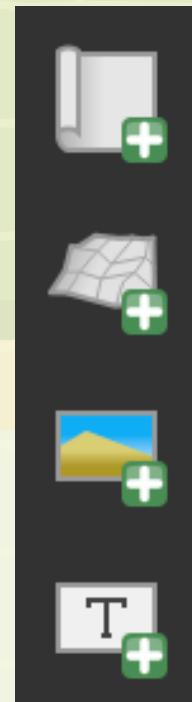
## Add a New Layout



b

## Add:

- Map
- North Arrow
- Symbols
- Labels



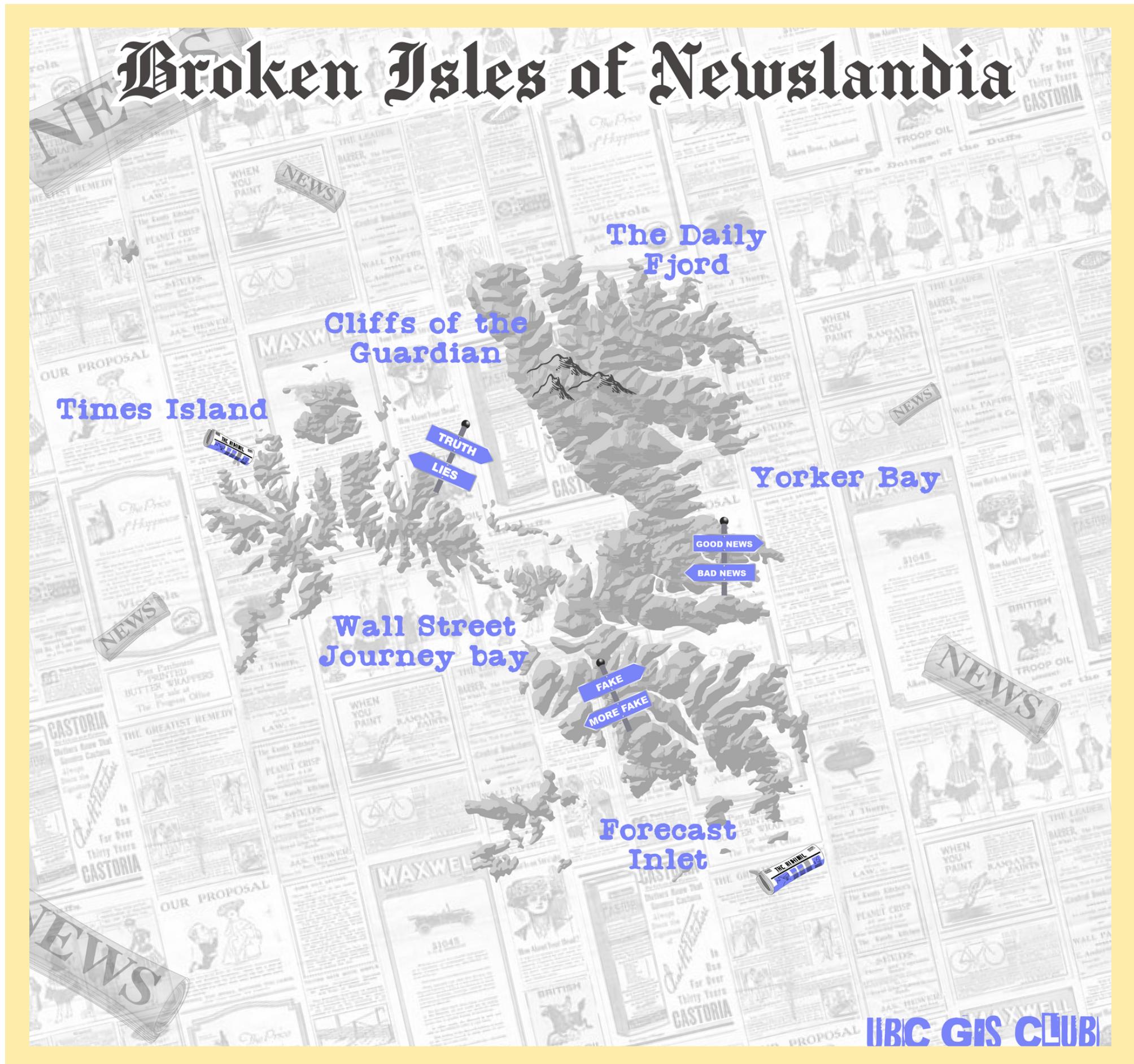
ELKLANDIA

CITY OF MEGAN

ROLLING HILLS



# EXAMPLE



# DESIGN RESOURCES

## FONTS

- <https://www.1001fonts.com/>
- <https://fonts.google.com/>
- <https://www.dafont.com/>

## IMAGES/ICONS

- <https://publicdomainvectors.org/en/>
- [https://www.flaticon.com/free-icon/placeholder\\_684809?term=map&page=1&position=4&origin=search&related\\_id=684809](https://www.flaticon.com/free-icon/placeholder_684809?term=map&page=1&position=4&origin=search&related_id=684809) (download PNG for free with attribution)
- <https://adventuresinmapping.com/2018/09/10/middle-earth-map-style/>

# EXPORT YOUR CREATION



**\*if you would like to design your world in Adobe Illustrator or another graphic design software export your layout as a PNG file  
layout > export as image > export as PNG**