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Due: 3/13/2017 (Monday in spring break's week)

## **Lab 5 Acquiring Digital Elevation Models (DEMs) and census data**

**What you need to turn in: Three maps described in the lab document.**

### **1. DEMs**

Digital elevation models represent raster depictions of elevation. The USGS maintains digital elevation data at a variety of spatial resolutions. The most common for environmental GIS uses are:

1 degree (1:250,000 scale, 3 arc sec ~90m resolution)

7.5 minute (1:24,000 scale, 1 arc sec 30m resolution)

There is also a newer data set. Much of the contiguous US is now covered by 7.5 minute (1:24,000 scale) data at 1/3 arc sec (10m) resolution. There is also a 3m (1/9 arc sec) resolution product at the 1:24,000 scale being created. This does not currently cover much of the United States.

This data is now available through the national map portal, along with many other USGS products.

### **Download 24k 30m resolution DEM data**

You will download the National Elevation Data (NED). Go to the following link:

**<https://viewer.nationalmap.gov/launch/>**.

From this web page, go to **'Download GIS Data'**. This brings up an interactive browser. You will download the 30m (1'') data for Jackson county of Mississippi.

On the left panel, click **'Elevation Products (3DEP)'** (For more information on this product, see [https://nationalmap.gov/3dep\\_prodserv.html](https://nationalmap.gov/3dep_prodserv.html)), then click **'1 arc-second DEM'**.

On the right panel, select the **'Coordinates'** button. In the menu that comes up, enter the boundary coordinates of Jackson county: 30.31°N to 30.70°N, -88.90°W to -88.44°W. Then hit **'Draw AOI'** button. You will see the map is zoomed into the Jackson County area. click **'Show Availability'**. Then click **'Find Products'**, and you will see one product on the left panel. Click **'Download'**. The data as a zip file will be downloaded to your hard drive.

This grid is in geographic, NAD83 coordinates. You will need to **'project'** your data from geographic to UTM 16N NAD83 using "Project Raster" under "Data Management Tool" in ArcToolbox. Be sure to set the cell size to **30 m** in the output.

Create a hillshade of the Jackson county 30m DEM. This can be done in ArcToolbox in the Spatial Analyst>Surface tools. You can accept the defaults. This tool gives the effect of 3D by

modeling illumination from the sun, the light and dark our eyes then interpret as 3D. Note that you can control the position of the sun, both in altitude and azimuth. This means you could model any given day of the year. You also can exaggerate the vertical elevation with the z – factor.

**Print the DEM and hillshade maps. Do not forget the main map components.**

## **2. National Wetlands Inventory**

Download wetland data for Pascagoula River Basin in Mississippi from

<https://www.fws.gov/wetlands/data/data-download.html>

On the webpage, select ‘Wetlands Mapper’ to download data by watershed. Then select ‘Wetland Mapper V2’. Accept the terms and conditions. Zoom in to the southern Mississippi by clicking the approximate locations a few times until you see city names. Click ‘Get Data’ on the upper right, select the tab ‘By Watershed’, and click ‘Select Watershed’. Then you will see the watershed boundaries in red. Click to select the one with the city of Pascagoula in it. Then the boundary of the Pascagoula Watershed becomes yellow. Click “HUC 03170006” in “Download Data” to download data. The data will be saved to your hard drive.

We’ll now assign a new column to identify general wetland types, based on recurrent selections.

Create an ArcMap project, and add the shapefile *HU8\_03170006\_Wetlands*. Right click on *HU8\_03170006\_Wetlands* in the Table Of Contents (TOC), and left click on **Open Attribute Table**. The field, or item, named “Attribute” contains the wetland classification used by the US Fish and Wildlife Service. A complete list is found at the end of this lab exercise.

Close the table. Open the **Properties > Symbolology** tab for the wetlands data. Select **Categories – Unique values** for the symbology type in the box on the left labeled “Show”. And left click on **Apply and OK**.

For simplicity, we will aggregate wetland classes to a few main categories. Readers can only distinguish a limited number of colors or shades on a map. We will reclassify the detailed classes into five groups, aggregating the detailed wetland types into their “parent” categories.

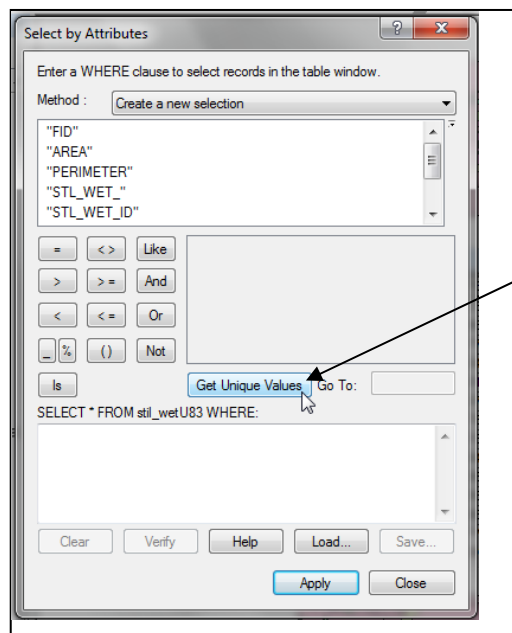
Note that there are several numbers and letters together in a string in the wetland type column, e.g., L1UBHh. These give the wetland System-Subsystem-Class-Subclass and any modifiers, as described in the key at the back of this lab.

The first letter is for the system (L=Lacustrine, P=Palustrine, etc.), the second is for the subsystem (defined for each system) the third is for Class, etc. Your job is to add a system/subsystem column, with appropriate designators for each record. There are many ways to do this; we’ll do this by modifying the tables.

The basic steps are 1) add a new field (also called a new item or column), 2) select the appropriate records, and 3) assign appropriate values to the new field for these selected records, 4) repeat steps 2 and 3 until all records are processed.

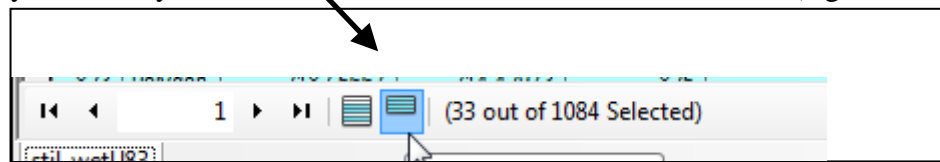
First, we'll add a field.

- Open the attribute table and select the **Table Options** in the upper left of the window, then left click on **Add Field**.
- Add a field with a name you can remember, something like "reclassified". Make sure your new field has a "Text" type, length 10. Other wise you will be restricted to only using numbers in your new field. Narrow the columns or expand the window to the right and look at your new field. You have created an additional column at the end of the table.
- Left click on **Select by Attribute** icon.



To display the actual values with in a field (such as 'attribute'), left click to highlight the item, then left click on the Get Unique Values button. This will allow you to pick your selection values from a complete list of

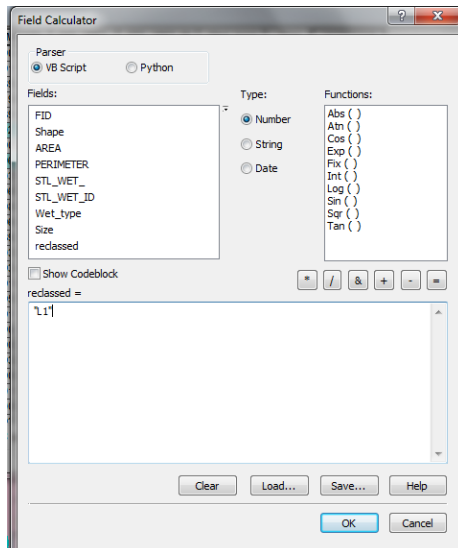
Now we need to select the records to reclassify. You build a series of expression from the variables and operators shown in the "Select by Attributes window" shown above. Note that you'll always want to **double click** on the Fields and Values (e.g. reclassified and L1UBHhx) you



able-left click the field middle, and then double-click to select all string work in that the string

values are ranked in alphabetical order, as an ordinal ranking, with uppercase listed before lower case. The expression "ATTRIBUTE" <= 'L1UBHhx' selects all the polygons in the system/subsystem L1. If you don't have a correct expression, a syntax error window may pop up. If so, clear the expression and try again. To convince yourself that this operation selected the

records you want, click on the icon of **Zoom to Selected**. This displays only the selected records. Verify your selection only contains records beginning with L1.



Now repeat the process for the next group of items (those with “Wet\_type” fields starting with “L2”). This is a bit trickier because it is a compound selection, so we’ll have to use the AND operation in building our formula. The example for “L2” is shown in the figure to right.

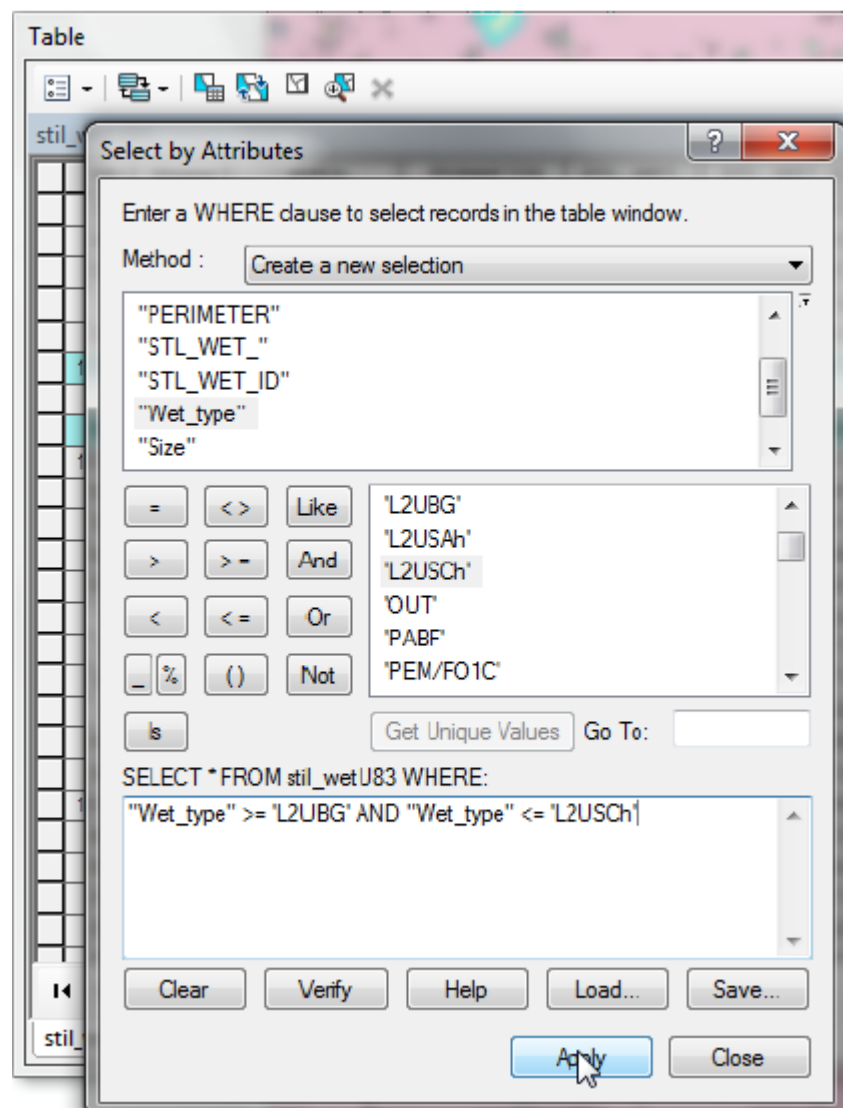
Assign the value “L2” to the Reclassed field, using **Field Calculator** as described above.

Repeat this selection/assignment until Reclassed values have been assigned for each record (five categories, L1, L2, P, U, and OUT).

Next change your legend display item (TOC,

**Properties→Symbology**) to your new Reclassed field. Finally, change the legend symbols used for the Reclassed field to colors and patterns that will display nicely. **Properties→Symbology** can also be used to add more descriptive legend labels.

Then, revert back to **Show All** records. Right click on the “Reclassified” column, and left click on the **Field Calculator** in the dropdown menu. Type “L1” in the open space shown in the figure on the left. **Click OK**. If records are selected, the assignment only occurs for these selected records. Verify that “L1” appears for only the selected records.



**Produce a map of the wetland data.** Use your system/subsystem categories for the legend. Color the upland (U) and OUT polygons white and the others as appropriate to distinguish among them. Remember to include a scale bar (coverage units are meters), North arrow, name, title, description, legend, and a descriptive name to the legend heading.

# WETLANDS AND DEEPWATER HABITATS CLASSIFICATION

Wetlands codes are typically a string of characters, each corresponding to an attribute in a hierarchy. For example, a wetland might be labeled L1UBG, indicating it is a Lacustrine (System, see below), Limnetic (Subsystem), Unconsolidated Bottom(Class), which is intermitte: exposed (modifier G in L1UBG, see modifiers at end of this list). There are at least two shortened designators which may appear on wetlands maps,

U = Uplands, and

OUT = out of the mapped area

Below is the hierarchy.

SYSTEM	SUBSYSTEM	CLASS	SUBCLASS
L=LACUSTRINE----	-- 1=LIMNETIC----	- RB=Rock Bottom	1=Bedrock 2=Rubble
		- UB=Unconsolidated Bottom	1=Cobble-Gravel 2=Sand 3=Mud 4=Organic
		- AB=Aquatic Bed	1=Algal 2=Aquatic Moss 3=Rooted Vascular 4=Floating Vascular 5=Unknown Submergent 6=Unknown Surface
		- OW=Open Water/Unknown Bottom (used on older maps)	
	-- 2=LITTORAL----	- RB=Rock Bottom	1=Bedrock 2=Rubble
		- UB=Unconsolidated Bottom	1=Cobble-Gravel 2=Sand 3=Mud 4=Organic
		- AB=Aquatic Bed	1=Algal 2=Aquatic Moss 3=Rooted Vascular 4=Floating Vascular 5=Unknown Submergent 6=Unknown Surface
		- RS=Rocky Shore	1=Bedrock 2=Rubble
		- US=Unconsolidated Shore	1=Cobble-Gravel 2=Sand 3=Mud 4=Organic 5=Vegetated
		- EM=Emergent	2=Nonpersistent
		- OW=Open Water/Unknown Bottom (used on older maps)	

SYSTEM	SUBSYSTEM	CLASS	SUBCLASS
		- RB=Rock Bottom	1=Bedrock 2=Rubble
		- UB=Unconsolidated Bottom	1=Cobble-Gravel 2=Sand 3=Mud 4=Organic
		- AB=Aquatic Bed	1=Algal 2=Aquatic Moss 3=Rooted Vascular 4=Floating Vascular 5=Unknown Submergent 6=Unknown Surface
		- US=Unconsolidated Shore	1=Cobble-Gravel 2=Sand 3=Mud 4=Organic 5=Vegetated
		- ML=Moss-Lichen	1=Moss 2=Lichen
P=PALUSTRINE-----		- EM=Emergent	1=Persistent 2=Nonpersistent
		- SS=Scrub-Shrub	1=Broad-Leaved Deciduous 2=Needle-Leaved Deciduous 3=Broad-Leaved Evergreen 4=Needle-Leaved Evergreen 5=Dead 6=Indeterminate Deciduous 7=Indeterminate Evergreen
		- FO=Forested	1=Broad-Leaved Deciduous 2=Needle-Leaved Deciduous 3=Broad-Leaved Evergreen 4=Needle-Leaved Evergreen 5=Dead 6=Indeterminate Deciduous 7=Indeterminate Evergreen
		- OW=Open Water/Unknown Bottom (used on older maps)	

SYSTEM	SUBSYSTEM	CLASS	SUBCLASS
		- RB=Rock Bottom	1=Bedrock 2=Rubble
		- UB=Unconsolidated Bottom	1=Cobble-Gravel 2=Sand 3=Mud 4=Organic
	--1=TIDAL-----		
		- *SB=Streambed	1=Bedrock 2=Rubble 3=Cobble-Gravel 4=Sand 5=Mud 6=Organic 7=Vegetated
	--2=LOWER PERENNIAL----		
R=RIVERINE-----	--3=UPPER PERENNIAL----	- AB=Aquatic Bed	1=Algal 2=Aquatic Moss 3=Rooted Vascular 4=Floating Vascular 5=Unknown Submergent 6=Unknown Surface
	--4=INTERMITTENT-		
		- RS=Rocky Shore	1=Bedrock 2=Rubble
		- US=Unconsolidated Shore	1=Cobble-Gravel 2=Sand 3=Mud 4=Organic 5=Vegetated
	--5=UNKNOWN PERENNIAL---- (used on older maps)		
		- **EM=Emergent	2=Nonpersistent
		- OW=Open Water/Unknown Bottom (used on older maps)	
		- *STREAMBED is limited to TIDAL and INTERMITTENT SUBSYSTEMS, and comprises the only CLASS in the INTERMITTENT SUBSYSTEM.	
		- **EMERGENT is limited to TIDAL and LOWER PERENNIAL SUBSYSTEMS.	



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MODIFIERS

|- A=Temporarily Flooded
|- B=Saturated
|- C=Seasonally Flooded
|- D=Seasonally Flooded/Well Drained
|- E=Seasonally Flooded/Saturated
|- F=Semipermanently Flooded
|--Non-Tidal-----|- G=Intermittently Exposed
|- H=Permanently Flooded
|- J=Intermittently Flooded
|- K=Artificially Flooded
|- W=Intermittently Flooded/Temporary (used on
                                older maps)
|- Y=Saturated/Semipermanent/Seasonal (used on
                                older maps)
|- Z=Intermittently Exposed/Permanent (used on
                                older maps)
WATER REGIME----|- U=Unknown

|- K=Artificially Flooded
|- L=Subtidal
|- M=Irregularly Exposed
|--Tidal-----|- N=Regularly Flooded
|- P=Irregularly Flooded
|- *S=Temporary-Tidal
|- *R=Seasonal-Tidal
|- *T=Semipermanent-Tidal
|- *V=Permanent-Tidal
|- U=Unknown
|- *These water regimes are only used in
    tidally influenced, freshwater systems.

|- 1=Hyperhaline
|- 2=Euhaline
|--Coastal
|   Halinity-----|- 3=Mixohaline (Brackish)
|- 4=Polyhaline
|- 5=Mesohaline
|- 6=Oligohaline
|- 0=Fresh

WATER CHEMISTRY-|- 7=Hypersaline
|--Inland
|   Salinity-----|- 8=Eusaline
|- 9=Mixosaline
|- 0=Fresh

|--pH Modifiers    |- a=Acid
|   for all        |- t=Circumneutral
|   Fresh Water----|- i=Alkaline

SOIL-----|- g=Organic
|- n=Mineral

|- b=Beaver
|- d=Partially Drained/Ditched
SPECIAL MODIFIERS-----|- f=Farmed
|- h=Diked/Impounded
|- r=Artificial Substrate

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