# GIS Software and Digitization Basics

Training on Mapping with Drones

13<sup>th</sup> November 2019

Rajitha Athukorala







### Recap:

- During the past few days, you were taught on how to collect images from UAVs followed by the use of photogrammetry and GNSS ground control to produce map products.
- Next step in the process of using this information to solve real world problems and help decision making would be to integrate the information to a GIS.
- But how to do that?



## What is next?

#### GIS Software



















# RCIS







Runs on all major OS



Very active global community







## Representation of the real world



Vector

Raster

#### What is Digitization?



## Why Digitize?

#### Digitized maps can contain more information than just an image



Q Unitited - ArcMap	_	0	$\times$
File Edit View Bookmarks Insert Selection Geoprocessing Customize Windows Help			
[@Q_【】④ 詳語  全 ⇒   ◎ - □   ▶   ◎ / 回  ≦  離 逝 ゑ  回  ■ ] Eddor   ト ▶   / / / - 米  以   □ → × つ  ■ 因  図 ]			
Table Of Contents 4 ×			^
			*
			~
	706 1046 757 University	Unite	2
144	./90 1040./5/ Unknown	Units	

Basic interface in ArcMap

## Loading the UAV map product as the base





## Creating a new feature class



## Create a polygon vector file for buildings

New Feature Class X	New Feature Class X	New Feature Class X	New Feature Class X
Name: Buildings Alas: Buildings Type Type of features stored in this feature class: Polygon Features	Choose the coordinate system that will be used for XY coordinates in this data. Geographic coordinate systems use lattude and longitude coordinates on a spherical model of the earth's surface. Projected coordinates to a two-dimensional linear system. Transform lattude and longitude coordinates to a two-dimensional linear system. Transform lattude and longitude coordinates to a two-dimensional linear system. Transform lattude and longitude coordinates to a two-dimensional linear system. Transform lattude and longitude coordinates to a two-dimensional linear system. Transform lattude and longitude coordinates to a two-dimensional linear system. Transform lattude and longitude coordinate systems Transform lattude coordinate systems Transform lattude coordinate systems Transform lattude coordinate systems	Choose the coordinate system that will be used for XY coordinates in this data. Geographic coordinate systems use lattude and longitude coordinates on a spherical model of the earth's sufficiency of the earth's unit of the earth's sufficiency and linear system. Type here to search  Q Q Q Q Coordinate systems are an advected by the earth of the earth's sufficiency of the earth	Choose the coordinate system that will be used for XY coordinates in this data. Geographic coordinate systems use lattude and longitude coordinates on a spherical model of the earth's surface. Projected coordinate systems use a mathematical conversion to transform lattude and longitude coordinates to a two-dimensional linear system. Type here to search WGS 1966 WGS 1972 TBE WGS 1974 TG
Geometry Properties Coordinates include M values. Used to store route data. Coordinates include Z values. Used to store 30 data.	Current coordinate system: CCS_VWG5_1994 WKDD: 4252 Authority: EPSG Angular Unit: Degree (0.0174532925199433) Prime Meridian: CS=erwich (0.0) Datum: D_VKS_1984 Spheroid: VKS_1984	Image: Spheroid-based         Image: Spheroid-based <t< td=""><td>GCS WGS 1984 (G730)           Current coordnate system:           GCS WGS 1984 (WGS)           HOLD (J7452225199433)           Prime Merdian: Greenwich (0:0)           Datum: D, WGS 1984           Semmator Axis (53737.0</td></t<>	GCS WGS 1984 (G730)           Current coordnate system:           GCS WGS 1984 (WGS)           HOLD (J7452225199433)           Prime Merdian: Greenwich (0:0)           Datum: D, WGS 1984           Semmator Axis (53737.0
< Back Next > Cancel	Semiminor Avis: 6356752.314245179 Inverse Flattening: 298.257223563 < Back Next > Cancel	Semininor Axis: 635/32,314245179 Inverse Flattening: 298,257223563	Seminior Asis: 635752.314245179 Inverse Flattening: 298.257223563 < Back Next > Cancel
New Feature Class X XY Tolerance The XY tolerance is the minimum distance between coordinates before they are considered equal. The XY tolerance is used when evaluating relationships between features.	New Feature Class X Specify the database storage configuration. Configuration Keyword © Default	New Feature Class ×	Table Of Contents     4 ×       Image: Second secon
B000000003333158     Degree     Reset To Default About sostial reference properties	This option uses the default storage parameters for the new table /feature class. Use configuration keyword This option allows you to specify a configuration keyword which references the database storage parameters for the new		□ ☑ AIT_orthomap.tif RGB ■ Red: Band_1
Accept default resolution (recommended)	table feature class.	Click any field to see its properties.     V       Field Properties     Name       Allow NULL values     Yes       Default Value     Length	Green: Band_2 Blue: Band_3
< Back Next> Carcel	< Back Next > Cancel	Inport To add a new field, type the name into an empty row in the Field Name column, click in the Data Type column to choose the data type, then edit the Field Properties.	

## Lets start editing the buildings layer



	Name	Description	
i Buildings	Spatial reference does not match data frame.		
م٦	not show this dialog	unless there are errors that prevent start editing.	

Catalo Catalo	Annotation Groups	Extent Indicators	Frame	Size and Positi
General	Data Frame	Coordinate System	Illuminat	ion Grids
T - T	ype here to search	~ @	a -	*
	WGS 1984 WGS 1984 WGS 1984 WGS 1984 WGS 1984 WGS 1984 WGS 1984	4 UTM Zone 36N 4 UTM Zone 37N 4 UTM Zone 38N 4 UTM Zone 39N 4 UTM Zone 40N 4 UTM Zone 41N		^
	WGS 1984 WGS 1984 WGS 1984 WGS 1984	4 UTM Zone 42N 4 UTM Zone 43N 4 UTM Zone 44N		
Current coord	linate system:	LITM Zone 45M		•
WGS_1984_ WKID: 3264 Projection: T False_Eastin False_Northi Central_Mer Scale_Factoo Latitude_Of_ Linear Linit	UTM_Zone_44N 4 Authority: EPSG fransverse_Mercator ig: 500000.0 ing: 0.0 idian: 81.0 r: 0.9996 _Origin: 0.0 Meter (1 0)			^
				~
Transforma	ations			

## Lets start editing the buildings layer



## Now time to start drawing









## Repeat the same for the other buildings too

