

LECTURE – 04

**CREATING VECTOR DATA IN QGIS**

*Course Instructor:*

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# Content

- Creating Vector Dataset
- Creating New Shapefiles
- Adding Features in Vector Layer
- Adding Attributes in Vector Layer

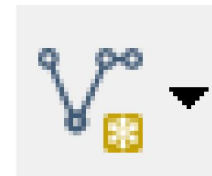
## Creating Vector Dataset

- The data that you use has to come from somewhere.
- For most common applications, the data exists already; but the more particular and specialized the project, the less likely it is that the data will already be available.
- In such cases vector dataset need to be created by the user.

# Creating New Shapefiles

## ■ Command Path:

- Layer > Create > New Shapefile Layer
- Shortcut: ctrl + shift + N
- Manage Layer Toolbar: New Shapefile Layer



## Creating New Shapefiles

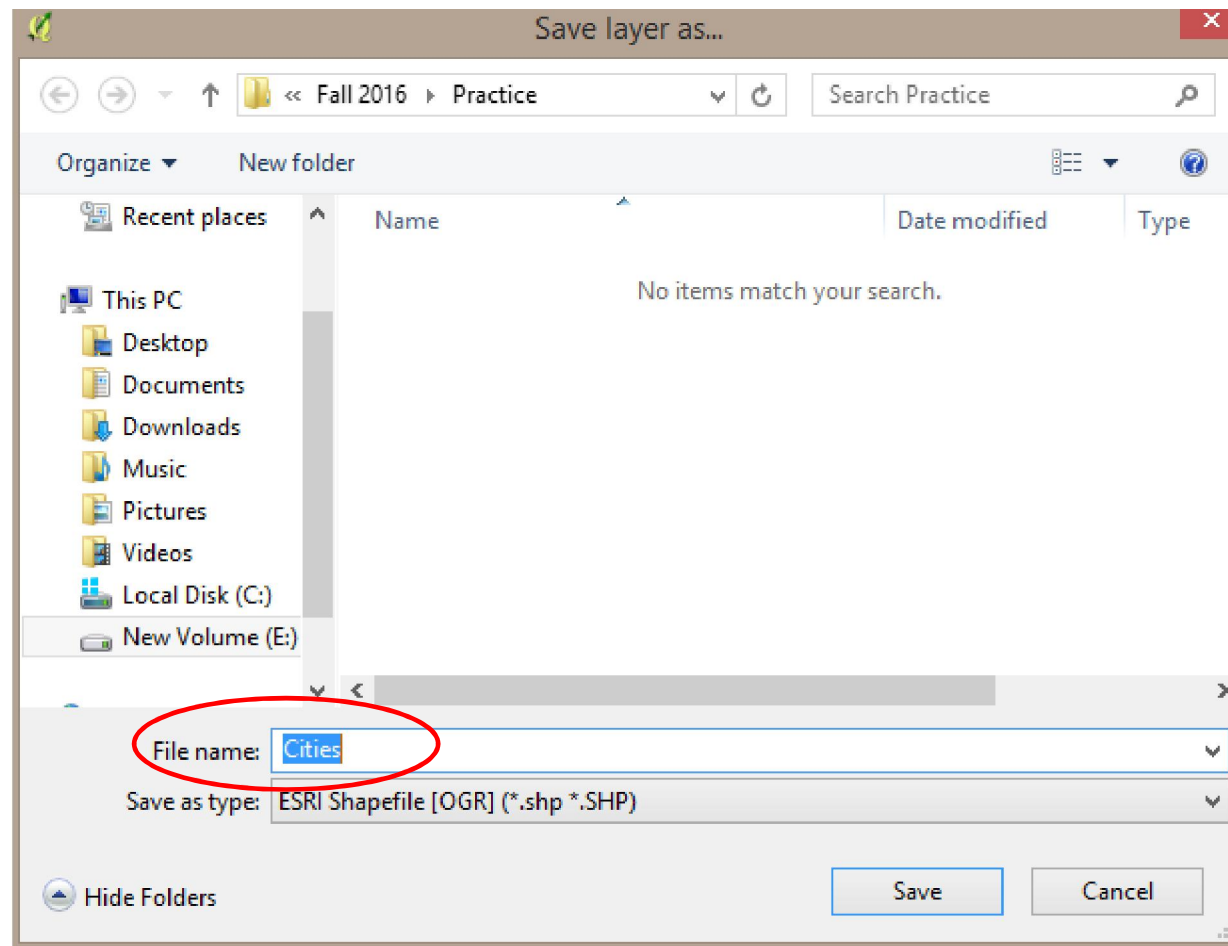
- After clicking **New Shapefile Layer**, the following dialogue box opens:
- Here you have option to create either **Point**, **Line** or **Polygon** Shapefile.
- After selecting **Type**, select **CRS** for the layer and click **OK**.

The dialog box 'New Shapefile Layer' contains the following elements:

- Type:** Radio buttons for Point (selected), Line, and Polygon. This section is circled in red.
- File encoding:** Dropdown menu set to UTF-8.
- Selected CRS:** Dropdown menu set to (EPSG:4326, WGS 84).
- New field:** Input fields for Name, Type (Text data), Length (80), and Precision. Includes an 'Add to fields list' button.
- Fields list:** A table with columns Name, Type, Length, and Precision. It contains one entry: 'id' (Integer, Length 10). Includes a 'Remove field' button.
- Buttons:** OK, Cancel, and Help.

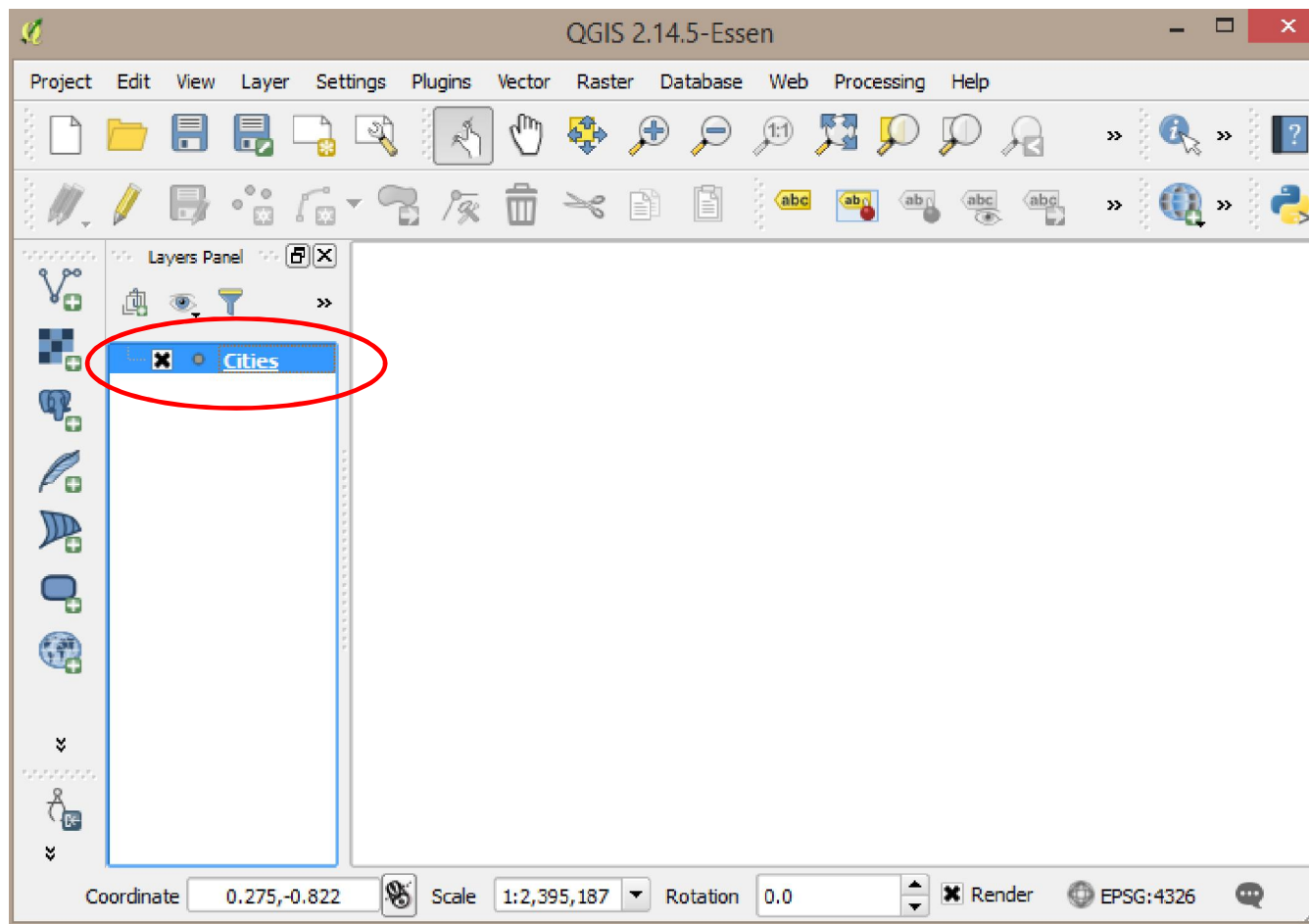
# Creating New Shapefiles

- Specify **File Name** for the layer and click **Save**.



# Creating New Shapefiles

- After saving, the layer name get displayed in the **Layer Panel**



## Adding Features in Vector Layer

- Now, we can add features in this layer and attributes for the features.
- For adding features in vector layer, first turn on Editing Mode by clicking **Toggle Editing** option in the **Digitizing Toolbar**.
- Now click on **Add Feature** option in the **Digitizing Toolbar**.



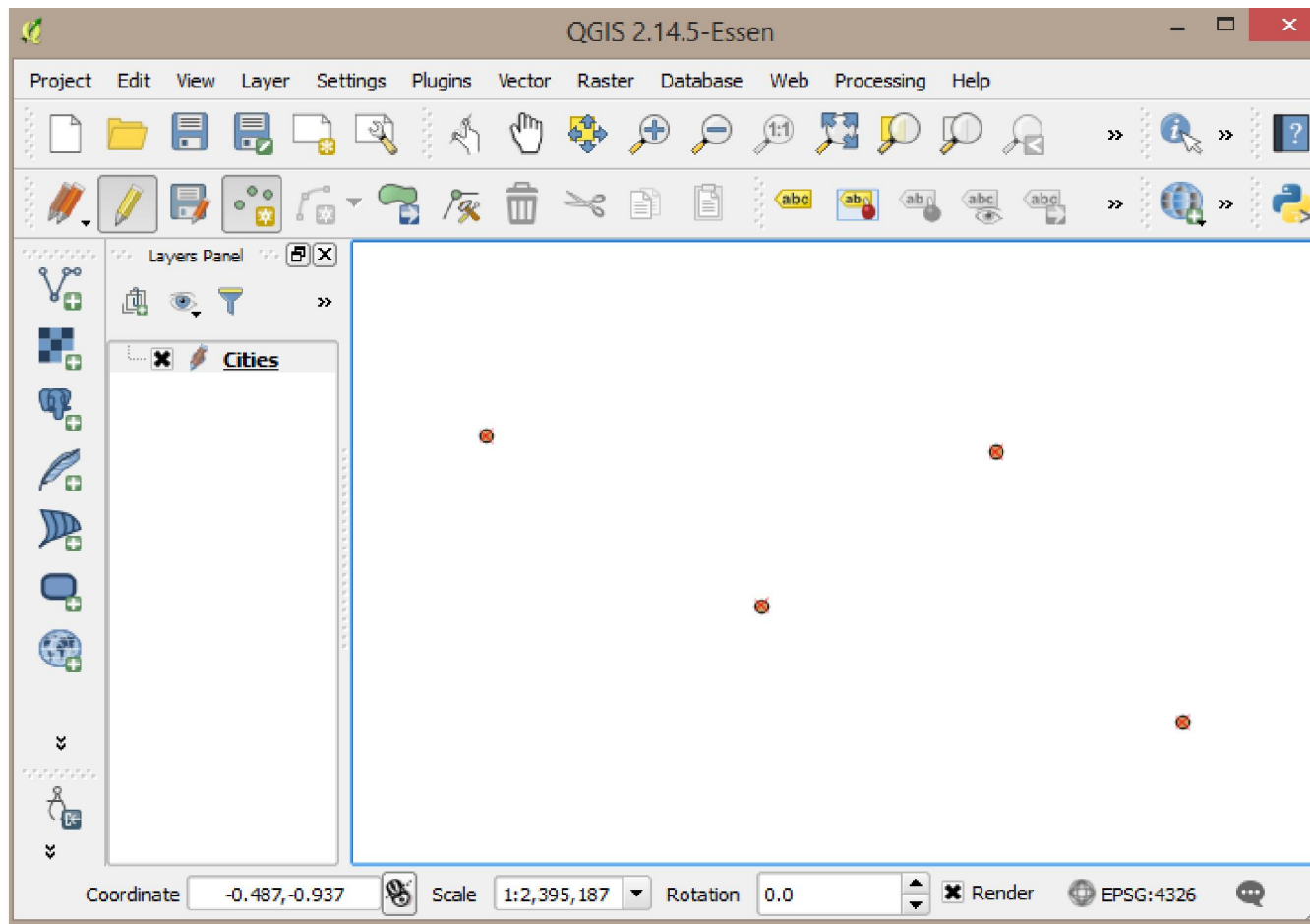
**Toggle Editing**

**Add Feature**



# Adding Features in Vector Layer

- Now add features in the Map Canvas for the layer.



# Adding Features in Vector Layer

- Some editing options in Digitizing Toolbar:



**Paste Feature(s):** paste a cut or copied feature

**Copy Feature(s):** copy the selected feature

**Cut Feature(s):** cut the selected feature

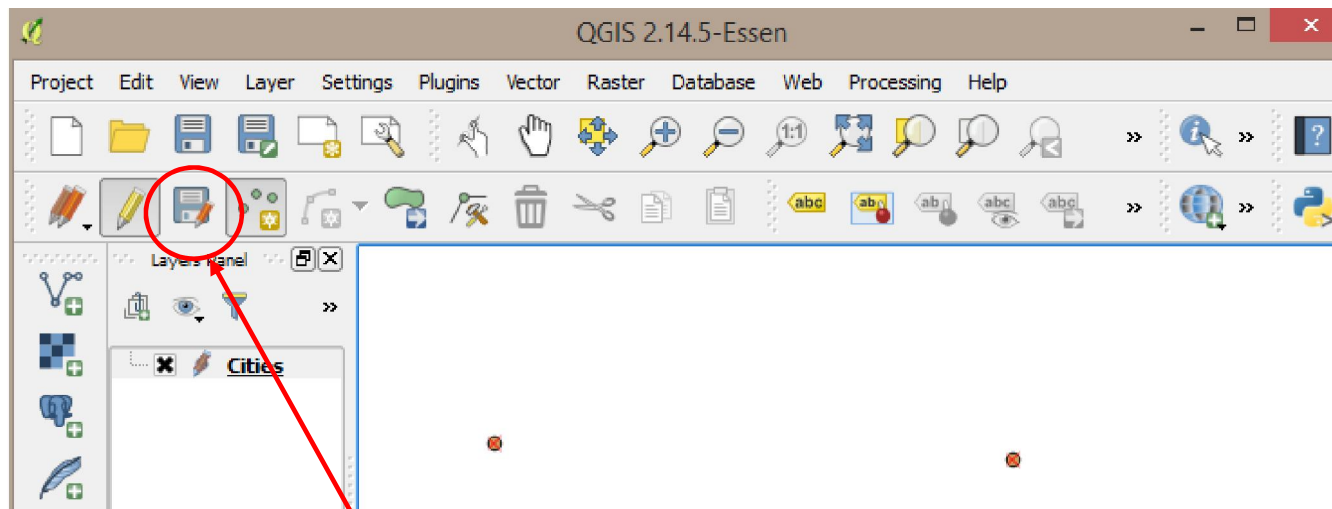
**Delete Selected:** delete the selected feature

**Node Tool:** move only one part of a feature

**Move Feature(s):** move an entire feature around

## Adding Features in Vector Layer

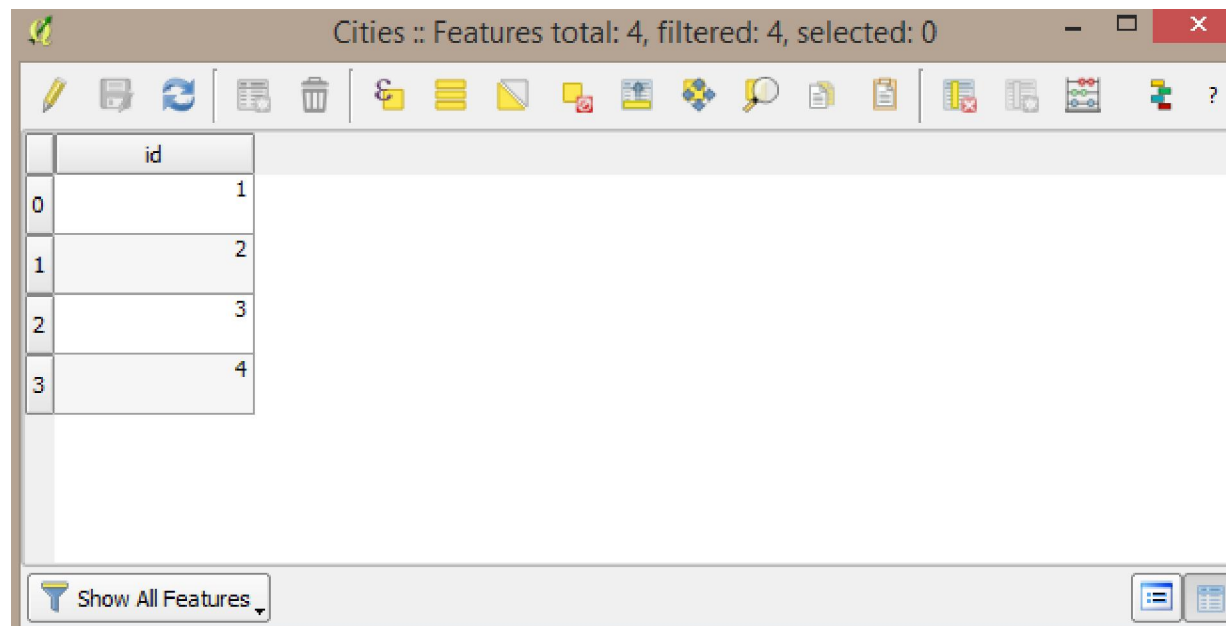
- After adding all features and doing necessary edits, click on **Save Edits** and then click on **Toggle Editing** to turn off editing mode.



**Save Edits**

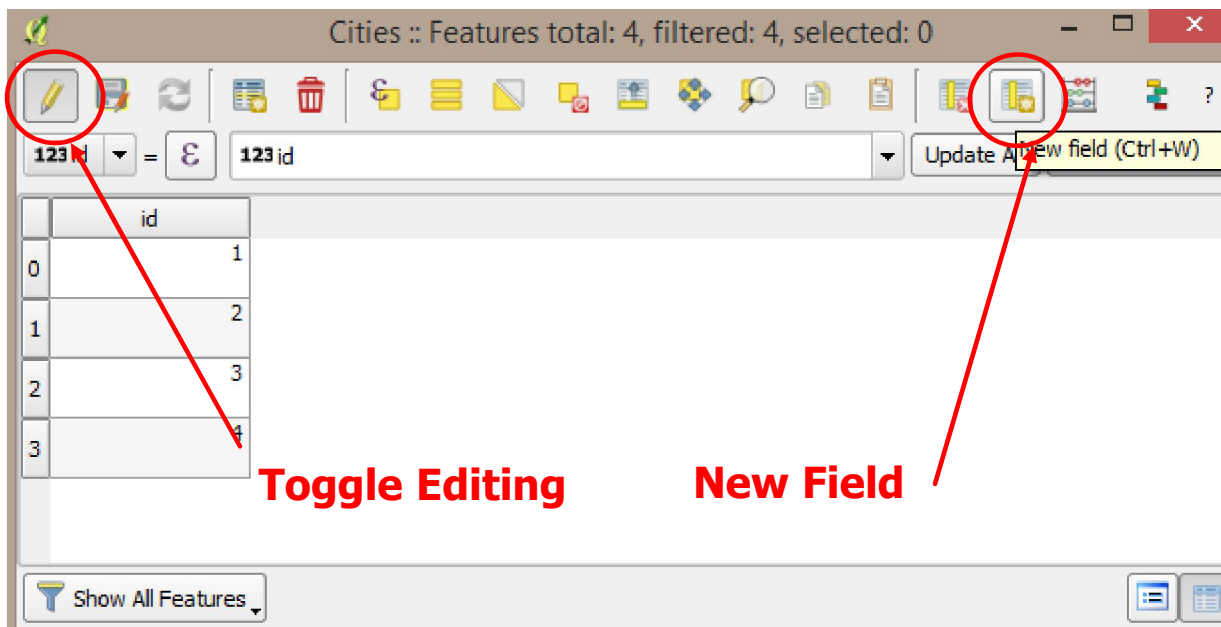
## Adding Attributes in Vector Layer

- Now that we have added features, we can go to **Attribute Table** of the layer to add attributes



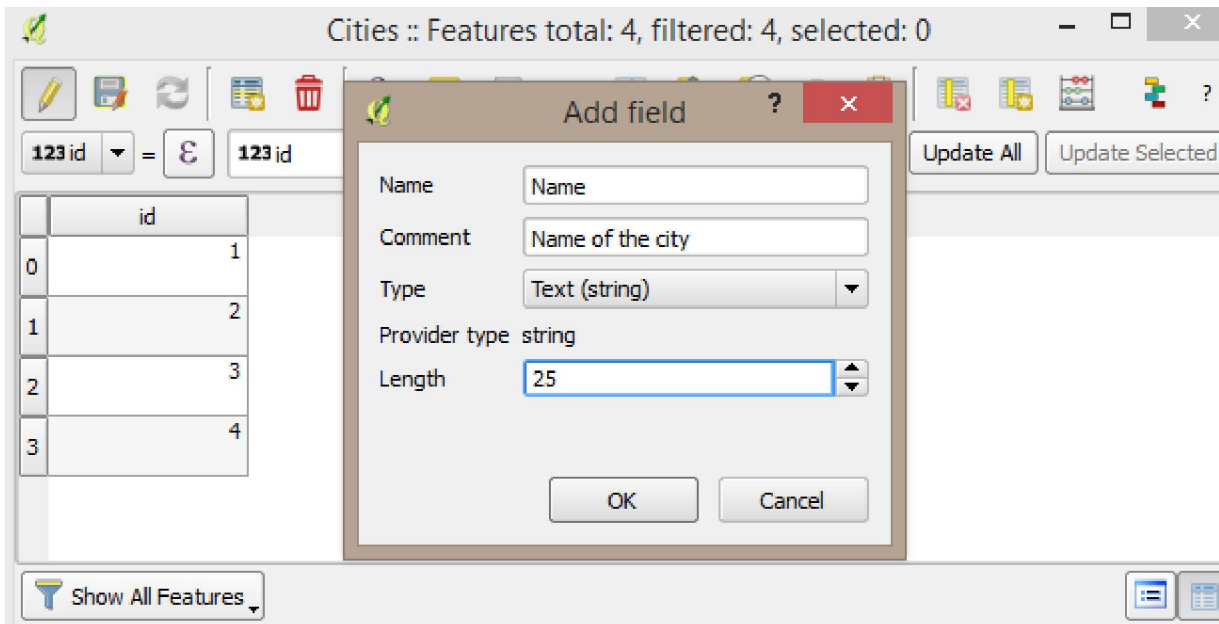
# Adding Attributes in Vector Layer

- Click on Toggle Editing and then click on New Field



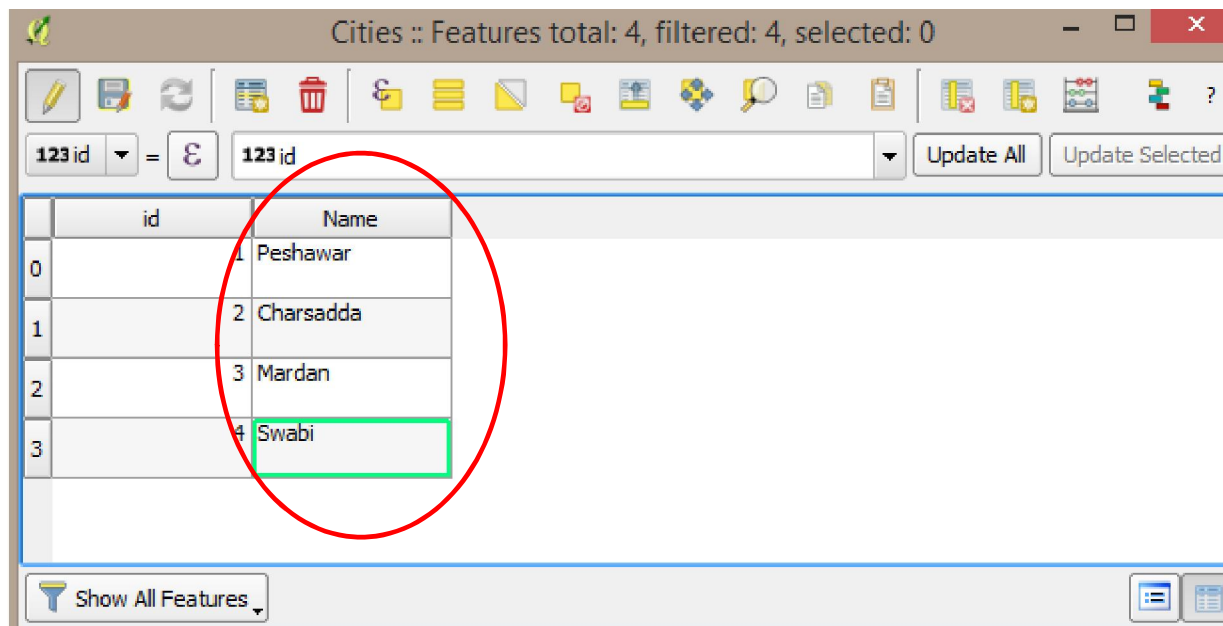
# Adding Attributes in Vector Layer

- Specify necessary data for defining field values.



## Adding Attributes in Vector Layer

- Add **field values**. Add more fields for defining more information about each feature in the layer and then click on **Save Edits** and turn off editing mode.



## Adding Attributes in Vector Layer

- Using the procedure specified in the previous slides, we can define **Line** and **Polygon** features and define attributes table based on our requirements.
- Features are usually added on a raster data which is already georeferenced (digitization process)
- Attributes values for each feature are collected based on data collected during surveys.



## References

- QGIS Training Manual