**Making base maps**

# Explanation: In the previous exercise units you got to know the various research methods of REDE SprachGIS. Before we create linguistic maps in SprachGIS, you will get to know the style editor and the drawing tool in this exercise unit. You will learn how to create a basic map and how to apply what you have learned in the previous exercises.

# Unit 5 – Introduction Drawing and Styling

Task: On the basis of Wiesinger's dialect classification map, draw a map showing Thuringian (Thüringisch) and East Faelic (Ostfälisch).

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| 1. | Select background map | Select the map "Wiesinger Dialect Division" as background map (top left; to be found at the three menu dashes). |
| 2. | Draw | Under “Select Tools”, open "Edit Map Elements" and select the 1st tab: "Drawing tools". Then click on the 3rd tab: "Draw polygon".  In the drawing layer, draw a polygon along the dialect border of East Faelic (Ostfälisch). Double click to finish the tool operation.  Then draw a polygon along the dialect boundary of Thuringian (Thüringisch).  Draw this loosely over the existing polygon. |
| 3. | Save | Save your drawn polygon by clicking on "Save as user map". Rename the layer to "Ostfälisch/Thüringisch". After successfully saving, remove the drawing layer to rule out accidentally working in this temporary layer. Then load your layer back into the layer manager via the "history" tool (Remember to save your work every now and then during the next steps, too!). |
| 4. | Intersect | Intersect the polygons by first selecting the roughly drawn polygon, then the more precisely drawn polygon (be sure to deactivate the Draw tab first). Select several polygons by holding down Alt and clicking on the respective polygon (see Operating aids). Then open the context menu by right-clicking.  (Attention! When right-clicking, the mouse must be on the more precisely drawn polygon.  Rule of thumb for the cut function: When right-clicking, the mouse must be on the polygon that is to be preserved).  Click on "Schnitt" under "Geometrical operations". A third polygon will appear (intersection of the previous two). Select this polygon and remove it. (Right-click > Context menu > Remove map element).  You will get two polygons that are neatly intersected. |
| 5. | Style | Under “Select Tools”, open "Edit Map Elements" and select the 3rd tab: "Style Editor". Change the fill of the polygons and also add labels. |

# Unit 6 – Basic map creation

# Task: create a rough base map that includes some survey locations of the RVN project. You will learn how to draw, style, and label map elements.

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| 1. | Create layer group | In the Layer Manager, click the plus icon and create a layer group named "RVN\_Project". In addition, create a new vector layer. Give the layer the name "RVN\_Locations". |
| 2. | Change background map | Change the background map (menu dashes, top left) to Open Street Maps (OSM Mapnik). |
| 3. | Load locations into the map | Select the "Search overall" and load the locations from your homework into the layer “RVN\_Locations”. To do this, enter the GID in the Search Term. (If you did not write down any locations from the last session, you can load the following places into the layer “RVN\_Locations”):  Themi (2024898)  Olorieni (2024964)  Nkoarisambu (2024891)  Ilkiding'a (2024947)  Poli (2024886)  Mwandeti (2024955)  Terrat (2024900)  Mateves (2024958)  Oljoro (2024959)  Ngarenanyuki (2024875)  Kikwe (2024883)  To do this, enter the location names in the search term.  Select all locations (e.g. via Ctrl+ A or "Select > Select All" in the context menu) and open the context menu by right-clicking. Check "Labels" under "Description" and click on "Confirm".  All locations will now be labeled with the location name. |
| 4. | create new layer | Create a new vector layer. Give the layer the name "RVN\_Polygone". |
| 5. | Load polygon into layer | Select the "Search overall" and load the polygons Arusha DC, Arusha MC and Meru DC into the layer “RVN\_Polygone“. To do this, enter either the GID or the place name in the Search Term. |
| 6. | Style | Style the polygon to your own taste (you can change filling, pattern, label). |
| 7. | Add to layer group | In the Layer Manager, click the three dots in the active layer “RVN\_Locations” and select the item "Add to Layer Group" in the drop-down menu. Select the layer group “RVN\_Project”.  Repeat this operation with the layer “RVN\_Polygone”. |

Homework:

Create a base map to Biharamulo DC.

First create a layer group "Biharamulo DC base map". Then create a new empty layer "Biharamulo DC". To do this, load the polygon Biharamulo DC (2023897) into your empty layer and start a perimeter search (40 km). To do this, click approximately in the center of the polygon “Biharamulo DC”. Load 10 places into a separate layer "Biharamulo DC Places". Add the separate layers into the layer group “Biharamulo DC base map”. Style your base map to your liking.