

Categorize, graduate and colorize

QGIS 2.4 - WINDOWS 7 - AUGUST 2014

Goal for this lesson:

In this lesson you will learn to categorize, graduate and change style and color of the data in attribute table. A thematic map can be visualized in many different ways. In this lesson a map will be categorized from 2 different fields and graduated with different values. So with data from one map, you are going to create tree thematic maps.

The steps are:

- Open project
- Look into attribute table
- Open Properties and change Style by Categorize •
- Save project •
- Duplicate layers •
- Filter and change Style by Categorize
- Preview •
- Open Properties and change Style by Graduate
- Save project

Data: agricultural field.shp if you have made Lesson 3. Else use AgriField2.zip Source: Markblok data from https://kortdata.fvm.dk/download/index.html (Translated and edited)

Start lesson

Click on Layers>Add vector layer Choose agricultural_field.shp

Open the attribute field Click on

You are going to colorize the polygons by values in the 'Category' field. Close the attribute table.

Categorize, classify and colorize

Double click on the layer name Click on the Tab Style

Click on 🔁 Single Symbol 💌 and choose 🔮 Categorized 💌

In Column choose Category Classify Click on

Classes for the values in the attribute table can be viewed.

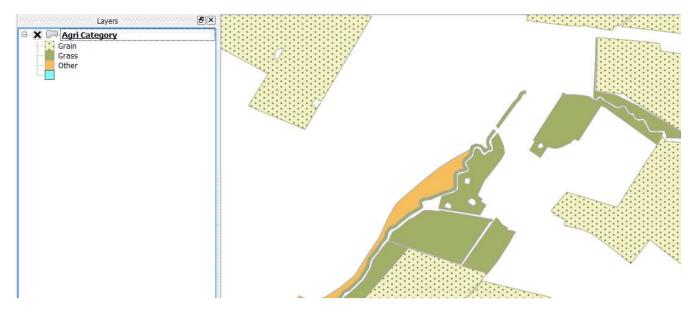
If you want more categories, you can add additional values by clicking Add and then double click in the empty Value field and type the new value.

You can change the color for each symbol by double clicking at the color. Change the 'grain' to dotted

Click on **OK**

🍕 Layer Properties - /	Agri Cate	egory S	Style			
General	Categorized 💌					
Style	Column	Categor	у			•
(abc) Labels	Symbol			Change		Colo
	Symbol	∇	Value	Label		
Fields			Grain Grass	Grain Grass		
Kendering			Other	Other		

Now you map has different colors and in the Layer a legend I displayed. Right Click on the layer name>Enable Show feature count



Save this work as a project Click on Project>Save



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3	
or ramp Random colors	▼ □ Invert

Duplicate layer

You are going to see the same layer, but categorized from another field. Make two duplicates Right click at the layer>Click on **Duplicate** Right click at the layer>Click on **Duplicate**

In the Layer window 3 layers are shown. Right click at the first layer> Click on **Rename** Write **Agri Category** Right click at the second layer layer> Click on **Rename** Write **Agri Crop Grass**

Right click at the third layer layer> Click on **Rename** Write **Agri Area Ha**

Filter, categorize, classify and colorize - again

Right click on the layer **Agri Cropp Grass** Click on **Filter** The Filter is only visible if the layer is in non-edit mode

In this part of the lesson you are going to make a filter, where only records containing Grass will be shown.

Double click on **CropName** click on **ILIKE** Write '%grass%' Click **OK**

See in the map how all the other crop-types are removed.

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rovider specific 1 "CropName" ILI							

Now categorize all grass - use a color ramp with Greens

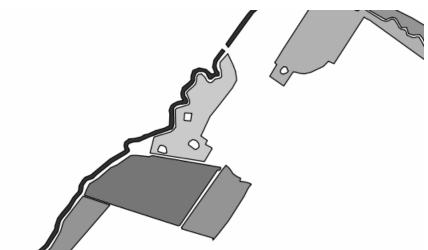
Double click on the layer **Agri Crop Grass** Click on the Tab **Style**

Click on Single Symbol
and choose Categorized
In Column choose CropName
In Color ramp choose Greens
Click on
Classify
Click on OK

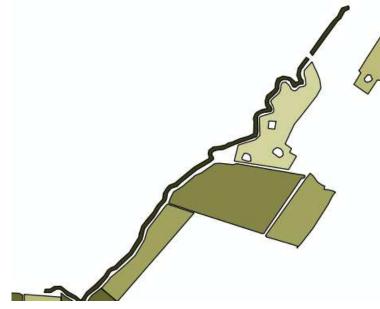
Preview

When a map is colorized, it is important to see how it would look like both in a print and a photocopy in grayscale. Another issue is colorblindness.

Click on View>Preview Mode>Photocopy



Click on View>Preview Mode>Simulate color blindness (protanope)





Graduate, classify and colorize In the last layer Agri Area Ha you are going to colorize by the area value.

Double click on Agri Area Ha

Click on 🔁 Single Symbol 💌 and choose 🔁 Graduated -

The values and labels have 4 decimals. In this example the values go from 0.06 to 39.180.

Equal intervals that are a default setting in QGIS are hard to follow. We will change that.

In Mode choose Pretty Breaks Try to change Classes

It would make more sense to change the labels to a whole number 0-10, 10-20 ect. Edit by simply double clicking on the number and deleting appropriate number of zeros.

🥰 Layer Properties - /	Agri Area H	a Style					8	×
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(abc) Labels	Color ramp	Reds	•	📃 Invert		Mode	Pretty Breaks	•
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Click on OK

Save the project!