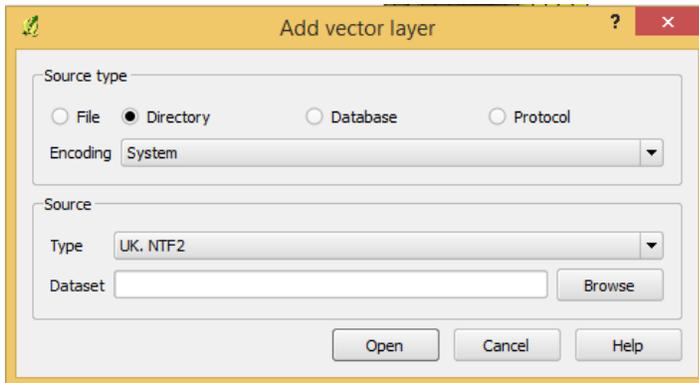


How to make an eelgrass map with QGIS

Get the map of Maine:

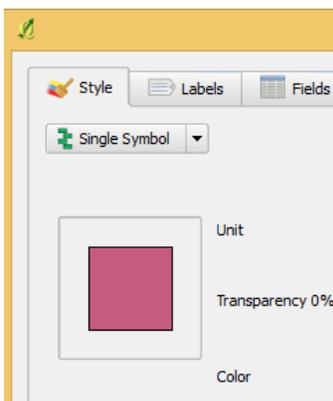
1.  Click Add Vector Layer.
2. Click the circle next to "Directory"



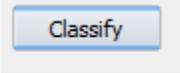
3. Click Browse and find the folder metwp24, and click Open.
4. Select the first two lines by clicking the first one, labeled 0, and then hold down the shift key and click the second one, labeled 1.
5. Click OK.

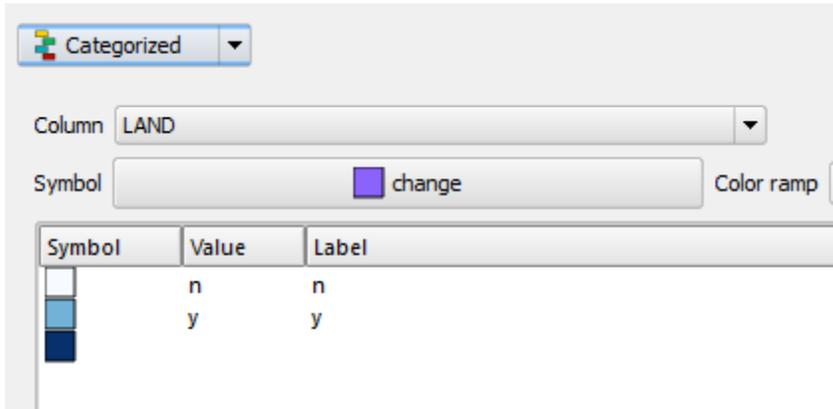
Change the color of the land and water

1. Double click the square beneath the metwp24p layer.
2. Next click the triangle next to Single Symbol, and click Categorized.



3. Then, click the triangle to open the drop-down menu next to Column:
4. Click Land

- At the bottom of the window, click the  button.



- Now, double-click the square next to the n. Click the Change button to choose a color for your water. Click the color map on the color you want. Click Ok. Click Ok again.
- Double-click the square next to the y. Click the Change button to choose a color for your land.
- Click OK. Click OK again.

Add aerial pictures of land

- Click  "Add new WMS layer"
- Click New.
- Type any name in the name field.
- Open an internet browser window and go to www.maine.gov/megis. Click Online Maps and Services on the left side of the page.
- Scroll down to Web Mapping Services. Copy the url under Statewide Ortho WMS Services URL: (<http://mapserver.maine.gov/wms/mapserv.exe?map=c:/wms/orthos.map&>)
- Go back to QGIS and past that link into the URL: field under name. Click ok. Click the  button.
- Scroll down and click on Low Tide 2008

ID	Name	Title	Abstract
115	NAIP_2011	NAIP_2011	NAIP_2011
125	NAIP_2013	NAIP_2013	NAIP_2013
135	NOAA_JALBCTX	NOAA_JALBCTX	NOAA_JALBCTX
143	Low_Tide_2013	Low_Tide_2013	Low_Tide_2013
153	Low_Tide_Down...	Low_Tide_Down...	Low_Tide_Down_East_2009
161	Low_Tide_2010	Low_Tide_2010	Low_Tide_2010
171	Low_Tide_2008	Low_Tide_2008	Low_Tide_2008
181	Low_Tide_2004	Low_Tide_2004	Low_Tide_2004
191	Delorme_2003	Delorme_2003	Delorme_2003
201	Low Tide Centr...	Low Tide Centr...	Low Tide Central Coast 2001

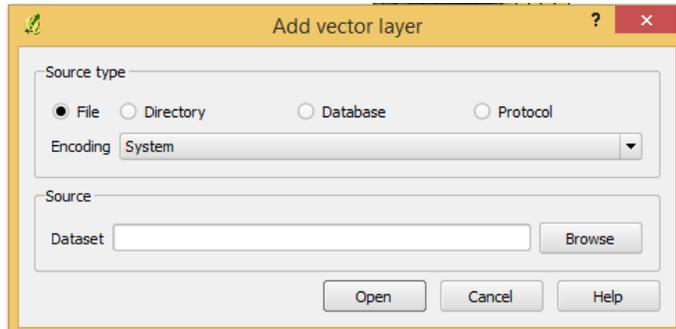
- Click Add. Wait for it to add the layer, then click Close.

Moving around the map

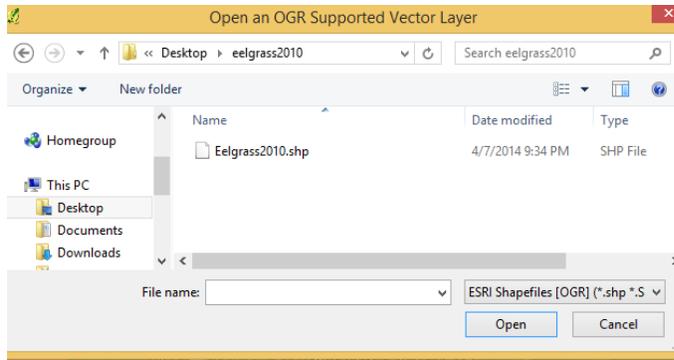
Click the  (zoom in) tool and then drag a square around the area you want to zoom in to, and when you let go it will zoom in. You can also just click on the area of the map you want to zoom in to. If it zoomed you too far in, you can click the  tool and then click in the center of the map a few times until it zooms out enough to see where you are. If you want to move the map to see another area, click the  button and then slide the map around by clicking and dragging. If you're lost and need to see the whole map of Maine again, click .

Add Eelgrass Layer

1. Go to www.maine.gov/megis . Click on Data Catalog.
2. In the second table down, look for Eelgrass beds 2010. Click the  button in the column next to it.
3. Open the eelgrass2010.zip file that you just downloaded. Extract the file to your desktop.
4. Click  "Add vector layer" again. This time choose file under source type.



5. Click browse and open the eelgrass2010 folder, and click on Eelgrass2010.shp. If you don't see it, make sure ESRI Shapefile is selected in the dropdown menu next to the file name field. Click Open.



Create an image file or print

1. Now zoom your map to the area you would like to print, so it is displaying on the screen.
2. Click  New Print Composer.
3. Then click the  Add New Map tool.
4. Drag a rectangle to fill the white screen which represents the paper you are printing on. Leave some room on the edges where the printer can't print. Wait for the map to load on the page.
5. Click  to Add a Legend. Click on the map where you want the legend to go. Click on Item Properties in the right-hand window. Then click on the words Legend items. Click the lines you want to remove and click the minus button.
6. Click the  tool to add a title to your map or any labels. Change the text in Item Properties, and click font to change the font.
7. Click  to export the file as an image. Click the dropdown menu and choose .jpg format. Pick a name for your map and save it to your desktop.