QGIS Training
Course Outline: Foundation

Course requirements

To gain the most from this course, participants should be familiar with desktop computers and have a good knowledge of Windows. They should be at ease with such tasks as moving & re-sizing of windows, switching between applications and loading applications. They should appreciate that files or programs of similar types can be stored together under an appropriate directory structure. Ideally participants will be able to create directories and locate files using Explorer.

Course objectives

The objective of this course is to provide participants with a basic understanding of the theory of databases, and Geographic Information Systems (GIS) in general, and of QGIS in particular.

Day One:

· GIS theory
· Starting QGIS
· Opening projects
· Setting map options
· Moving around a map and making measurements
· Creating Geospatial bookmarks
· Making use of the new temporary scratch layer
· Creating a new vector Layer
· Adding text attributes to existing graphic objects
· Checking geometry validity
· Modifying an existing Layer
· Deleting and editing existing graphics
· Saving layers and projects

Day Two:

· Recap on day 1
· Selecting more than one object
· Using the attribute table
· Complex graphic objects – rings, parts, splitting & merging of polygons
· Labelling graphic objects
· Updating columns
· Selecting objects using Structured Query Language (SQL)
· Creating points from textual data
· Creating buffers
· Creating thematic maps
· Using print composer to generate a final site plan