

DRAWING & MARK-UPS

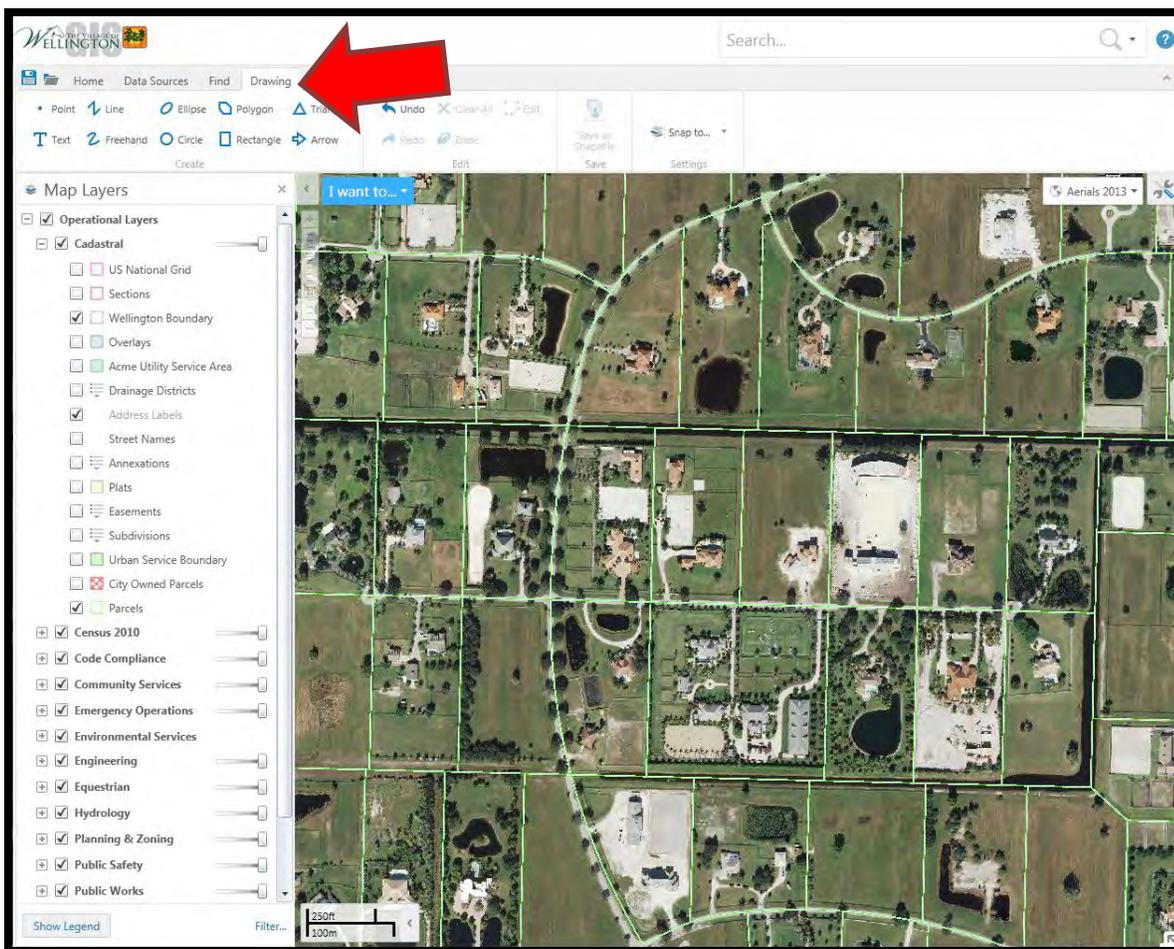
LET'S GET STARTED!

Step 1 – Visit Wellington Interactive GIS Map

- ❖ Launch Interactive GIS Map

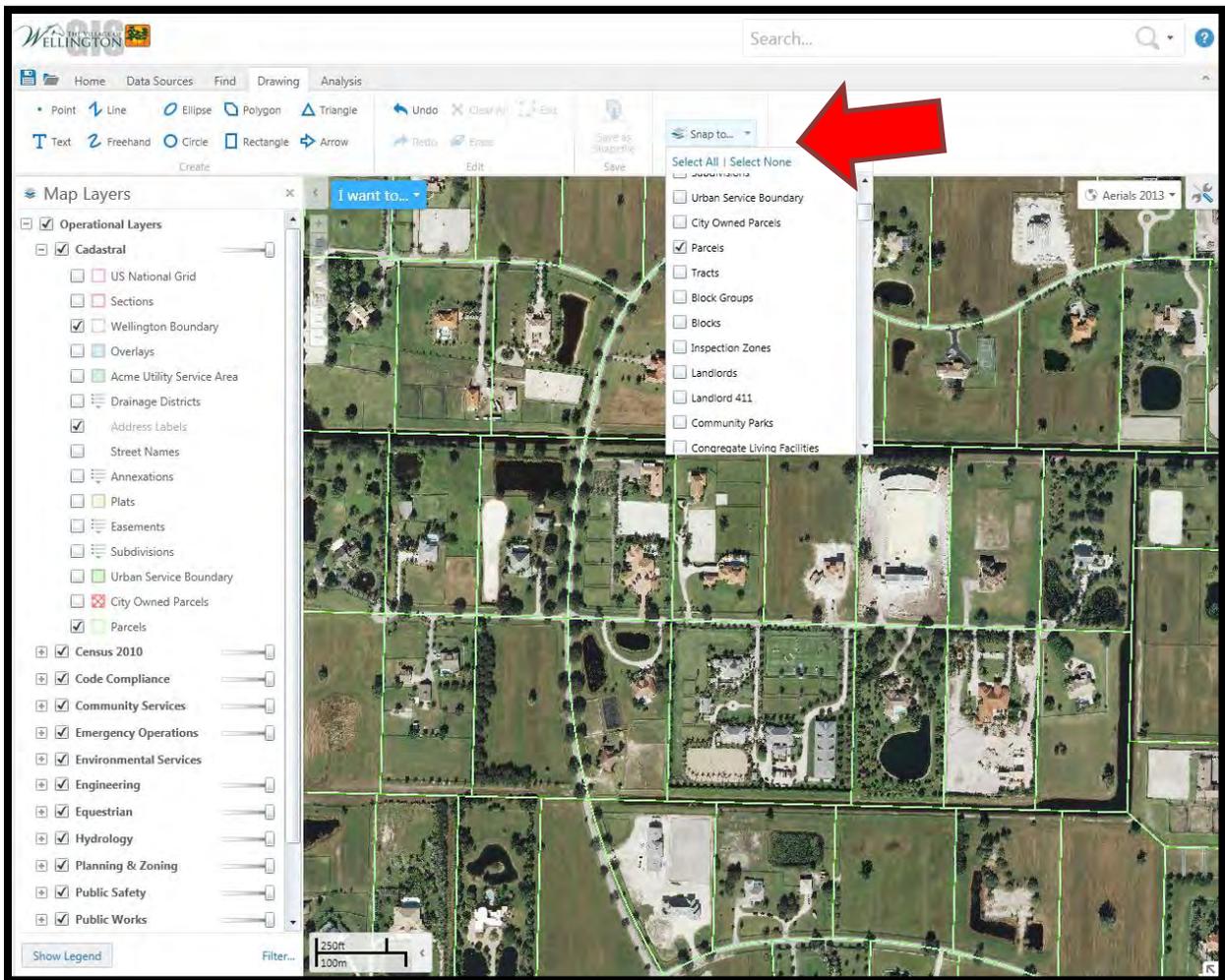
Step 2 – Drawing Tab

- ❖ Click on the **Drawing** tab at the top of the map
- ❖ From this tab you can create points, lines, polygons, arrows, etc.



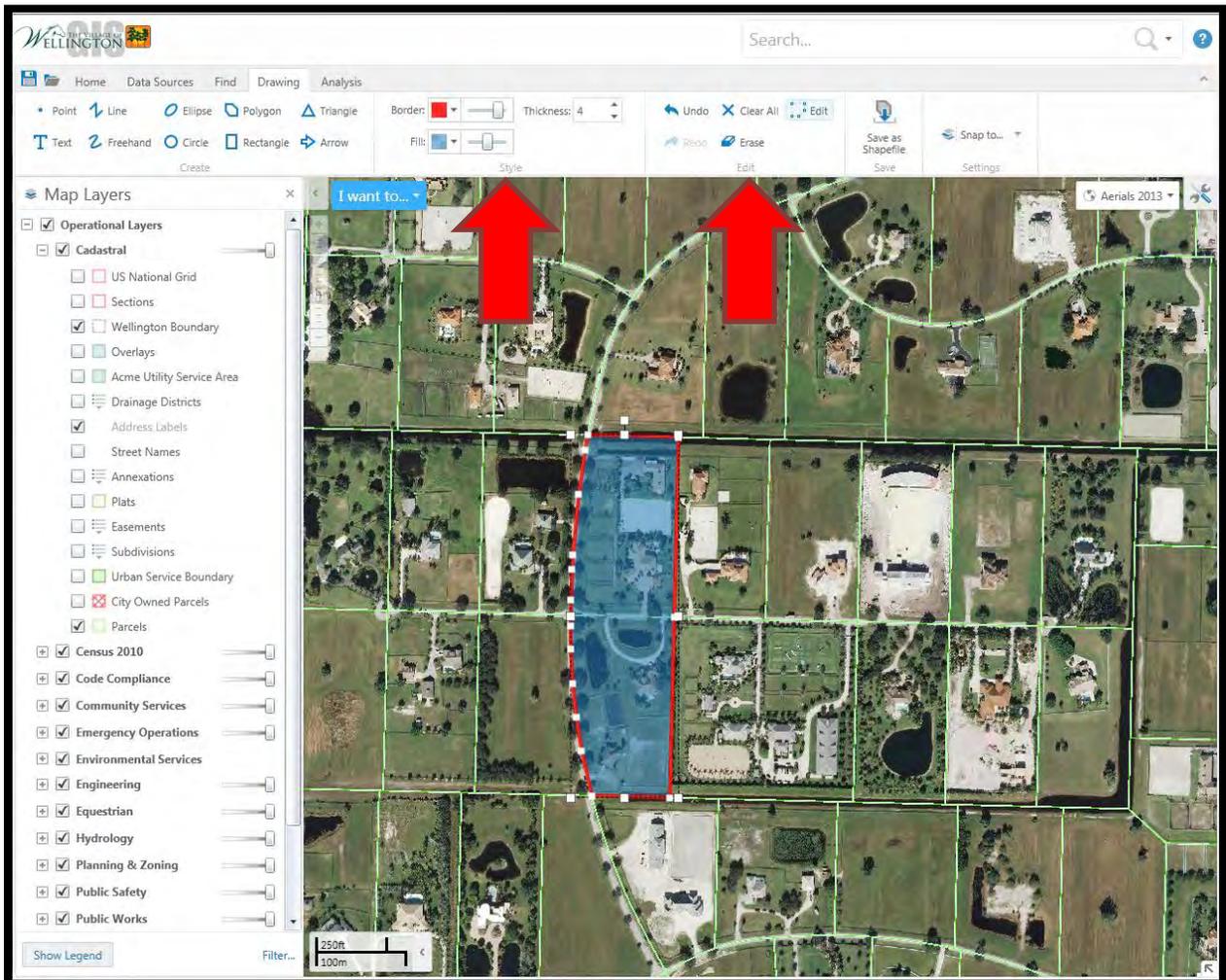
Step 3 - Snapping

- ❖ When drawing some features you have the ability to snap to existing features to get a more accurate location
- ❖ To do this, click the **Snap To** dropdown → Select none → then choose the layer(s) you want to snap to



- ❖ Choose the type of feature you want to create, then hold down the **Ctrl** key and hover over the map. You should see an opaque circle.
- ❖ When there is something to snap to, a black plus symbol will appear. When you see this symbol do a single click to snap to chosen feature
- ❖ Continue to click each time you see the plus sign appear (NOTE: the more clicks you add, the more accurate your feature becomes)

Step 4 Edit & Style



- ❖ To **Edit** your drawing use the **Edit toolbar: Undo, Clear All, Erase, Edit**
 - Using the **Edit** tool will allow you to change the **Style (Border, Fill, Thickness)**, or location, shape or size of what you drew; click the **Edit** tool, then click on the drawing you need to edit
- ❖ The last toolbar is **Save (Save as Shapefile)**; selecting this will export your drawing to a shapefile, which is a GIS formatted file. This file can only be opened with GIS software