Mastering QGIS

By Kurt Menke, GISP, Dr. Richard Smith Jr., GISP, Dr. Luigi Pirelli, Dr. John Van Hoesen, GISP

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Go beyond the basics and unleash the full power of QGIS with practical, step-by-step examples

About This Book

- Learn how to meet all your GIS needs with the leading open source GIS
- Master QGIS by learning about database integration, geoprocessing tools, Python scripts, advanced cartography, and custom plugins
- Create sophisticated analyses and maps with illustrated step-by-step examples

Who This Book Is For

If you are a GIS professional, a consultant, a student, or perhaps a fast learner who wants to go beyond the basics of QGIS, then this book is for you. It will prepare you to realize the full potential of QGIS.

What You Will Learn

- Create and manage a spatial database
- Learn advanced techniques to style GIS data
- Prepare both vector and raster data for processing
- Understand how to work with the Processing Toolbox
- Edit and repair topological data errors
- Automate workflows with batch processing and the QGIS Graphical Modeler
- Integrate Python scripting into your data processing workflows
- Develop your own QGIS plugin

In Detail

QGIS is the leading alternative to proprietary GIS software. Although QGIS is described as intuitive, it is also, by default, complex. Knowing which tools to use and how to apply them is essential to producing valuable deliverables on time.

Starting with a refresher on QGIS basics, this book will take you all the way through to creating your first custom QGIS plugin. By the end of the book, you will understand how to work with all the aspects of QGIS, and will be ready to use it for any type of GIS work. From the refresher, you will learn how to create, populate, and manage a spatial database and walk through styling GIS data, from creating custom symbols and color ramps to using blending modes. In the next section, you will discover how to prepare vector and raster data for processing and discover advanced data creation and editing techniques. The last third of the book covers more technical aspects of QGIS, including working with the Processing Toolbox, how to automate workflows with batch processing, and how to create graphical models. Finally, you will learn how to create and run Python data processing scripts and write your own QGIS plugin with pyqgis.

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Editorial Review

About the Author

Kurt Menke, GISP

Kurt Menke, a certified GIS Professional (GISP), has been working in the GIS field since 1997. Prior to this, he worked as a professional archaeologist for 10 years in the American Southwest. He earned a master's degree (MA) in geography from the University of New Mexico in 2000. That same year, he founded Bird's Eye View (www.BirdsEyeViewGIS.com) to apply his expertise with the GIS technology to the world's mounting ecological and social problems. Toward this end, Mr. Menke's work focuses largely on wildlife conservation and public health. His specialties are spatial analysis, modeling, and cartography. He is a longtime advocate of FOSS4G. He began writing MapServer applications in 2001 and has been using QGIS since 2007. He is one of the coauthors of the curriculum at the FOSS4G Academy (http://foss4geo.org/) and has been teaching FOSS4G college courses since 2009. In 2014, Kurt began authoring an award-winning blog on FOSS4G technologies and their use in community health mapping (http://communityhealthmaps.nlm.nih.gov/).

Dr. Richard Smith Jr., GISP

Dr. Richard Smith Jr., is an assistant professor of geographic information science at the School of Engineering and Computing Sciences at Texas A&M University Corpus Christi. He has a PhD in geography from the University of Georgia and holds a master of science in computer science and a bachelor of science in geographic information science degree from Texas A&M University Corpus Christi. Richard actively does research in cartography, systems integration, and the use of geospatial technology for disaster response. Richard is an advocate of FOSS4G and building FOSS4G curriculum. He is one of the coauthors of the FOSS4G Academy (http://foss4geo.org). Richard has collaborated with other writers in his field, but Mastering QGIS is his first book.

Dr. Luigi Pirelli

Dr. Luigi Pirelli is a freelance software analyst and developer with an honors degree in computer science from the University of Bari. He worked for 15 years in Satellite Ground Segment and Direct Ingestion for the European Space Agency. Since 2006, he has been involved with the GFOSS world, contributing to QGIS, GRASS, and MapServer core and developing and maintaining many QGIS plugins. He actively participates in QGIS Hackmeetings. He is the founder of the OSGEO Italian Local Chapter (http://gfoss.it/drupal/) and now lives in Spain and contributes to this GFOSS community. During the last few years, he started teaching PyQGIS by organizing trainings from basic to advanced levels and supporting companies to develop their specific QGIS plugins. He is the founder of the local hackerspace group Bricolabs.cc that is focused on Open Hardware. He likes cycling, repairing everything, and trainings groups on conflict resolution. Besides this book, he has also contributed to Lonely Planet Cycling Italy.

Dr. John Van Hoesen, GISP

Dr. John Van Hoesen is an associate professor of geology and environmental studies at Green Mountain College in rural west-central Vermont. He earned an MS in 2000 and a PhD in geology from the University of Nevada, Las Vegas, in 2003. He is a certified GIS Professional (GISP) with a broad background in geosciences and has been using some flavor of GIS to evaluate and explore geologic processes and environmental issues since 1997. He has used and taught some variant of FOSS GIS since 2003, and over the last 3 years, he has taught graduate, undergraduate, and continuing education courses using only FOSS GIS software.

Users Review

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