

CNHEAT: CONVERTING BDC EXPORTS TO RASTER KMZ

USING QGIS TO VIEW GEOPACKAGE OR SHAPEFILE COVERAGE POLYGONS AND CONVERT TO A RASTER KMZ

CONTENTS

Introduction.....	1
Adding layers to QGIS.....	2
Load the cnHeat Coverage Polygon.....	2
Convert Layer from Vector to Raster.....	5
Convert layer to a projected Coordinate Reference system	5
Rasterize projected Layer	8
Apply Styling	9
Export to Geotiff.....	11
Import to Google Earth.....	12

INTRODUCTION

Google Earth supports two types of layers. (Vector and Raster)

Vector layers allow for geometric objects where key information (i.e. points, vertices, line segments,...) is stored in the file and must be parsed, processed, and rendered to display on the screen. In comparison Raster layers store RGB values for each pixel with no embedded information to parse.

When vector layers are simple then Google Earth has no issue rendering them, but as they become more complex it sometimes requires a true GIS tool (e.g. ArcGIS, QGIS,...) to properly render vector layers.

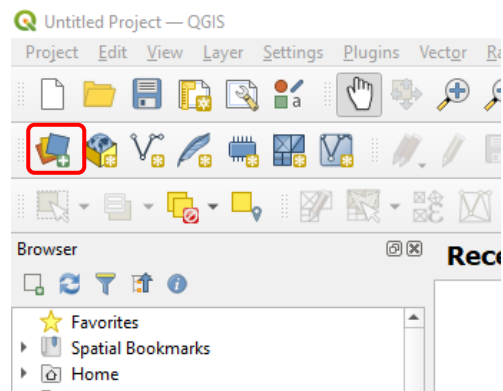
In this walkthrough we discuss using QGIS to convert the cnHeat BDC Exports (which are polygon-vector files) to a raster layer.

ADDING LAYERS TO QGIS

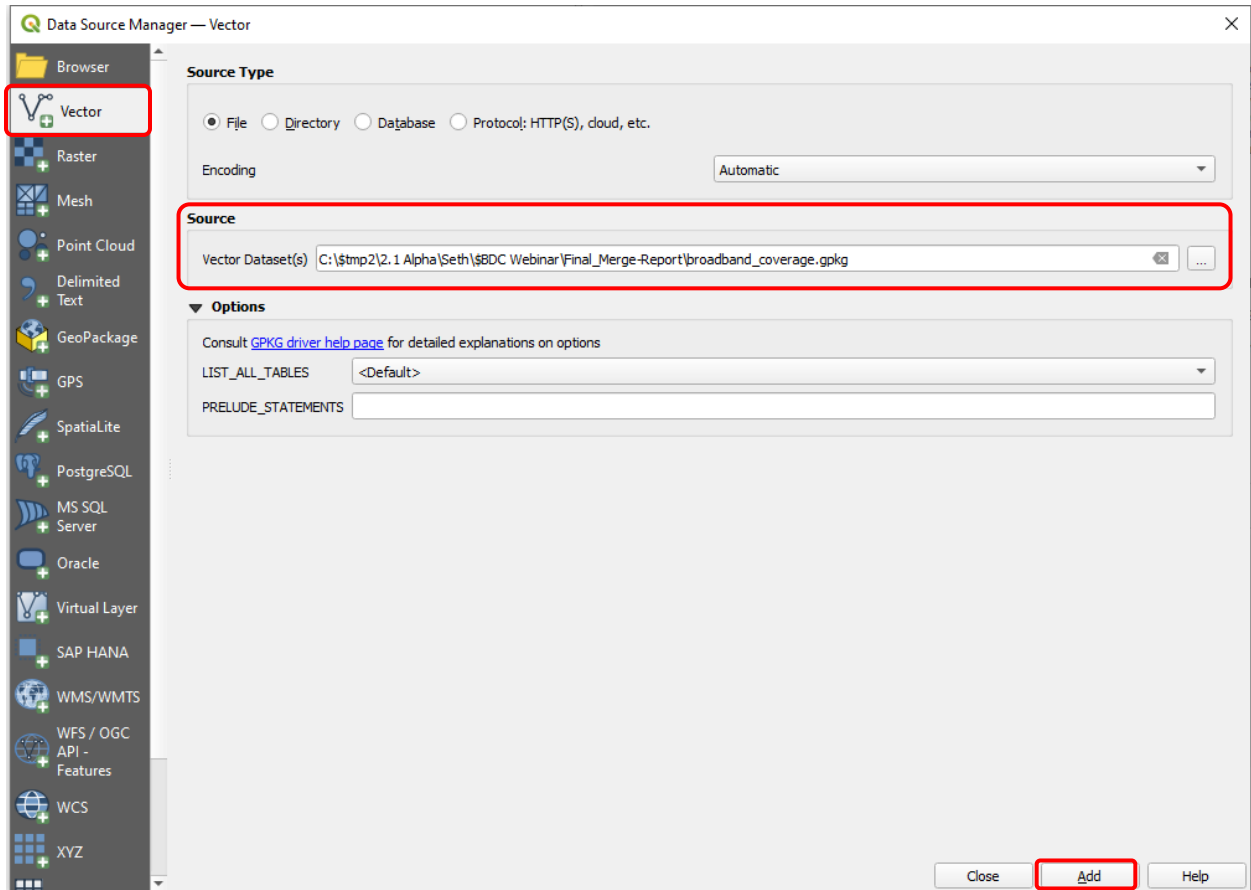
Note: cnHeat has four steps under the Export > Coverage (477/BDC) feature. Steps 3 and 4 offer the ability to download coverage polygons. Unzipping these files will present a .gpkg and (sometimes) a .zip (shapefile) of polygon coverage. We recommend using the GeoPackage (.gpkg) for this exercise.

LOAD THE CNHEAT COVERAGE POLYGON

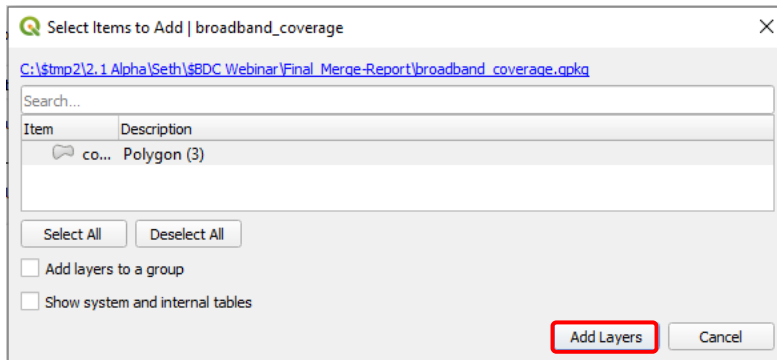
- Open the 'Data Source Manager' with either Ctrl+L or by clicking this icon in the toolbar.



- Make sure 'Vector' is selected from the left and load the .gpkg file downloaded in Step 3 or 4 of the cnHeat Coverage Export tool.
- Click 'Add'.

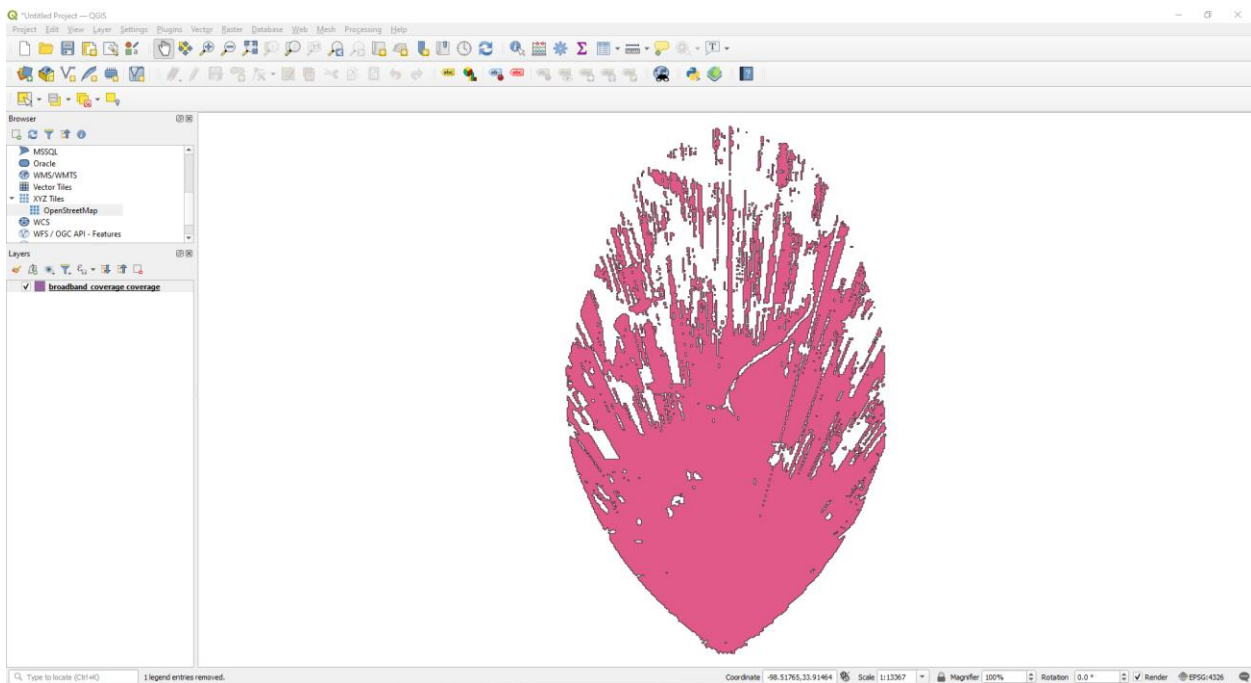


- Click 'Add Layers'.



- Click 'Close' to close the Data Source Manager dialogue to be taken back to the map view.

Results should look something like this.:

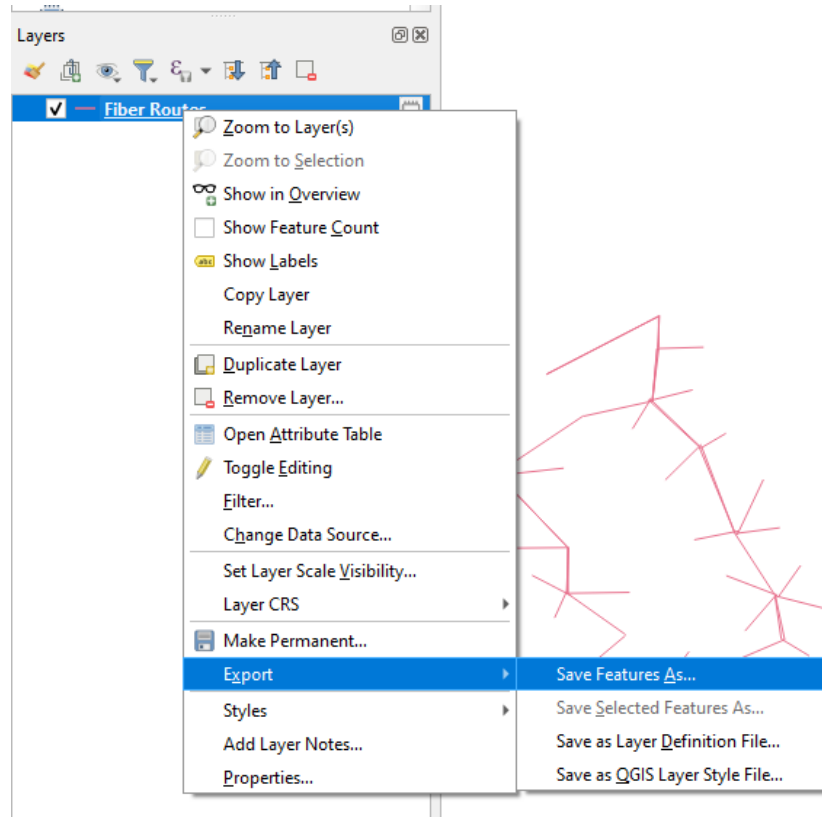


CONVERT LAYER FROM VECTOR TO RASTER

CONVERT LAYER TO A PROJECTED COORDINATE REFERENCE SYSTEM

BDC Exports will be encoded in a Geographic Coordinate System. (The units of measure will be in decimal degrees per the BDC specification.) In our process to convert to raster we need to be working in meters. This requires transforming the layer to a Projected Coordinate Reference System.

- To convert the layer, right-click the layer name and select 'Export' > 'Save Feature As...'



- Select 'GeoPackage' as the Format type.
- Click the '...' to select the location and file name.
- Click the globe icon to select the Coordinate Reference System. (See below for more instructions.)

Save Vector Layer as...

Format: **GeoPackage**

File name: C:\\$tmp\Fiber\Fiber Route.gpkg ...

Layer name: Fiber Route

CRS: **EPSG:32610 - WGS 84 / UTM zone 18N** (Globe icon)

Encoding: UTF-8

Save only selected features

▼ **Select fields to export and their export options**

Name	Export name	Type	Replace with displayed values
<input checked="" type="checkbox"/> Name	Name	string	
<input checked="" type="checkbox"/> description	description	string	
<input checked="" type="checkbox"/> timestamp	timestamp	datetime	<input type="checkbox"/> Use Date/Time
<input checked="" type="checkbox"/> begin	begin	datetime	<input type="checkbox"/> Use Date/Time
<input checked="" type="checkbox"/> end	end	datetime	<input type="checkbox"/> Use Date/Time
<input checked="" type="checkbox"/> altitudeMode	altitudeMode	string	

Select All Deselect All

Use aliases for exported name

Replace all selected raw field values by displayed values

Persist layer metadata

▼ **Geometry**

Add saved file to map **OK** Cancel Help

It is recommended to use UTM projection with a WGS 84 datum.

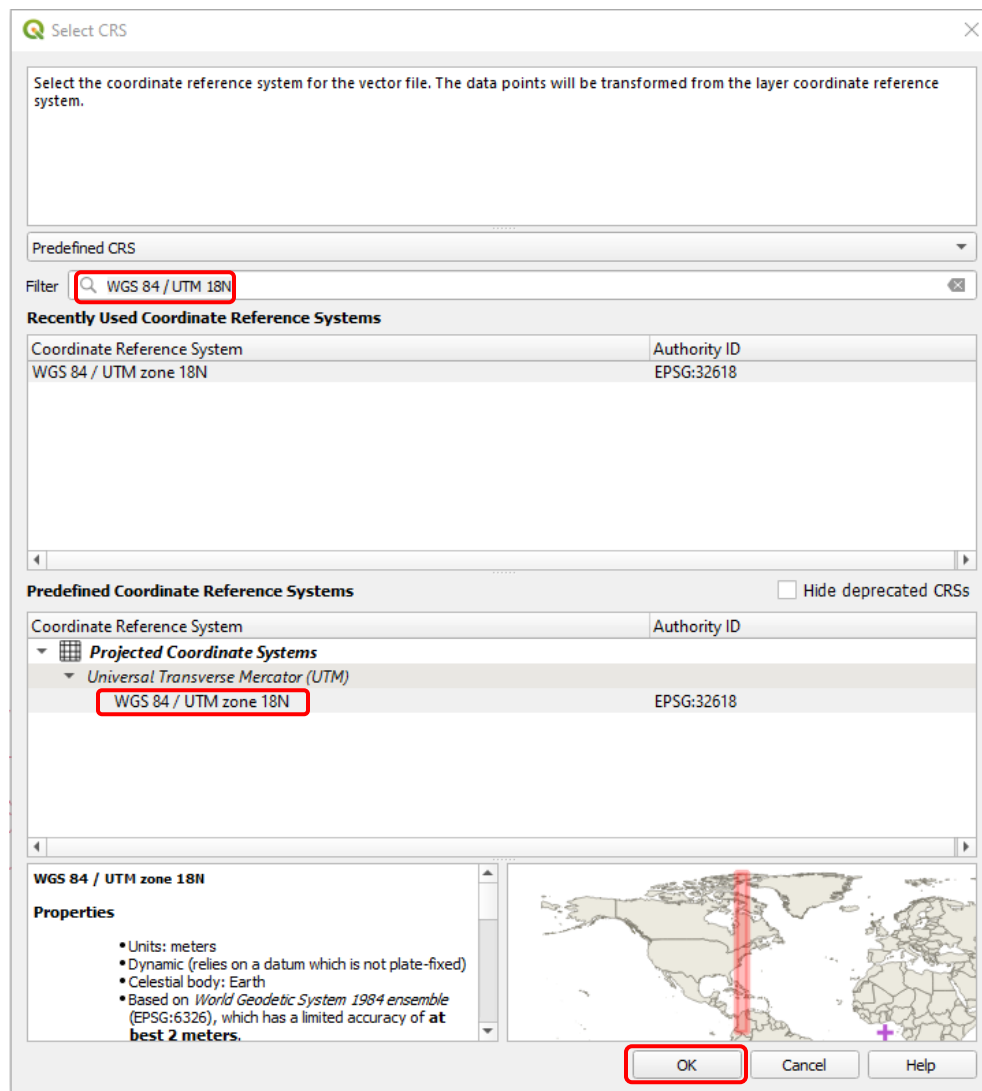
To calculate the Zone:

- Identify the longitude of a relative center point of the network. (This approach will not work if the network spans a large number of states East to West.)
- Add 180 to the longitude.
- Divide by 6.
- Round

Example: -71.75 (Longitude) => $(-71.75 + 180) / 6 = 18.04167$ => Rounded to "18"

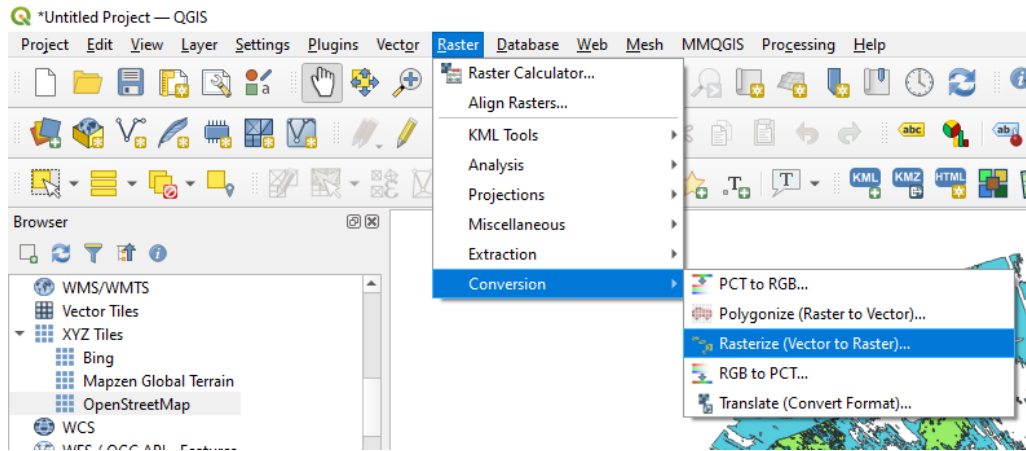
Based on this example located in the North Hemisphere the search should be "WGS 84 / UTM 18N".

- Click the provided CRS and click 'OK'.

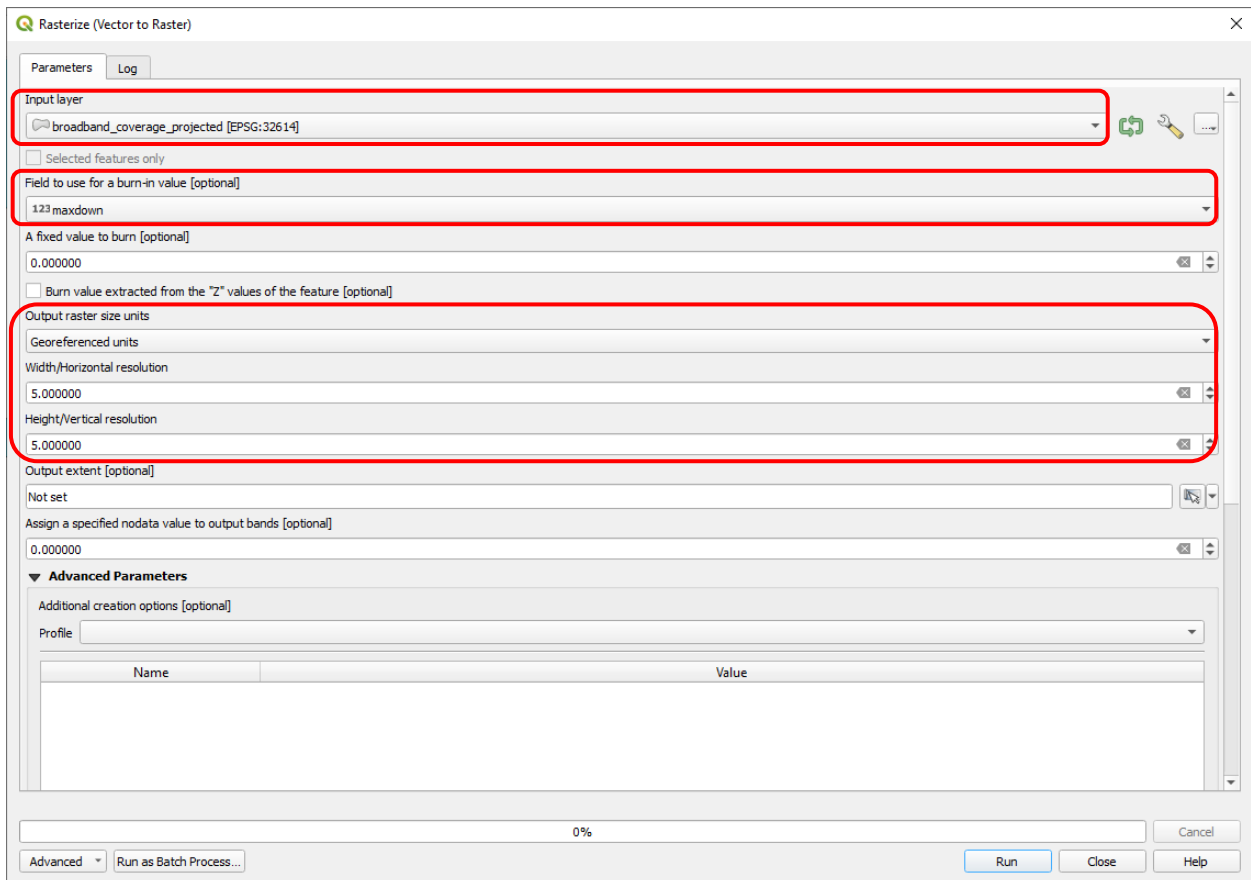


RASTERIZE PROJECTED LAYER

- Click 'Raster' > 'Conversion' > 'Rasterize (Vector to Raster)...'



- Select the projected layer from the 'Input Layer' drop-down and populate the dialog box as shown.



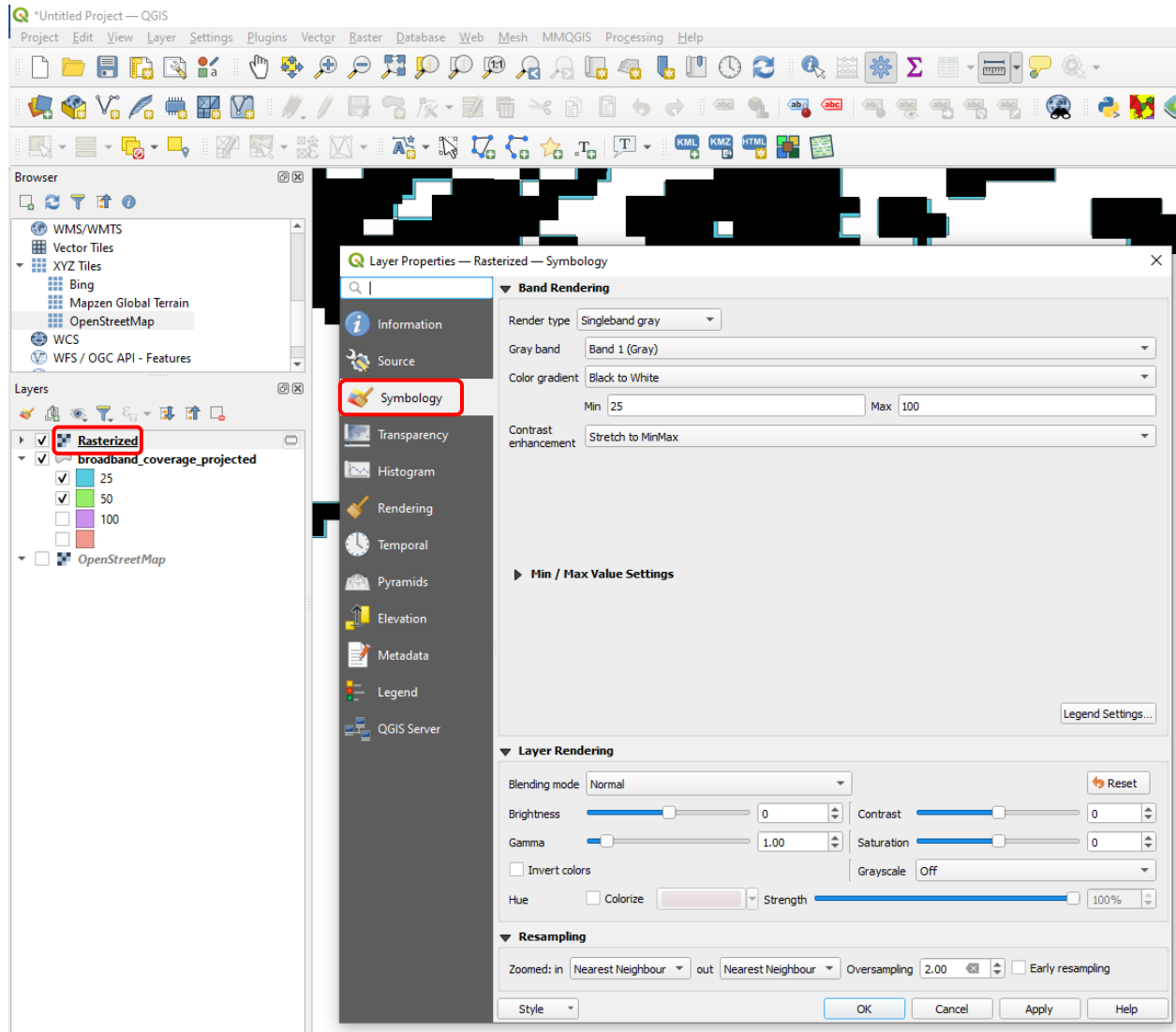
Note: The 'burn-in value' is the field that determines when pixels should receive a different color.

Note: BDC Exports have a 10m resolution. In this example we are oversampling to 5m resolution to account for any shift in pixels between the two reference systems.

When Rasterizing is complete, click the 'Close' button of the Rasterize (Vector to Raster) pop-up.

APPLY STYLING

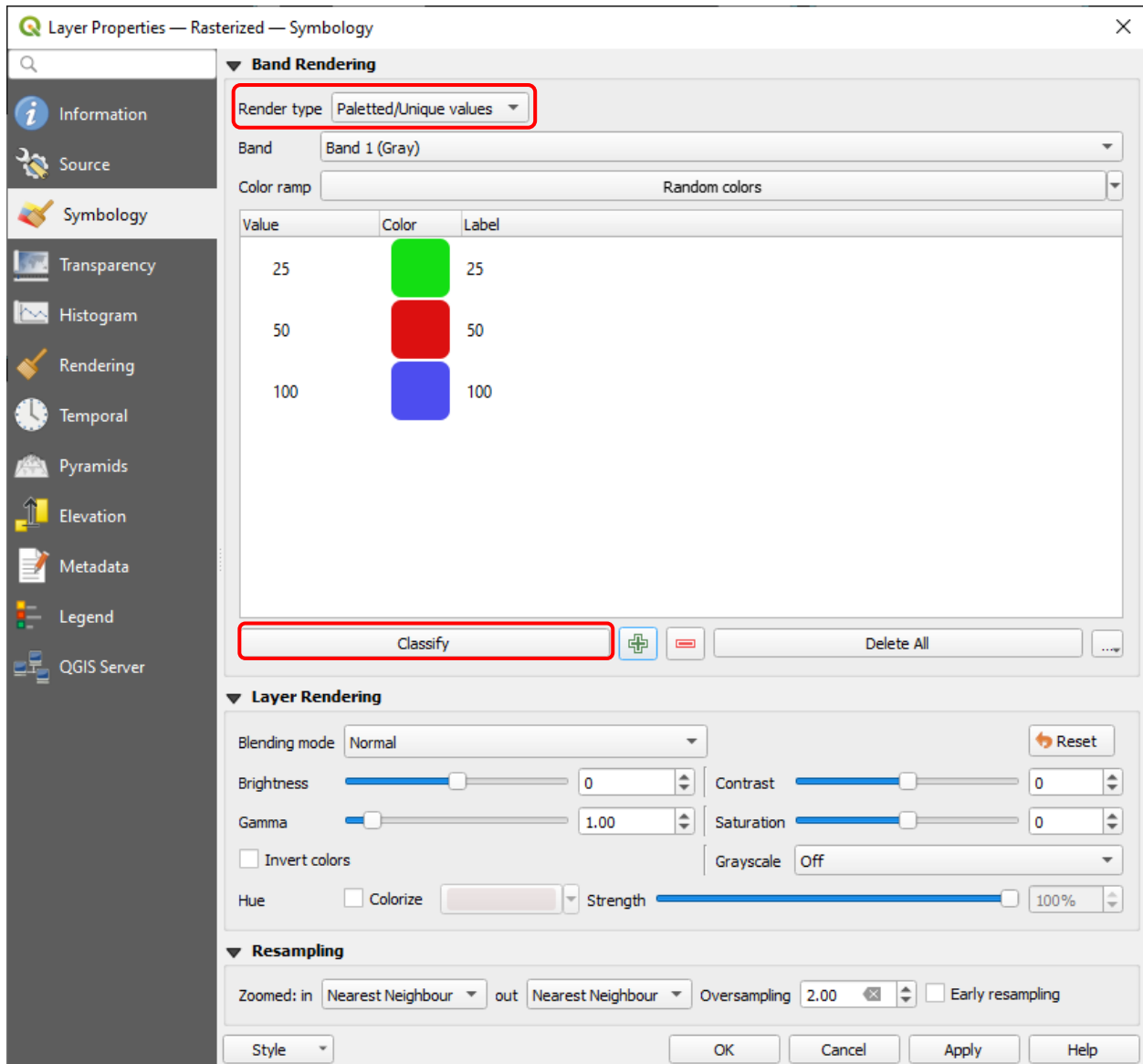
- Double-click the 'Rasterized' layer from the Layers menu to bring up properties for the layer.
- Select Symbology from the Layer Properties menu.



- Select 'Paletted/Unique values' from the 'Render Type' and click the 'Classify' button to assign colors to each possible value.

In this example QGIS is applying green to the 25Mbps signal strength, red to the 50Mbps signal strength, and blue to the 100Mbps signal strength. Double-clicking the individual colors will allow the user to customize the selection.

- Click 'OK' when the colors are acceptable.



EXPORT TO GEOTIFF

- Right-click the 'Rasterized' layer and select Export > Save Feature As...

In the 'Save Raster Layer as...' pop-up,...

- Select 'Rendered image' for 'Output mode'.
- Select "GeoTIFF" as the Format type.
- Click the "..." to select the location and file name.
- Click 'OK'.

Save Raster Layer as...

Output mode Raw data Rendered image

Format GeoTIFF Create VRT

File name C:\\$tmp\myExport.tif ...

Layer name

CRS EPSG:32614 - WGS 84 / UTM zone 14N

▼ Extent (current: layer)

North 3766142.0246

West 533619.3402 East 564104.3402

South 3735802.0246

Calculate from Layer Layout Map Bookmark

Current Layer Extent Map Canvas Extent

▼ Resolution (current: layer)

Horizontal 5 Vertical 5 Layer Resolution

Columns 6097 Rows 6068 Layer Size

▼ Create Options

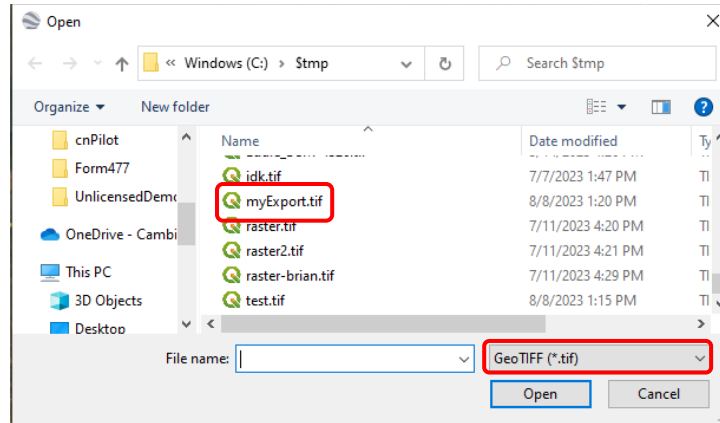
Profile Default

Name	Value
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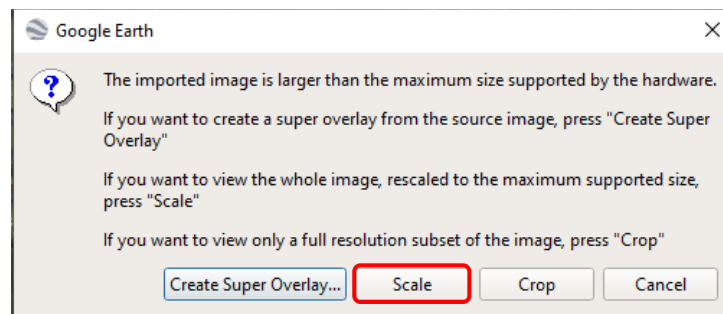
Add saved file to map OK Cancel Help

IMPORT TO GOOGLE EARTH

- Open Google Earth Pro and select 'File' > 'Import...'
- Select and open the GeoTIFF saved from the previous step.



- Select 'Scale' from the pop-up.



- Adjust 'Transparency' as desired and click 'OK'.

