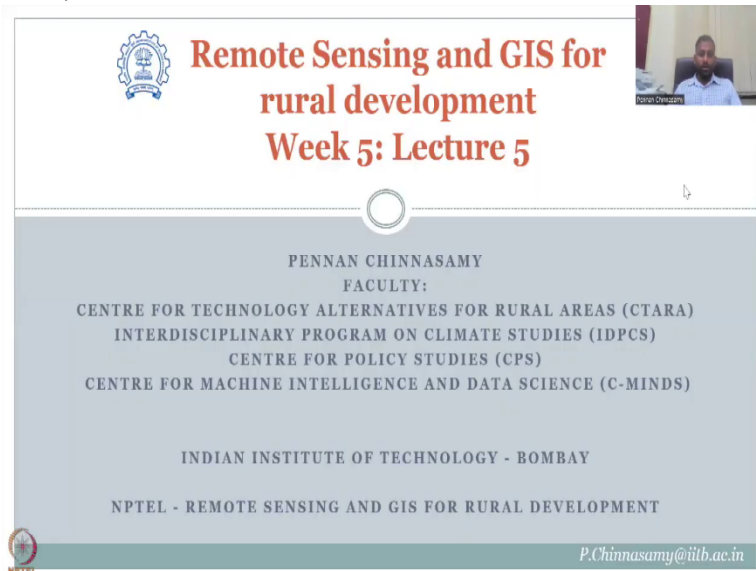


**Remote Sensing and GIS for Rural Development**  
**Professor Pennan Chinnasamy**  
**Centre for Technology Alternatives For Rural Areas (CTARA)**  
**Indian Institute of Technology, Bombay**  
**Lecture – 5**  
**Raster Data Tools: Clip and Masking Tools**

(Refer Slide Time: 0:16)



The slide thumbnail displays the following information:

- Remote Sensing and GIS for rural development**
- Week 5: Lecture 5**
- PENNAN CHINNASAMY**
- FACULTY:**
- CENTRE FOR TECHNOLOGY ALTERNATIVES FOR RURAL AREAS (CTARA)**
- INTERDISCIPLINARY PROGRAM ON CLIMATE STUDIES (IDPCS)**
- CENTRE FOR POLICY STUDIES (CPS)**
- CENTRE FOR MACHINE INTELLIGENCE AND DATA SCIENCE (C-MINDS)**
- INDIAN INSTITUTE OF TECHNOLOGY - BOMBAY**
- NPTEL - REMOTE SENSING AND GIS FOR RURAL DEVELOPMENT**
- P.Chinnasamy@iitb.ac.in**

Hello everyone. Welcome to Remote Sensing and GIS for Rural Development. This is week 5, lecture 5. In this week, we have looked at the raster data set and raster tools in detail. Some examples were taken from the QGIS toolbar. You can use any software you want, the theory is the same. The raster data is the same that can be applied across the platforms and more importantly the theory behind the application of the tools are the same.

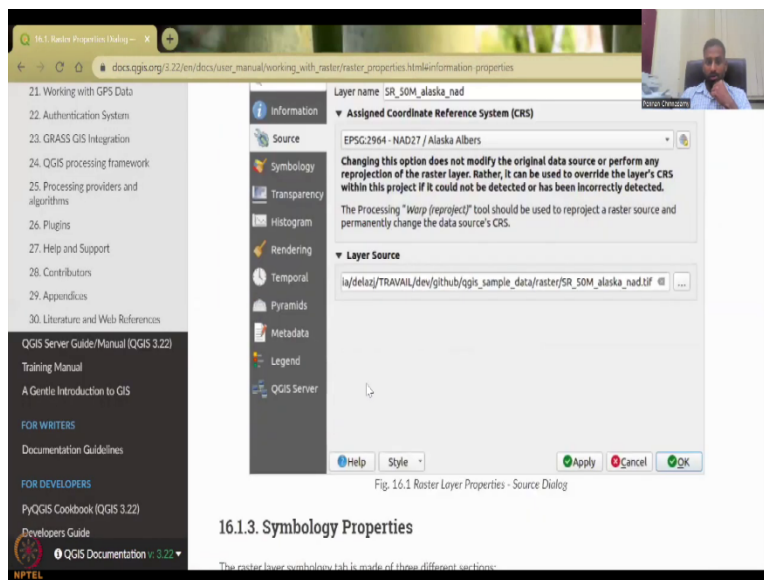
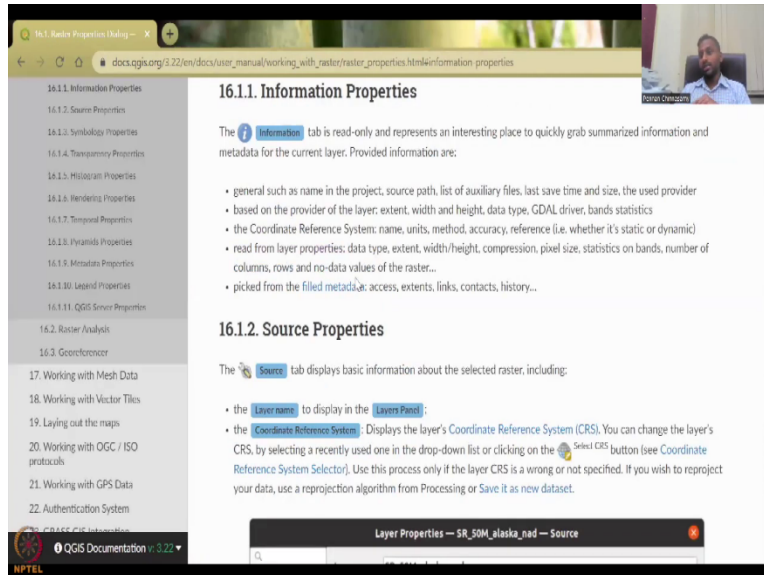
What we will do today is, we will continue with the manual for raster calculators and others which are listed in the QGIS manual. It is a working document where they keep on updating the software tools, as the software gets updated and the toolbar gets updated. Examples are given in these manuals and tutorials that you could use for learning the new tools.

GIS is an evolutionary software which means it keeps on evolving. There is a lot of interest in this software and hence a lot of people spend time on developing new tools and upload it for free. Like any other software QGIS evolves and with that the learning curve is also available which means you have to spend time to learn. So, the point here I am trying to get at is, you will have to spend time even though the lecture series is over to learn new tools and update.

I am here to show you where to get the information, how do you learn the tool and apply. Which tool that does not make any importance now because the tools get updated. So, the base is how do you access the information which are the websites which are the tools. How do you find where to get help, how do you use the tool and what is the buttons that explain on using the tool.

(Refer Slide Time: 2:58)

The image displays two screenshots of the QGIS documentation website. The top screenshot shows a video player interface with a title 'QGIS tools for Raster Analysis' and a video thumbnail of Naveg Ojha. Below the video, a URL is highlighted: [https://docs.qgis.org/3.22/en/docs/user\\_manual/working\\_with\\_raster/index.html](https://docs.qgis.org/3.22/en/docs/user_manual/working_with_raster/index.html). A table of contents is visible on the right, listing sections from 17 to 30. The bottom screenshot shows the same website with the '16. Working with Raster Data' section selected in the left sidebar. The main content area displays the title '16. Working with Raster Data' and a list of sub-sections: 16.1. Raster Properties Dialog (with sub-items 16.1.1 to 16.1.11) and 16.2. Raster Analysis (with sub-items 16.2.1 and 16.2.2). Navigation buttons for 'Previous' and 'Next' are visible at the top of the content area.



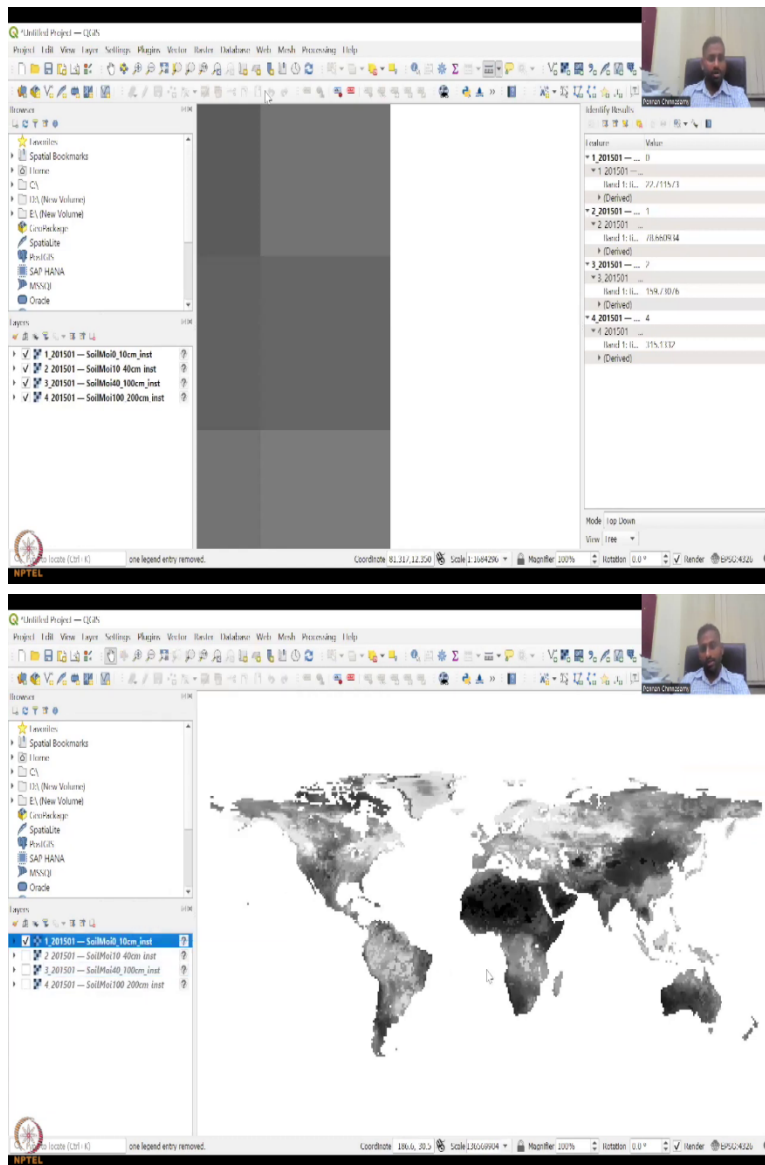
So, let us start with today's lecture on the link that has been shared already. If you click the link you will have the working with raster data chapter of the QGIS manual. In the previous week we saw the 15th chapter which was working with Vector data.

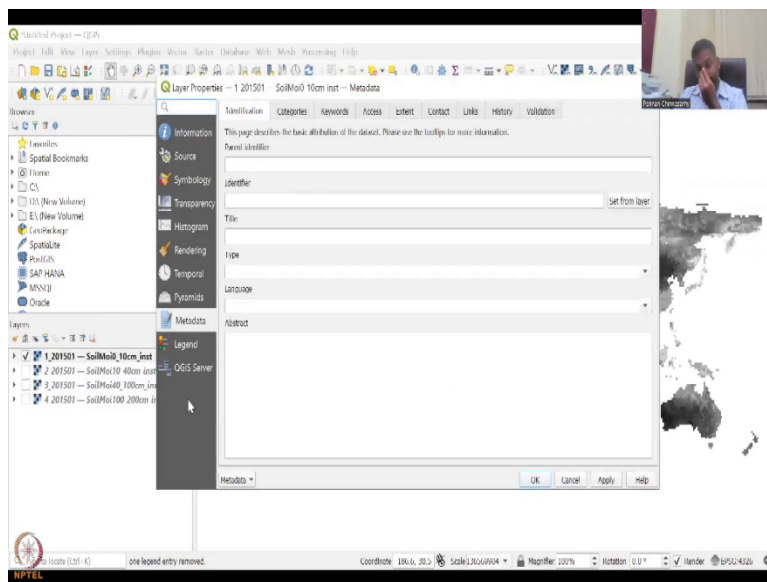
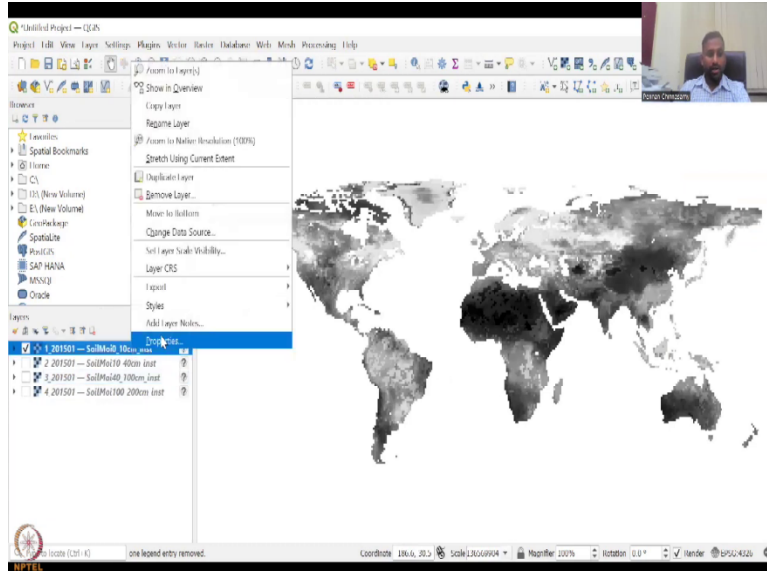
Now we will look at the 16th chapter which is working with raster data. So, please allow me to share my screen, there you are. So, we have the 16 chapter loaded. As I said, above is Vector data now it is raster data. So, let us look at what are the tools, important tools that we will be looking. So, 16.1 discusses the raster properties wherein you can look at the properties of the raster. You can right click on a raster data set and look at the properties or you can go to the source tab and look at each property. We will show some properties in the live tutorial now. So, then you can

look at the source symbology, transparency, histogram all these things. Some of these are pretty advanced but for you the important three things are the information, source and symbology.

Information is about the data, the name and storage, where it is stored etc. The source also has the layer source, the coordinate reference system, layer name other information. Symbology is where you change the color, change the gradient those kinds of things. Let us see how it looks like by looking at the same software example that we use in the previous class.

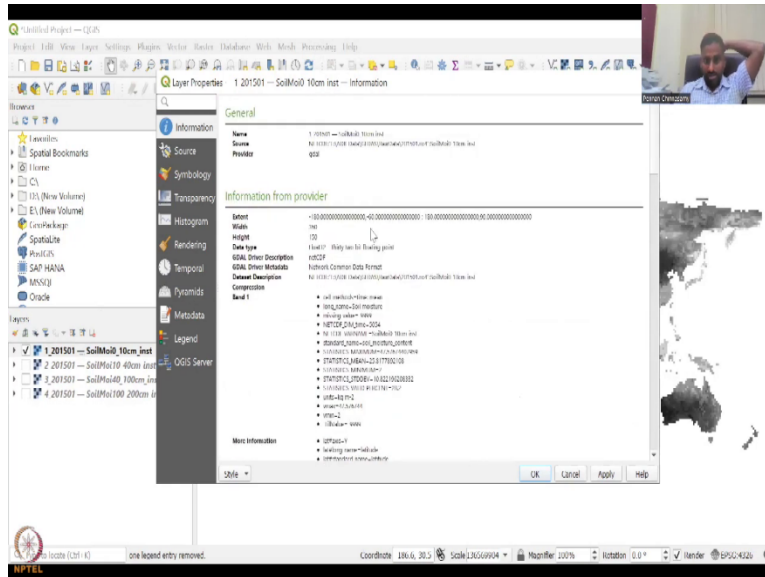
(Refer Slide Time: 4:58)









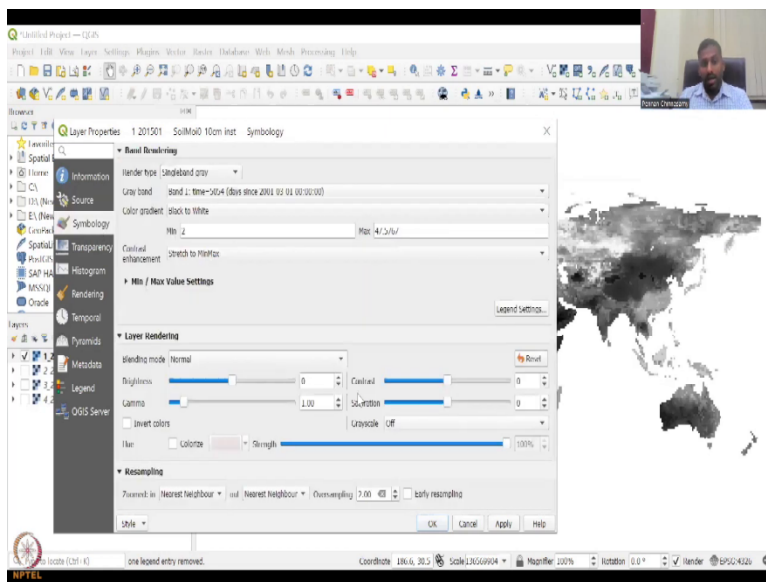
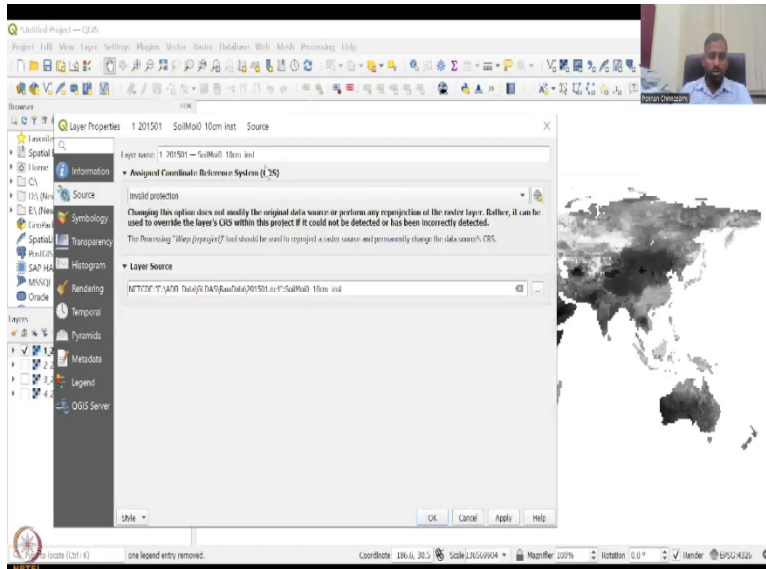


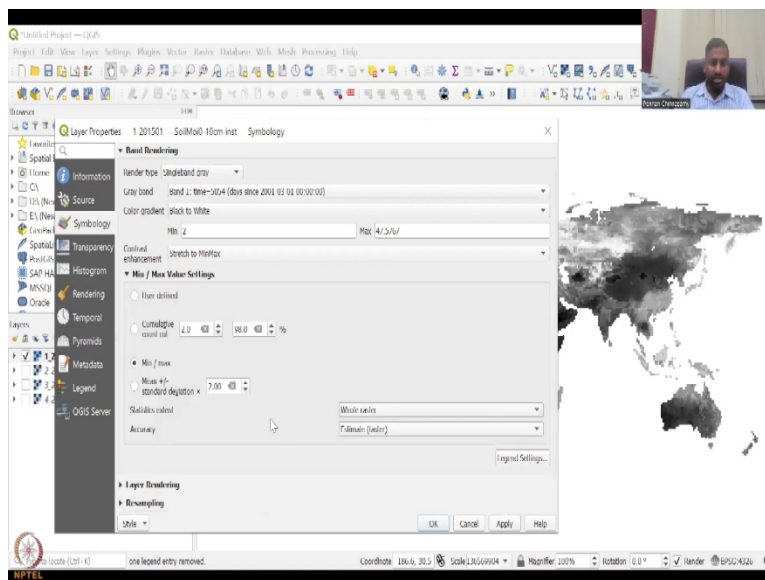
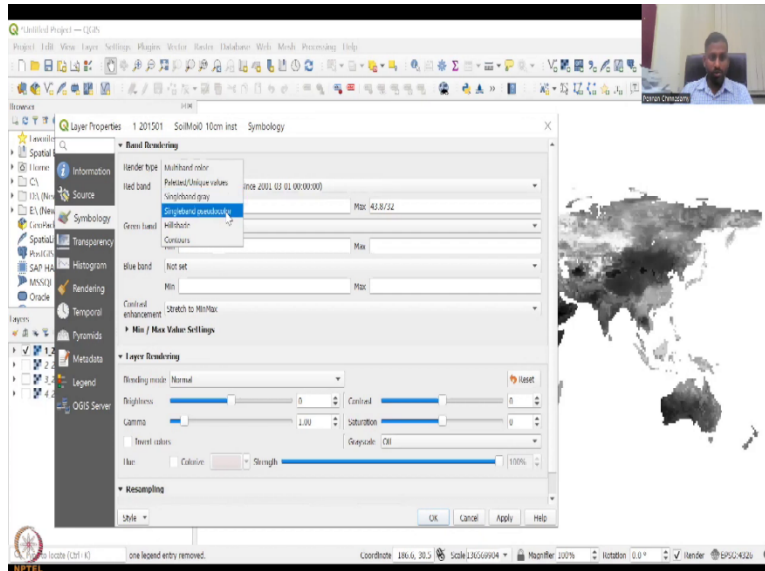
We have the entire pane so let us just focus on to the entire scale. You have the entire globe here marked and we will just use one layer for now. So, the interest is you can right click to properties and this property box comes out.

As I said, information will have the name the source where the data is being stored, who is the data provider, extent a lot of information. You can just go down and see multiple, multiple information. These are actually not input by the software, this data was taken from the GDAL archive from NASA. So, you could see that NASA has been credited here and I have stored it in my system in different things. So, you can see some basic statistics are here what are the statistics maximum, minimum standard deviation what is the unit of the data, the extent is minus 80, minus 60, 180, 90 which covers the entire globe and you have different bands inside the raster.

(Refer Slide Time: 6:17)







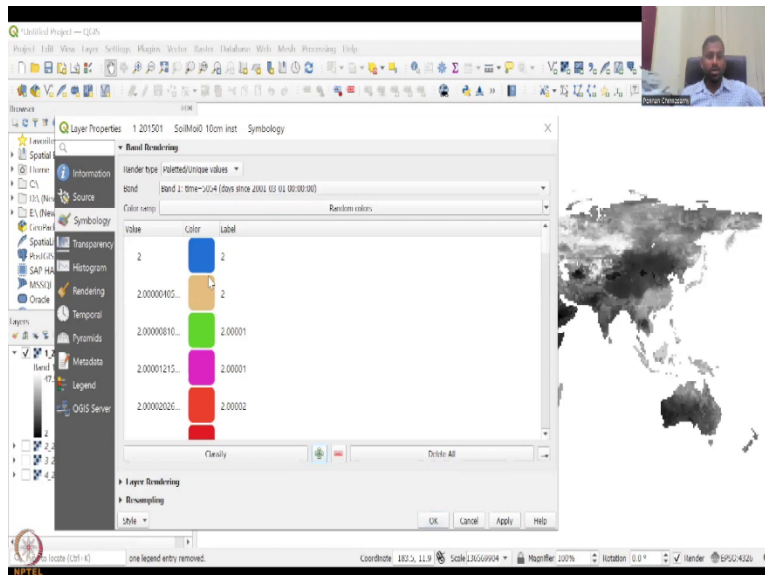
It is an HCDF format but as you see you can get the source, the source gives the layer name, projections, you can change the projection here by clicking if you want to apply and then you have a symbology. As I said, symbology can be a single band or multi-band color. If you do a multi-band color, you will have to specify what colors you want for your band, minimum and multiple etc.

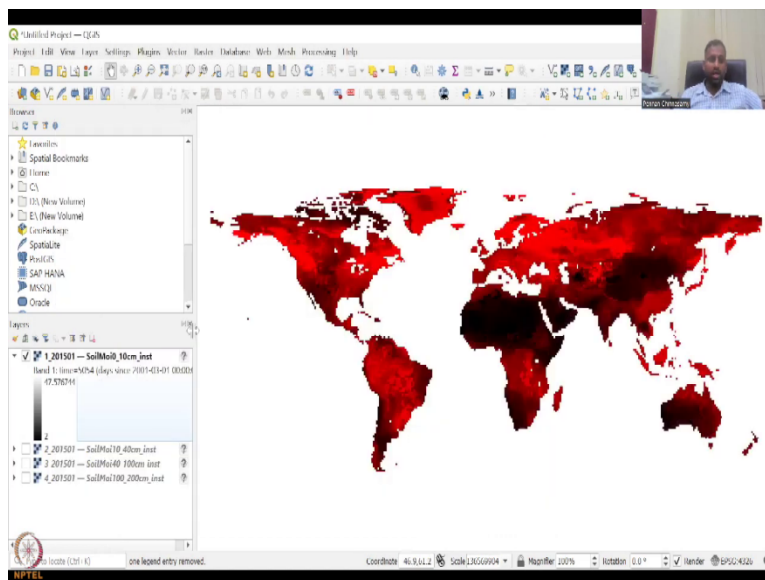
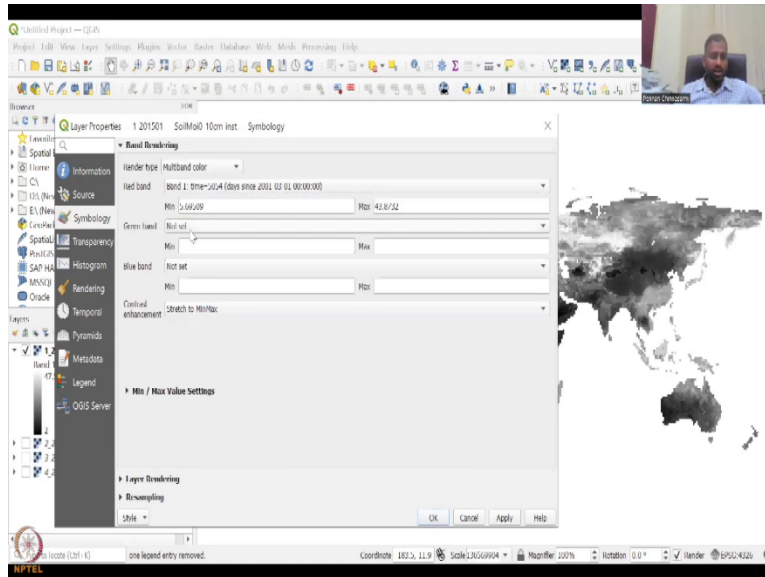
Let us keep it back to single band pseudo color as it was because I am going to show you a quicker and easier way that you can change. You can also do resampling some layer and things, so these are tools that actually let you work with the raster data set. You can have a min, max value and tell that this is the range that the data should be showed.

For example, if you have minus 999 in a raster data set that is invalid data which means when the raster was developed there are some errors in the data so that data would be minus 999 or some value but you know that for sure rainfall cannot be minus. So, that is a no value not 0, 0 is an actual value whereas minus is not possible.

Same like temperature, temperature can go in minus but minus 9999 cannot go. So, this is how you could put a filter for your data. So, I am going to close this and as I said you can come here, you can click and then see if it allows you to change the color. It comes back to this, if you want white to black or a single band color, you can have unique values by creating a classes of the data.

(Refer Slide Time: 8:11)

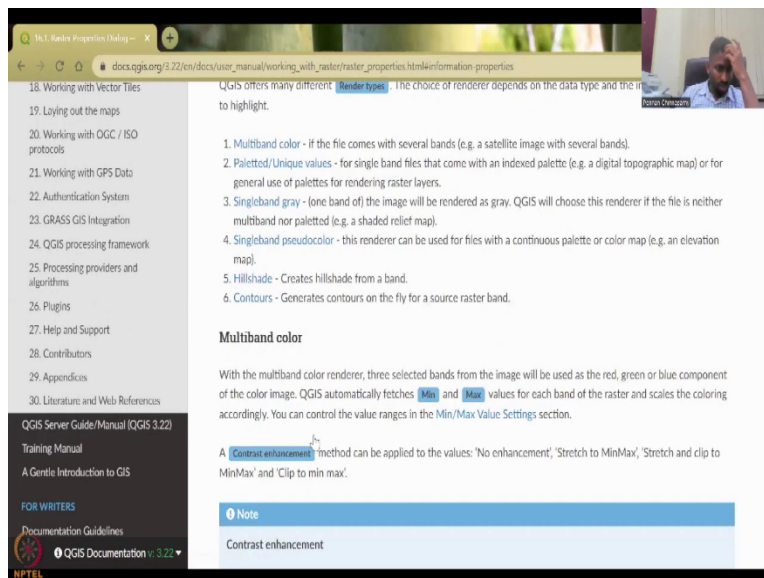
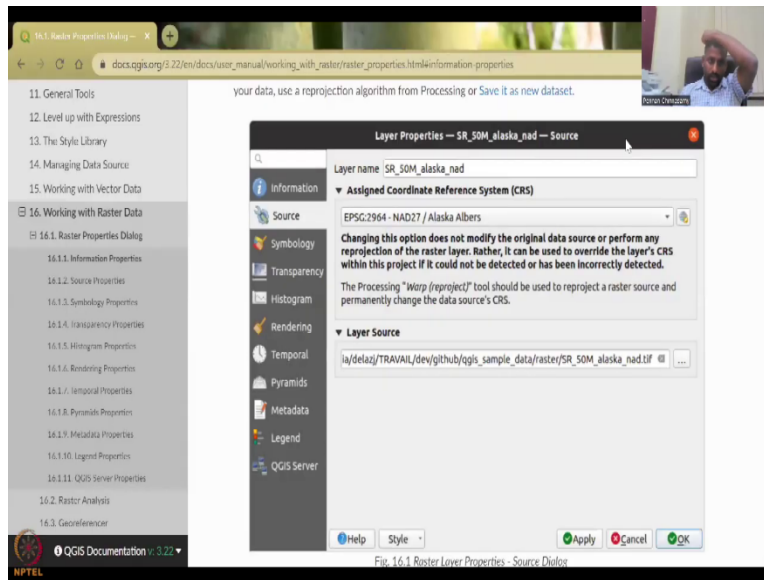




So, now it has classified the data as classes, a lot of classes you do not need so many. So, you could just say no I do not want, I just want to multiband, you can say green, what you want to do, stretch the color to min max or other things.

So, all these are just to look at the black and, instead of black and white look at different colors, contours, hill shades etc. Again, these are very basic ones that you could use. If you do not want to do any changing of color absolutely normal to use the black and white. I will change it to red but again as I said you can use it whatever color you want. So, these properties can be changed as and when needed.

(Refer Slide Time: 9:30)



16.1. Raster Properties (Dialog) —

docs.qgis.org/3.22/en/docs/user\_manual/working\_with\_raster/raster\_properties.html#information-properties

The raster layer symbology tab is made of three different sections:

- The **Band rendering** where you can control the renderer type to use
- The **Layer rendering** to apply effects on rendered data
- The **Resampling** methods to optimize rendering on map

### 16.1.3.1. Band rendering

QGIS offers many different **Render types**. The choice of renderer depends on the data type and the information you'd like to highlight.

1. **Multiband color** - If the file comes with several bands (e.g. a satellite image with several bands).
2. **Paletted/Unique values** - for single band files that come with an indexed palette (e.g. a digital topographic map) or for general use of palettes for rendering raster layers.
3. **Singleband gray** - (one band off) the image will be rendered as gray. QGIS will choose this renderer if the file is neither multiband nor paletted (e.g. a shaded relief map).
4. **Singleband pseudocolor** - this renderer can be used for files with a continuous palette or color map (e.g. an elevation map).
5. **Hillshade** - Creates hillshade from a band.
6. **Contours** - Generates contours on the fly for a source raster band.

#### Multiband color

With the multiband color renderer, three selected bands from the image will be used as the red, green or blue component of the color image. QGIS automatically fetches **Min** and **Max** values for each band of the raster and scales the coloring

16.2. Raster Analysis

16.3. Georeferencer

17. Working with Mesh Data

18. Working with Vector Tiles

19. Laying out the maps

20. Working with OGC / ISO protocols

21. Working with GPS Data

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map).

5. **Hillshade** - Creates hillshade from a band.
6. **Contours** - Generates contours on the fly for a source raster band.

#### Multiband color

With the multiband color renderer, three selected bands from the image will be used as the red, green or blue component of the color image. QGIS automatically fetches **Min** and **Max** values for each band of the raster and scales the coloring accordingly. You can control the value ranges in the Min/Max Value Settings section.

A **Contrast enhancement** method can be applied to the values: 'No enhancement', 'Stretch to MinMax', 'Stretch and clip to MinMax' and 'Clip to min max'.

**Note**

**Contrast enhancement**

When adding GRASS rasters, the option **Contrast enhancement** will always be set automatically to **stretch to min max**, even if this is set to another value in the QGIS general options.

**Band Rendering**

Render type: Multiband color

Red band: Band 1 (Red)

Min: 0      Max: 255

16.3. Raster Properties (Dialog) —

docs.qgis.org/3.22/en/docs/user\_manual/working\_with\_raster/raster\_properties.html#information-properties

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If you want to view a single band or a multiband image (for example, red), you might think you would like to set the image type to Singleband (Blue bands to **Not Set**). But the preferred way of doing this is to set the image type to Singleband (Red as the **Gray band**) to use.

### Paletted/Unique values

This is the standard render option for singleband files that include a color table, where a certain color is assigned to each pixel value. In that case, the palette is rendered automatically.

It can be used for all kinds of raster bands, assigning a color to each unique raster value.

If you want to change a color, just double-click on the color and the **Select color** dialog appears.

It is also possible to assign labels to the colors. The label will then appear in the legend of the raster layer.

Right-clicking over selected rows in the color table shows a contextual menu to:

- **Change Color...** for the selection
- **Change Opacity...** for the selection
- **Change Label...** for the selection

**Band Rendering**  
 Render type: Paletted/Unique values  
 Band: Band 1 Layer 1 (Palette)

16.3. Raster Properties (Dialog) —

docs.qgis.org/3.22/en/docs/user\_manual/working\_with\_raster/raster\_properties.html#information-properties

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




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- **Change Color...** for the selection
- **Change Opacity...** for the selection
- **Change Label...** for the selection

**Band Rendering**  
 Render type: Paletted/Unique values  
 Band: Band 1: Layer\_1 (Palette)  
 Color ramp: Random colors

Value	Color	Label
7		7
8		8
11		11
12		12
13		13




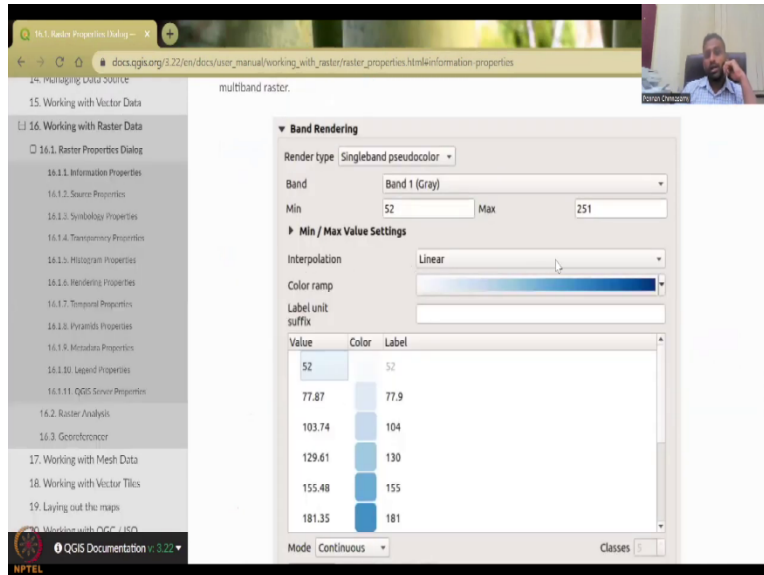
Classify   Delete All 

Fig. 16.3 Raster Symbology - Paletted unique value rendering



So, let us move on to the next properties that were given in the slide. So, we are back, so the first was the raster properties dialogue where we looked at source symbology. Transparency, histogram we will not be working much. In the in the symbology you can say that you can do different types of renderings, multi-color the file comes with several bands satellite images you can change the color.

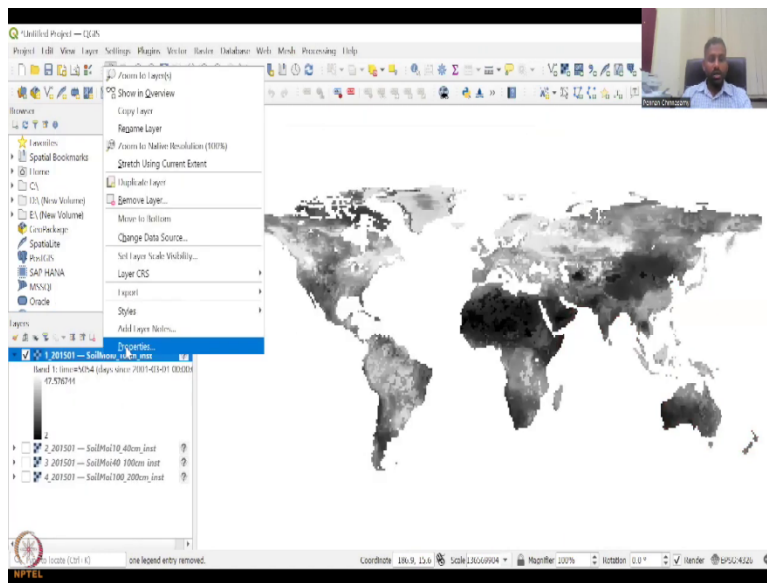
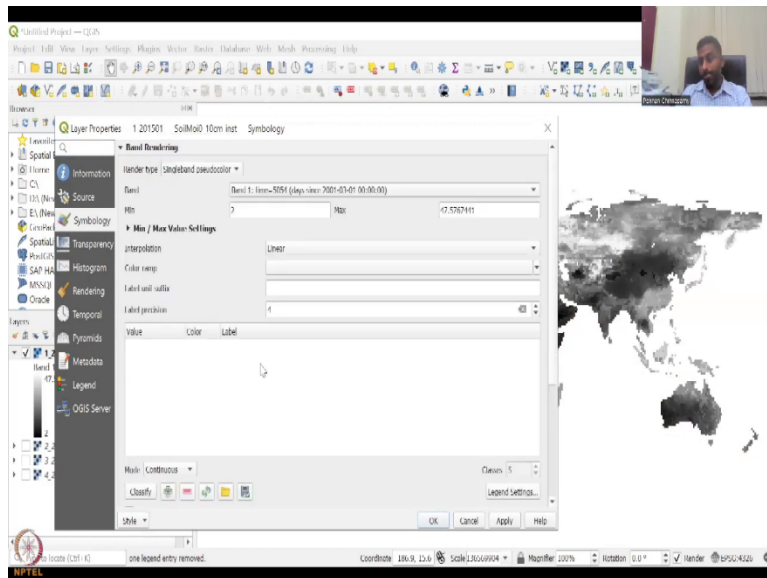
Single band other things are there, multi-band color you can set different colors. There is different examples, we ran through this example by clicking classify and then you can also use a color band. So, single band pseudo color and then say band one is what you want to use. A color ramp is the different colors that you want to use and you can change.

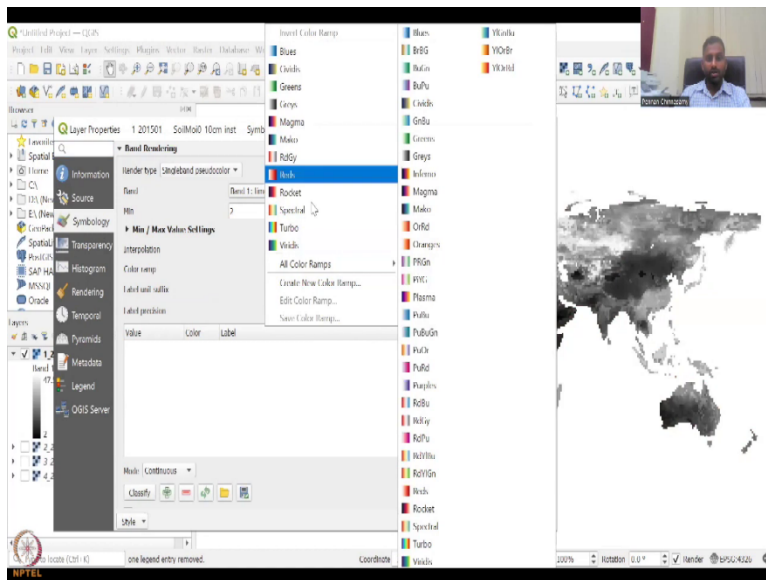
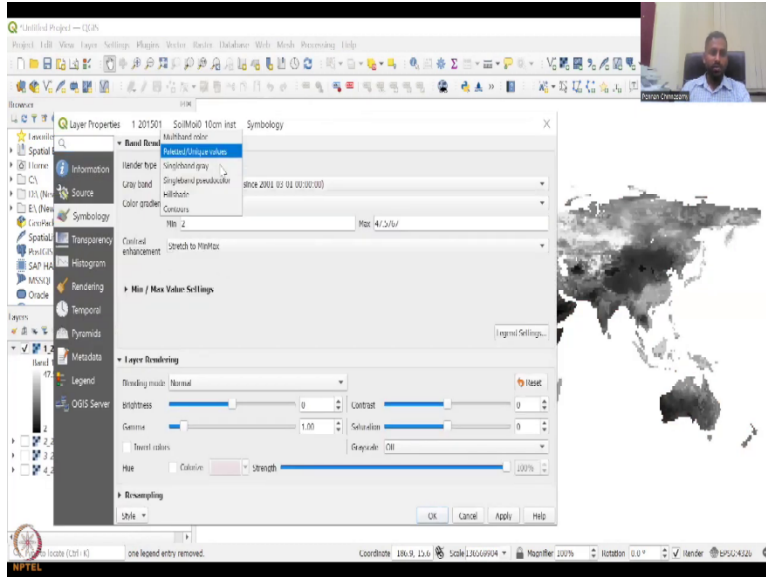
So, these actually help you in visualizing better. See, in GIS most of the research comes first by visualizing. So, when you visualize, you can actually bring multiple understanding of the data like hot spots and other data.

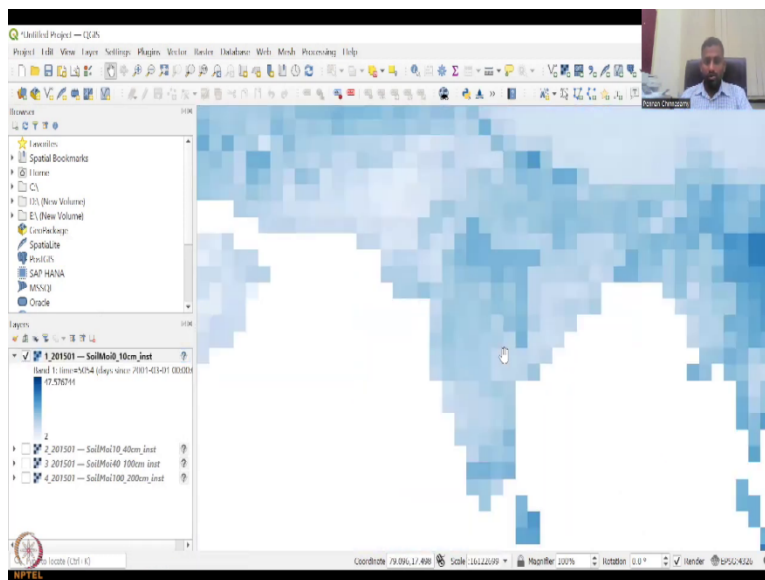
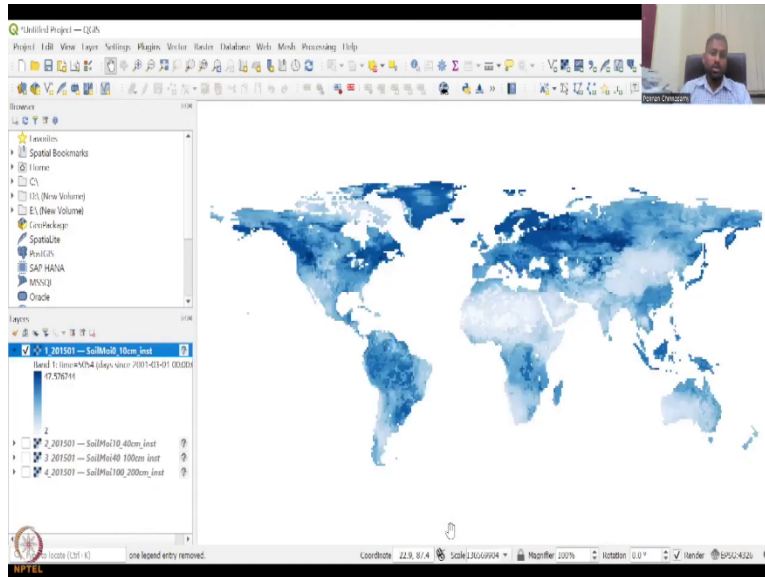
So, all this can be done when you work with rasters in a GIS database. So, moving on to the other aspects. Let us move on again, band rendering and all please go through in your free time so that you could look at different colors if it is available. Different colors and different ways to showcase your data. Otherwise, what will happen is, you will have the color but is it of your interest is what is needed.



(Refer Slide Time: 11:30)







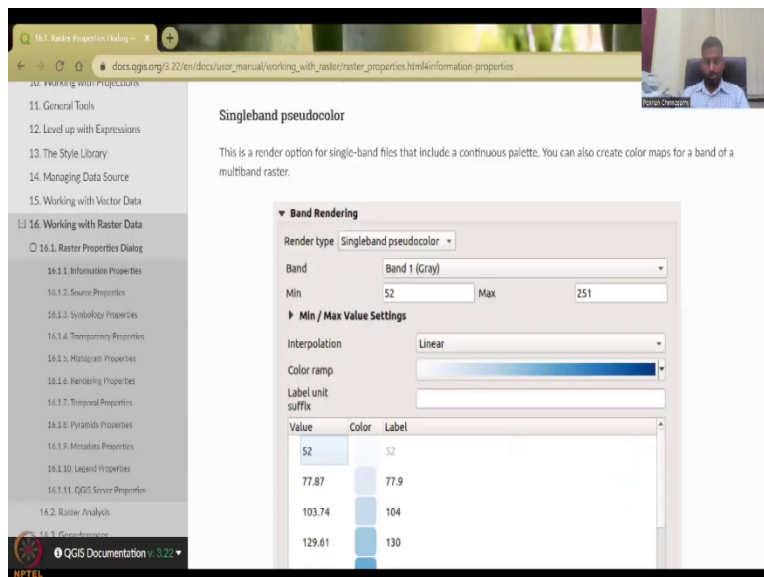
I am going to show you an example. I will have to reshare the screen, so let me reshare, so in this part, we had red and black color, right? So, I brought it back to black and white. In the properties, you can have let us say symbology, instead of single band you can have a pseudo color where it brings you different colors and this is a min and a max value. How do you want to interpolate the color, linear is fine and different color trends.

So, normally for water you can use these type of colors as the blues because low blue means less water and then you can apply. So, now you could see that where is the soil moisture high from 0 to 10. So, mostly Greenland, the ice path because the ice melts and then the water goes in, you can see it. But in India you can see most of the blue color in the Ganges Basin and in the Madhya

Pradesh region. We did a total but we had removed it last time, if you would have remembered but let us do one for the 400 layers. So, I go to properties, I go to pseudo band color and then I do this and you have to apply do not click OK, it will not apply. You need to apply and then click ok.

So, now if you see the deep soil moisture, it is most prevalent in the Maharashtra and other regions because and for that particular time. There is a date and time you could see that it is to 2015-01 which is January 2015. So, the data when you download from satellites always it has the name of the data, has the time, date, soil moisture which is the what it is measuring and the version those kind of things.

(Refer Slide Time: 13:43)



The screenshot shows a web browser displaying the QGIS documentation page for 'Singleband pseudocolor'. The page title is 'Singleband pseudocolor' and it includes a brief description: 'This is a render option for single-band files that include a continuous palette. You can also create color maps for a band of a multiband raster.' Below the text is a 'Band Rendering' dialog box. The 'Render type' is set to 'Singleband pseudocolor'. The 'Band' is 'Band 1 (Gray)'. The 'Min' value is 52 and the 'Max' value is 251. Under 'Min / Max Value Settings', the 'Interpolation' is 'Linear' and the 'Color ramp' is a blue gradient. The 'Label unit suffix' is empty. A table below the dialog shows the following data:

Value	Color	Label
52		52
77.87		77.9
103.74		104
129.61		130

16.1. Raster Properties Dialog

docs.qgis.org/3.22/en/docs/user\_manual/working\_with\_raster/raster\_properties.html#information-properties

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9. QGIS Configuration
10. Working with Projections
11. General Tools
12. Level up with Expressions
13. The Style Library
14. Managing Data Source
15. Working with Vector Data

16-16 Working with Raster Data

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that impact the rendering of the raster negatively.

Calculations of the min and max values of the bands are made based on the:

- **Statistics extent**: it can be **Whole raster**, **Current canvas** or **Updated canvas**. **Updated canvas** means that min/max values used for the rendering will change with the canvas extent (dynamic stretching).
- **Accuracy**, which can be either **Estimate (faster)** or **Actual (slower)**.

**Note**

For some settings, you may need to press the **Apply** button of the layer properties dialog in order to display the actual min and max values in the widgets.

**Color ramp shader classification**

This method can be used to classify and represent scalar dataset (raster or mesh contour) based on their values. Given a color ramp and a number of classes, it generates intermediate color map entries for class limits. Each color is mapped with a value interpolated from a range of values and according to a classification mode. The scalar dataset elements are then assigned their color based on their class.

**Color Ramp Shader**

Min: 0.00 Max: 26.36

Interpolation: Linear

16.2. Raster Calculator

docs.qgis.org/3.22/en/docs/user\_manual/working\_with\_raster/raster\_analysis.html

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**16.2.1. Raster Calculator**

The **Raster Calculator** in the **Raster** menu allows you to perform calculations on the basis of existing raster pixel values (see Fig. 16.20). The results are written to a new raster layer in a GDAL-supported format.

**Raster Calculator**

**Raster Bands**

SR\_S0M\_alaska\_nad81  
landcover@1

**Result Layer**

Create on-the-fly raster instead of writing layer to disk

Output layer: rch/qgis\_sample\_data/raster\_output

Output format: GeoTIFF

**Spatial Extent**

Use Selected Layer Extent

X min: -6232946,67270 X max: 6363148,43764

Y min: -735684,66177 Y max: 9275122,96868

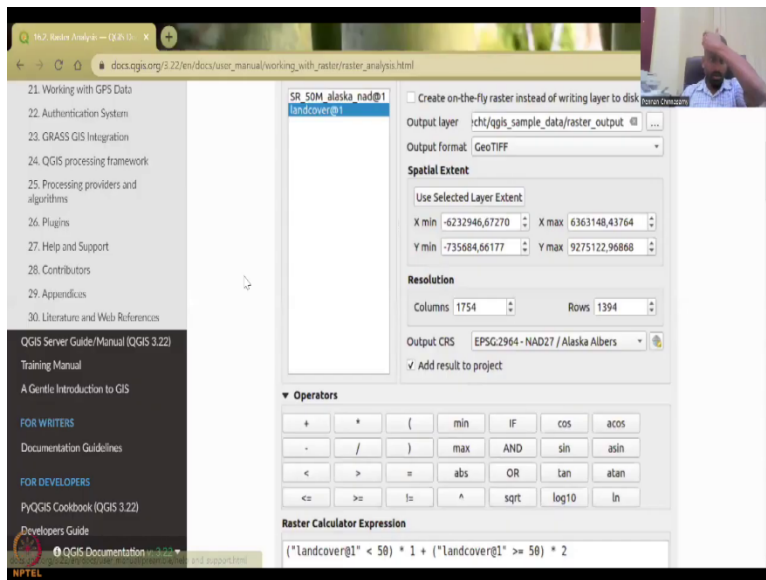
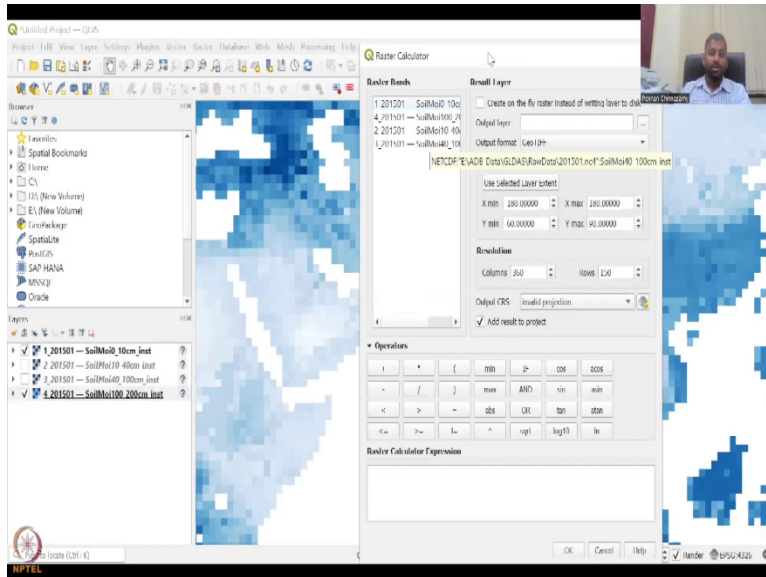
**Resolution**

Columns: 1754 Rows: 1394

Output CRS: EPSG:2964 - NAD27 / Alaska Albers

Add result to project

**Operators**



docs.qgis.org/3.22/en/docs/user\_manual/working\_with\_raster/raster\_analysis.html

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- **Create on-the-fly raster instead of writing layer to disk:**
  - If unchecked, the output is stored on the disk as a new plain file. An **Output layer** path and an **Output format** are required.
  - If checked, a virtual raster layer, i.e. a raster layer defined by its URI and whose pixels are calculated on-the-fly, is created. It's not a new file on disk; the virtual layer is still connected to the rasters used in the calculation meaning that deleting or moving these rasters would break it. A **Layer name** can be provided, otherwise the calculation expression is used as such. Removing the virtual layer from the project deletes it, and it can be made persistent in file using the layer **Export > Save as** contextual menu.
- Define the **Spatial extent** of the calculation based on an input raster layer extent, or on custom X,Y coordinates
- Set the **Resolution** of the layer using columns and rows number. If the input layer has a different resolution, the values will be resampled with the nearest neighbor algorithm.
- With the **Add result to project** checkbox, the result layer will automatically be added to the legend area and can be visualized. Checked by default for virtual rasters.

The **Operators** section contains all available operators. To add an operator to the raster calculator expression box, click the appropriate button. Mathematical calculations ( $+$ ,  $-$ ,  $*$ ,  $/$ ,  $^$ ,  $sqrt()$ , ...) and trigonometric functions ( $sin()$ ,  $cos()$ ,  $tan()$ , ...) are available. Conditional expressions ( $=$ ,  $>$ ,  $<$ ,  $>=$ ,  $<=$ ,  $>>$ ,  $<<$ , ...) return either 0 for false or 1 for true, and therefore can be used with other operators and functions.

**Hint**  
 See also the Raster calculator algorithm.

### 16.2.1.1. Examples

docs.qgis.org/3.22/en/docs/user\_manual/working\_with\_raster/raster\_analysis.html

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## 16.2.2. Raster Alignment

This tool is able to take several rasters as input and to align them perfectly, that means:

- reproject to the same CRS.
- resample to the same cell size and offset in the grid.
- clip to a region of interest.
- rescale values when required.

All rasters will be saved in another files.

First, open the tools from **Raster > Align Rasters...** and click on the **Add new raster** button to choose one existing raster in QGIS. Select an output file to save the raster after the alignment, the resampling method and if the tools need to **Rescale values according to the cell size**. The resampling method can be (see Fig. 16.21):

- Nearest Neighbor
- Bilinear (2x2 kernel)
- Cubic (4x4 kernel): Cubic Convolution Approximation
- Cubic B-Spline (4x4 kernel): Cubic B-Spline Approximation
- Lanczos (6x6 kernel): Lanczos windowed sinc interpolation
- Average: computes the average of all non-NODATA contributing pixels
- Mode: selects the value which appears most often of all the sampled points
- Maximum, Minimum, Median, First Quartile (Q1) or Third Quartile (Q3) of all non-NODATA contributing pixels

16.3. Georeferencer

16.3.1. Usual procedure

17. Working with Mesh Data

18. Working with Vector Tiles

19. Laying out the maps

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## 16.3. Georeferencer

- Usual procedure
  - Entering ground control points (GCPs)
  - Defining the transformation settings
    - Available Transformation algorithms
    - Define the Resampling method
    - Define the transformation settings
  - Show and adapt raster properties
  - Configure the georeferencer
  - Running the transformation

The Georeferencer is a tool for generating world files for rasters. It allows you to reference rasters to geographic or projected coordinate systems by creating a new GeoTiff or by adding a world file to the existing image. The basic approach to georeferencing a raster is to locate points on the raster for which you can accurately determine coordinates.

Features

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Table Georeferencer: Georeferencer Tools

### 16.3.1. Usual procedure

As X and Y coordinates (DMS dd mm ss.ss, DD (dd.dd) or projected coordinates (mmmm.nmm)), which correspond with the selected point on the image, two alternative procedures can be used:

- The raster itself sometimes provides crosses with coordinates "written" on the image. In this case, you can enter the coordinates manually.
- Using already georeferenced layers. This can be either vector or raster data that contain the same objects/features that you have on the image that you want to georeference and with the projection that you want for your image. In this case, you can enter the coordinates by clicking on the reference dataset loaded in the QGIS map canvas.

The usual procedure for georeferencing an image involves selecting multiple points on the raster, specifying their coordinates, and choosing a relevant transformation type. Based on the input parameters and data, the Georeferencer will compute the world file parameters. The more coordinates you provide, the better the result will be.

The first step is to start QGIS and click on **Raster** > **Georeferencer**, which appears in the QGIS menu bar. The Georeferencer dialog appears as shown in Fig. 16.23.

For this example, we are using a topo sheet of South Dakota from SDGS. It can later be visualized together with the data from the GRASS `sppearfish0` location. You can download the topo sheet here: [https://grass.osgeo.org/sampleddata/sppearfish\\_toposheet.tar.gz](https://grass.osgeo.org/sampleddata/sppearfish_toposheet.tar.gz).



on/off	id	srcX	srcY	dstX	dstY	dX(pixels)	dY(pixels)	residual(pixels)
<input checked="" type="checkbox"/>	0	594324.70	4925379.02	594323.07	4925378.72	-0.07	0.66	0.67
<input checked="" type="checkbox"/>	1	600163.35	4925580.09	600162.18	4925582.35	-0.16	-0.90	0.92
<input checked="" type="checkbox"/>	2	608468.69	4924874.29	608468.40	4924874.14	-0.17	0.27	0.32

Linear Translation (589998, 4.928e+06) Scale (2.00019, 2.00019) Rotation: 0 Mean error: 1.98113, 492324

Fig. 16.23 Georeferencer Dialog

16.3.1.1. Entering ground control points (GCPs)

on/off	id	srcX	srcY	dstX	dstY	dX(pixels)	dY(pixels)	residual(pixels)
<input checked="" type="checkbox"/>	1	600163.35	4925580.09	600162.18	4925582.35	-0.16	-0.90	0.92
<input checked="" type="checkbox"/>	2	608468.69	4924874.29	608468.40	4924874.14	-0.17	0.27	0.32

Linear Translation (589998, 4.928e+06) Scale (2.00019, 2.00019) Rotation: 0 Mean error: 1.98113, 492324

Fig. 16.23 Georeferencer Dialog

16.3.1.1. Entering ground control points (GCPs)

1. To start georeferencing an unreferenced raster, we must load it using the button. The raster will show up in the main working area of the dialog. Once the raster is loaded, we can start to enter reference points.
2. Using the button, add points to the main working area and enter their coordinates (see Figure Fig. 16.24). For this procedure you have the following options:
  - Click on a point in the raster image and enter the X and Y coordinates manually, along with the CRS of the point.
  - Click on a point in the raster image and choose the button to add the X and Y coordinates with the help of a georeferenced map already loaded in the QGIS map canvas. The CRS will be set automatically.
3. Continue entering points. You should have at least four points, and the more coordinates you can provide, the better the result will be. There are additional tools for zooming and panning the working area in order to locate a relevant set of GCP points.
4. With the tool, you can move the GCPs in both the canvas and the georeferencing window, if you need to correct them.

Enter Map Coordinates

Enter X and Y coordinates (DMS (dd mm ss.ss), DD (ddd.dd) or projected coordinates (mmmm.mmm)) which correspond with the selected point on the image. Alternatively, click

X: Y:

So, let us go back to our slide on the, what are the properties that we have looked at and as I said the properties may differ but it is our duty to understand which properties we want to use. So, what you see here is we have changed the color, the contours, different types of styles etc. I will not get into the entire styles of this band.

Then you get to raster analysis. In the raster analysis, raster calculator is number one, we have done it and then we showed how we could add layers. Here I am going to show you quickly to add a couple of layers. Again, we go back to the QGIS software, I am just going to add layer 1 and layer 4. So, you can click it go to raster calculator, all the rasters are there actually we did

add it in the previous lecture so how do you do it? So, just 1 and then double click plus 4, there it is.

So, 1 plus 4 and the output layer you can say just create on the fly, it will create on the fly, until you put the names and the details this OK button does not come, let us say okay and it goes. It goes to a particular software database which the QGIS has created.

So, moving on we will look at the raster calculator's number is key. Then we had a raster alignment that we had used the tool and then the two major pass cover is raster calculator as alignment and then the Geo references. Geo reference is very very important especially for Rural Development as I said. So, we have a dedicated week for using this tool and updating this database.

So, what it is? I will just give an example, you have an image a satellite image or an image from the field. Let us say a topo sheet, a topo sheet is something that gives you the locations of the water bodies and the panchayat office etc on a web map. It is a paper map but the paper map has some techniques used so that it can be scaled. It is not just drawing on a hand and a paper. It is a map which is based on a scale. So, if you collect these maps from rural areas, you can digitize it and that digitization process will let the map be involved into the GIS software. This process of digitizing is called Geo referencing.

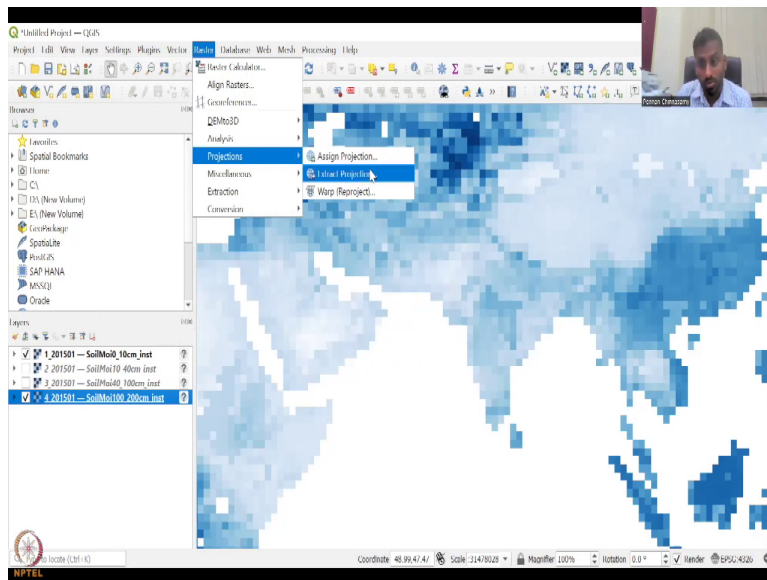
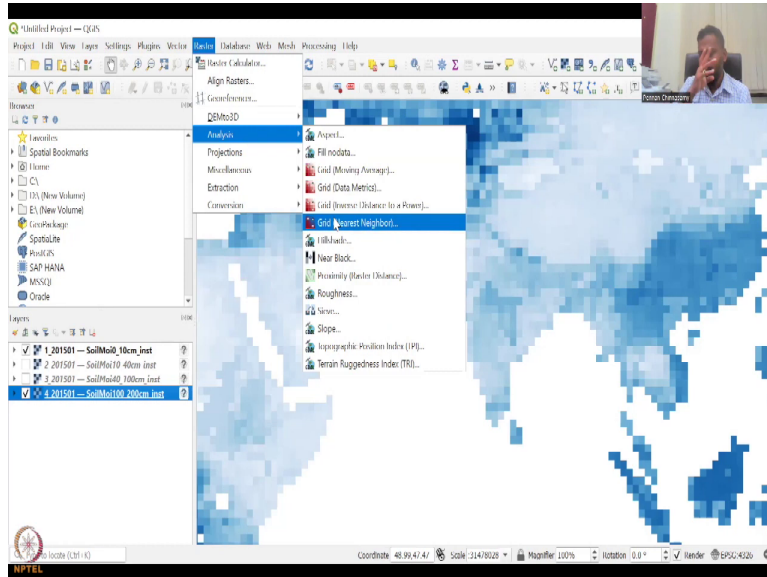
So, this is very very important as you could see that a paper map is taken and then it is geo-referenced. Once it gets Geo reference it becomes a raster data set. So, think about taking a paper and then taking an image of the paper map, putting it on this software and then converting it to a raster. How much data values can this open, a lot, why? Because from Independence and before independence there are lot of maps which are paper. Now you could convert everything into digital.

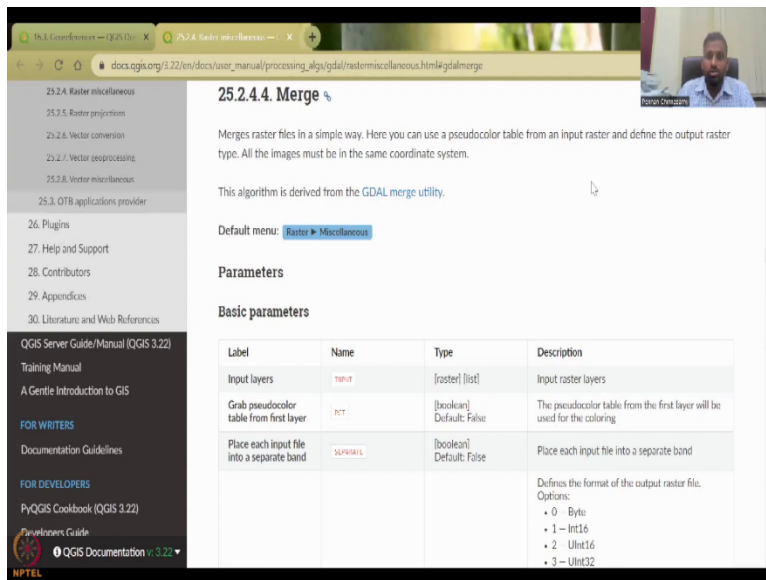
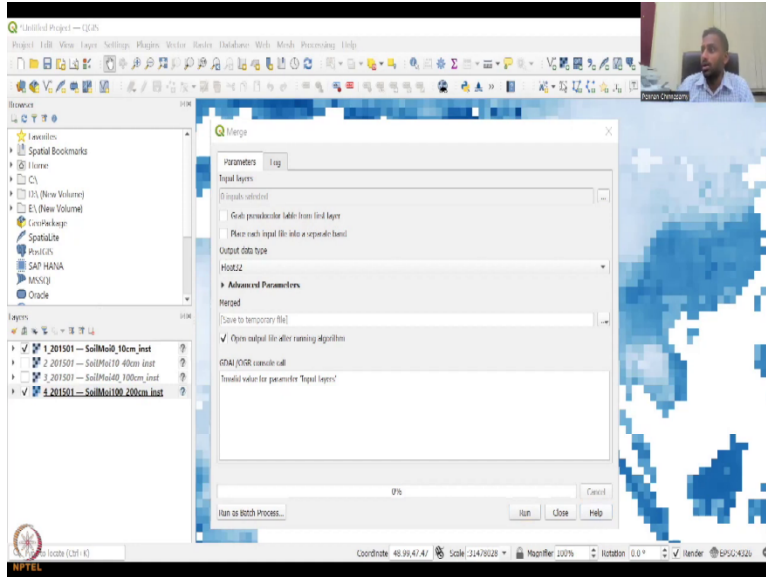
Initially you had to go through a big software factory, send the maps and bring it out but now just a phone is enough and you can take image and then use. It is the same thing, if you take an image in a phone you can geo-reference it for the location. Some phones have a Geo-referencer built in because if it is a smartphone it has Geo-referencer built in. However, the older phones and the cameras may not have. So, that is where you use this tool to geo-reference the image.

We will again go through this exercise and why it is important because it gives you a hands-on control on updating the data set from the rural regions. So, we will have as I promised we will definitely have a week on this. We will create new polygons points and lines and you will see how powerful this tool is. So, for that I will give you a couple of weeks and we will tie it with rural development activities. So, these are the dominant tools that are involved.

(Refer Slide Time: 18:25)

The image is a composite of two screenshots. The top screenshot shows a presentation slide titled "QGIS tools for Raster Analysis". The slide includes a URL: [https://docs.qgis.org/3.22/en/docs/user\\_manual/working\\_with\\_raster/index.html](https://docs.qgis.org/3.22/en/docs/user_manual/working_with_raster/index.html). It also features a table of contents for "16. Working with Raster Data" with sub-items like "16.1. Raster Properties Dialog" and "16.2. Raster Analysis". The bottom screenshot shows the QGIS desktop application interface. The "Processing" menu is open, highlighting "DEM 3D printing". The main map area displays a 3D visualization of a Digital Elevation Model (DEM) for the Indian subcontinent, showing topographic relief in shades of blue. The interface includes a toolbar, a layer list on the left, and a status bar at the bottom.





docs.qgis.org/3.22/en/docs/user\_manual/processing\_algs/gdal/rastermiscellaneous.html#gdalmerge

25.2.4. Raster miscellaneous  
 25.2.5. Raster projections  
 25.2.6. Vector conversion  
 25.2.7. Vector geoprocessing  
 25.2.8. Vector miscellaneous  
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### Outputs

Label	Name	Type	Description
Merged	OUTPUT	[raster]	Output raster layer

### Python code

Algorithm ID: `gdal.merge`

```
import processing
processing.run("gdal.merge", parameter_dictionary)
```

The algorithm id is displayed when you hover over the algorithm in the Processing Toolbox. The parameter dictionary provides the parameter NAMES and values. See [Using processing algorithms from the console](#) for details on how to run processing algorithms from the Python console.

### 25.2.4.5. Pansharpning

Performs a pan-sharpening operation. It can create a "classic" output dataset (such as GeoTIFF), or a VRT dataset describing the pan-sharpening operation.

See [GDAL Pansharpn](#).

docs.qgis.org/3.22/en/docs/user\_manual/processing\_algs/gdal/rastermiscellaneous.html#gdalmerge

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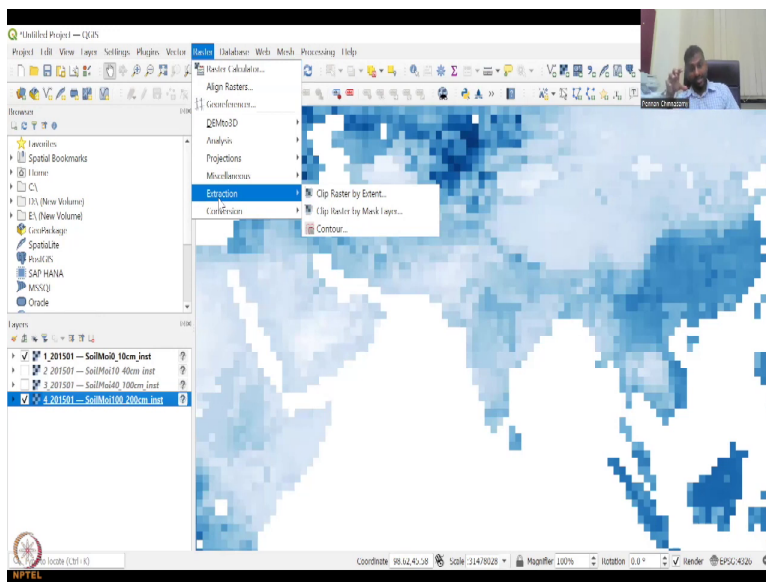
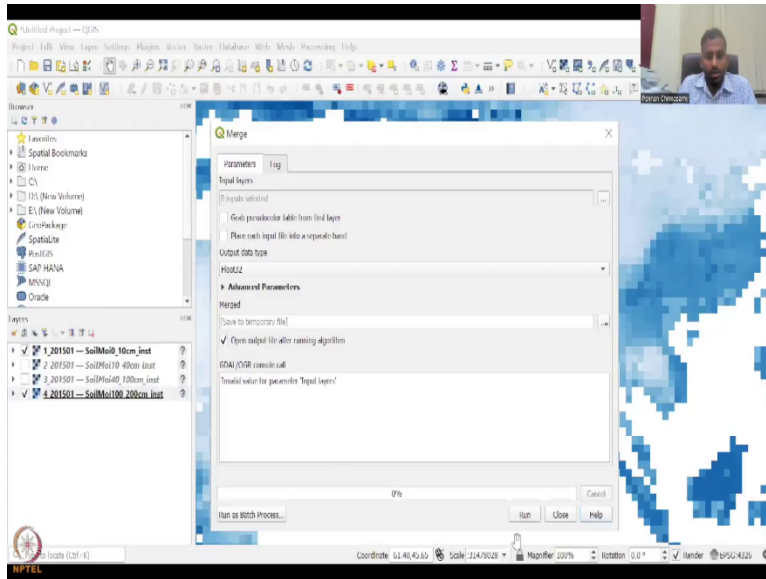
- Preamble
- Foreword
- Conventions
- Features
- Getting Started
- Working with Project Files
- QGIS GUI
- The Browser panel
- QGIS Configuration
- Working with Projections
- General Tools
- Level up with Expressions
- The Style Library
- Managing Data Source
- Working with Vector Data
- Working with Raster Data

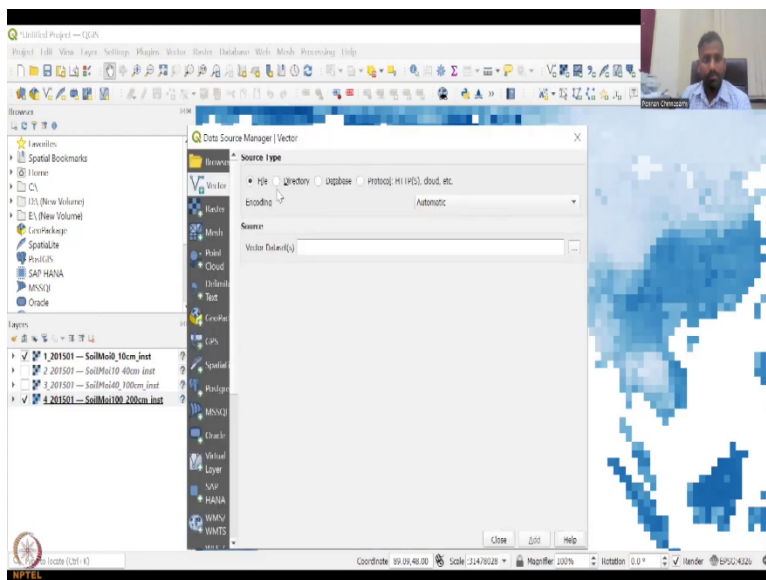
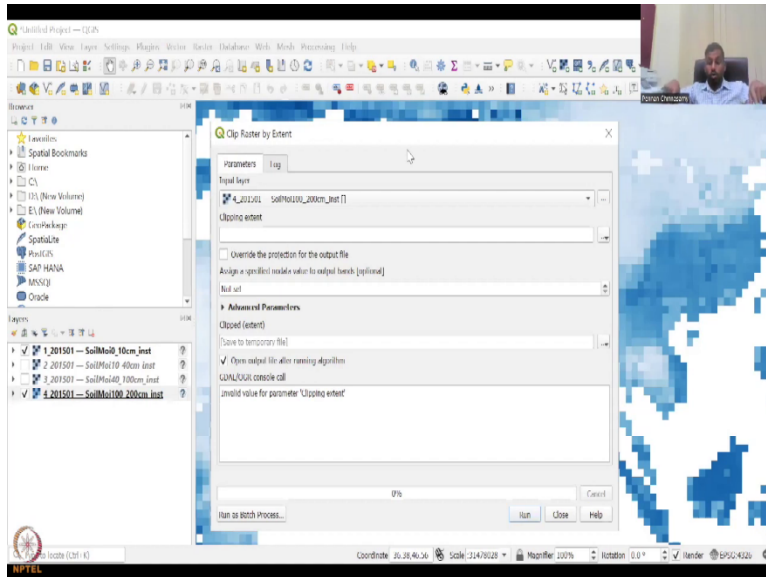
QGIS Documentation 3.22

Label	Name	Type	Description
Merged	OUTPUT	[raster] Default: [Save to temporary file]	Specification of the output raster layer. One of: <ul style="list-style-type: none"> <li>8 - UInt16</li> <li>7 - CFInt32</li> <li>10 - CFInt64</li> </ul> Save to a Temporary File Save to File...

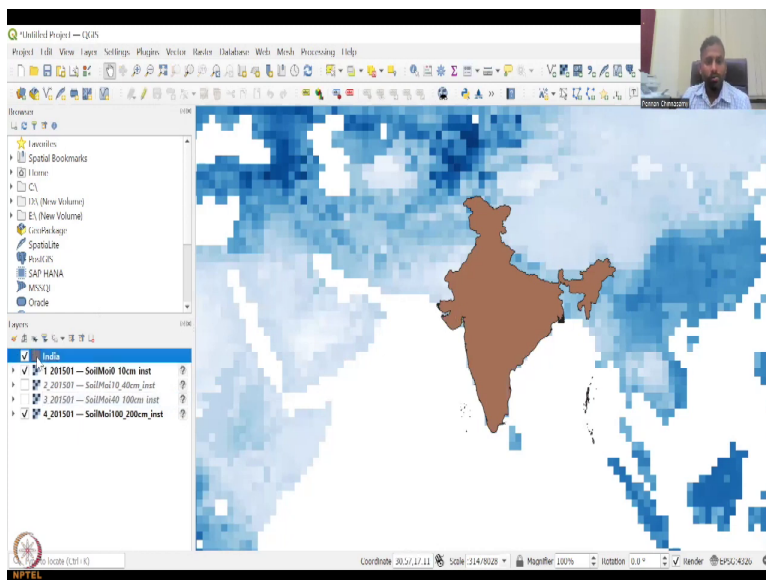
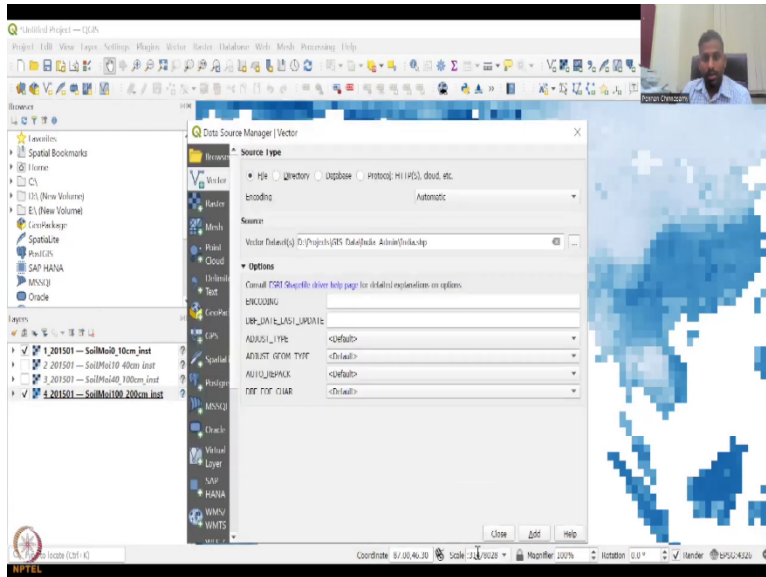
### Advanced parameters

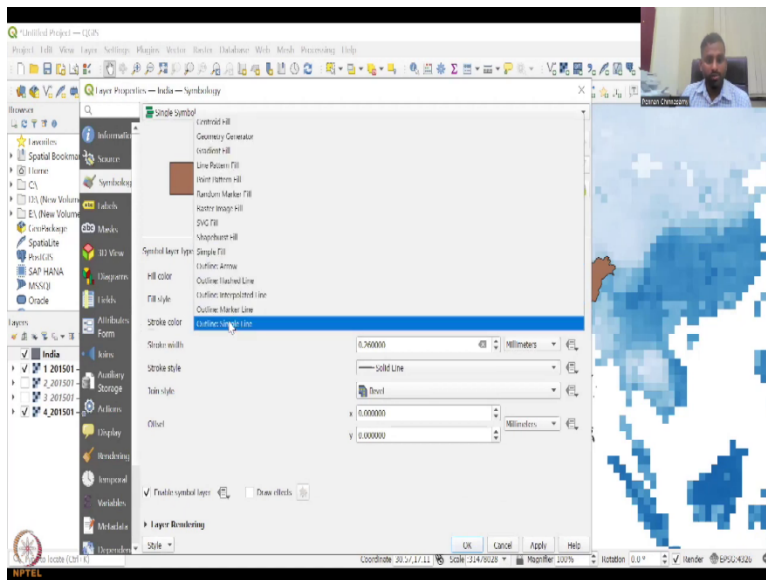
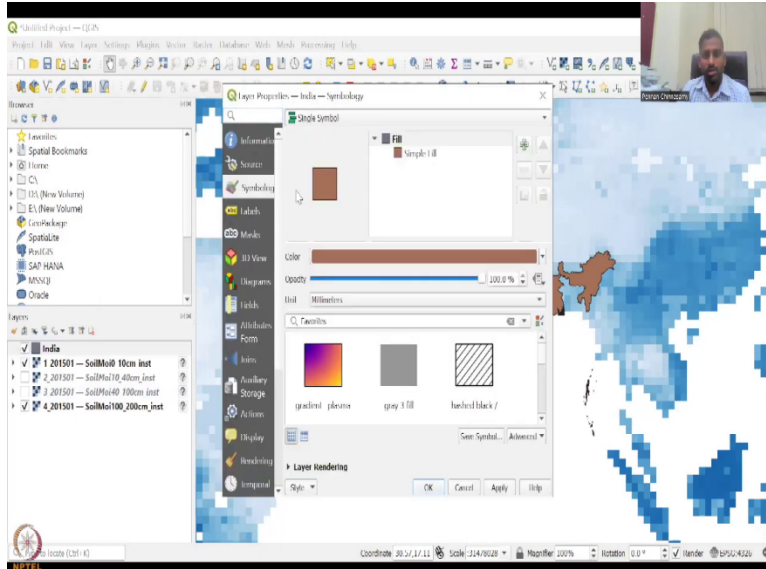
Label	Name	Type	Description
Input pixel value to treat as "nodata" Optional	NODATA_INPUT	[number] Default: None	Ignores pixels from files being merged in with this pixel value
Assign specified "nodata" value to output Optional	NODATA_OUTPUT	[number] Default: None	Assigns the specified nodata value to output bands.
Additional creation options Optional	OPTIONS	[string] Default: ""	For adding one or more creation options that control the raster to be created (colors, block size, file compression, ...). For convenience, you can rely on predefined profiles (see GDAL driver options section). For Batch Process: separate multiple options with a pipe character (   ).
Additional command-line parameters	EXTRA	[string] Default: None	Add extra GDAL command line options

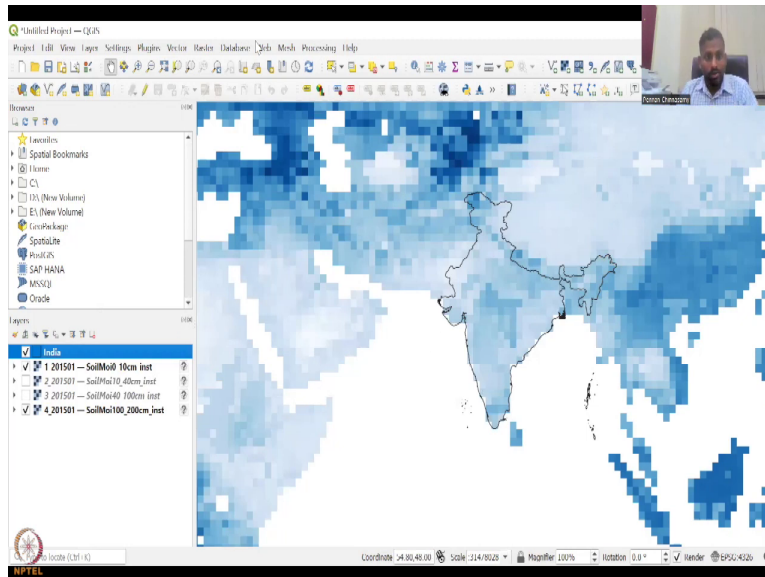












So, let me go back to our slide where we have discussed this tool and the links. So, there is only two, three tools given but there are multiple, multiple tools in the QGIS software and plugins. Plugins, I have not discussed yet, we will discuss in the following lecture series but let us look at the QGIS software again.

You have the raster, these three are the main tools which are being explained in the tutorial. These are also tools which come very handy, a DEM is a Digital Elevation Model. You can do a 3-D printing using it basically a topography map which gives you the elevation.

See, normally it maps are 2-D. It is a paper, it is two dimensional but if it is a DEM, it models these elevations so that you can capture the topography change in the map and that is called DEM. We will have an analysis of it.

Then you have analysis tools, these some of them are pretty high-end for the basic rural development activities we may not use that. Then you have projections, again all maps need projections. You can change your projections, you can add new projections here. Then you have the miscellaneous tools where you can input raster information, merge data sets.

It is different from align. Align will just align the data sets not add the data set whereas merge will bring two data sets and merge them. Maybe there is some gap and those gaps are on overlap. These are corrected with this software. You can see that a glue is there, a symbol glue and a map is there.

Then build overview pyramids is like adding or converting it into a better raster and tiles in index. So, let us click merge tool as I said if you need to understand any tool just click the help button it will open a dialog box which you will see now. It has opened here which is the merge data set, merged raster is faster in a simple way. You can use a pseudo color table from input raster define the output raster etc. And the python code is there and an algorithm is there and it gives you an exercise of what the output will look like.

Let us go back to the software and then we have the merge tool. What you have run as batch is kind of an advance. Batch is like you create an automated loop of activities in GIS. For example, you have  $A + B = C$ , the rasters and you have to do it for every single state. You do not have to do every single state one by one. Just do one state and then run as a batch. It is like a for loop condition. So, those who know programming can use this otherwise it does take time.

So, when I was a student you had to do everything each step by step for each state. But now you can do one state apply the algorithm to other states and just say run as a model. So, batch process is like a model within GIS.

So, we were at miscellaneous. Now we go to extraction, a clip raster by extent and clip raster by mask. The mask is what we had given in the previous lecture, we discussed the mask tool where you bring in a mask and then you extract the region. Clip raster by extent is you can create an extent. So, each box has an extent, the globe has an extent minus A, 180, 90 you saw that when you download the image.

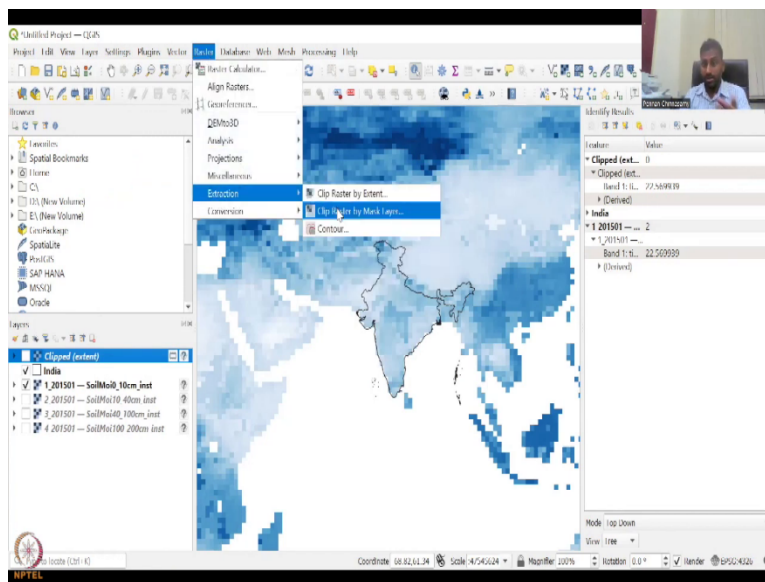
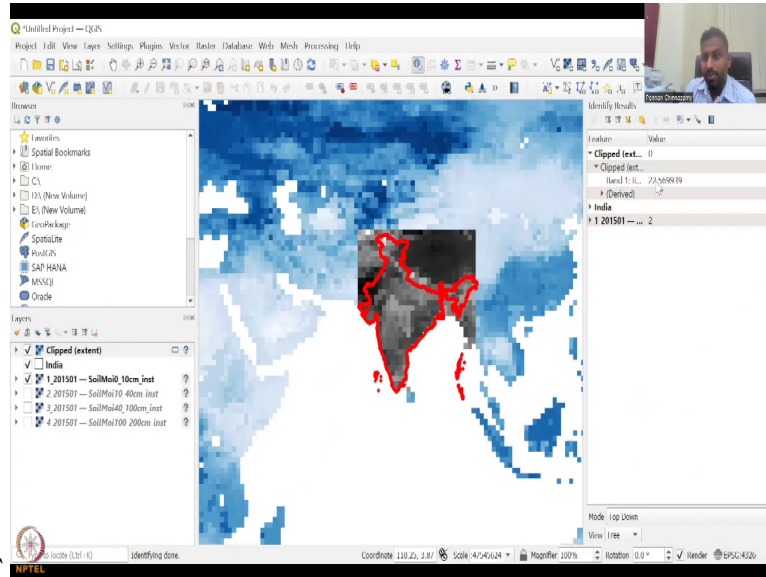
Now if you say that I need only for India then you can give the India's extent and then ask the model, the QGIS to extract only India. Let us try for one data set. So, while we are downloading the data, I would like you to look at most of these tools which is used by a lot of people for accessing the data set and other aspects. For example, we have QGIS embedded tools on the top, those are always the stationary tools that you will use for your GIS analysis. But you also have tools on the third line, those are not always the same tools that we have.

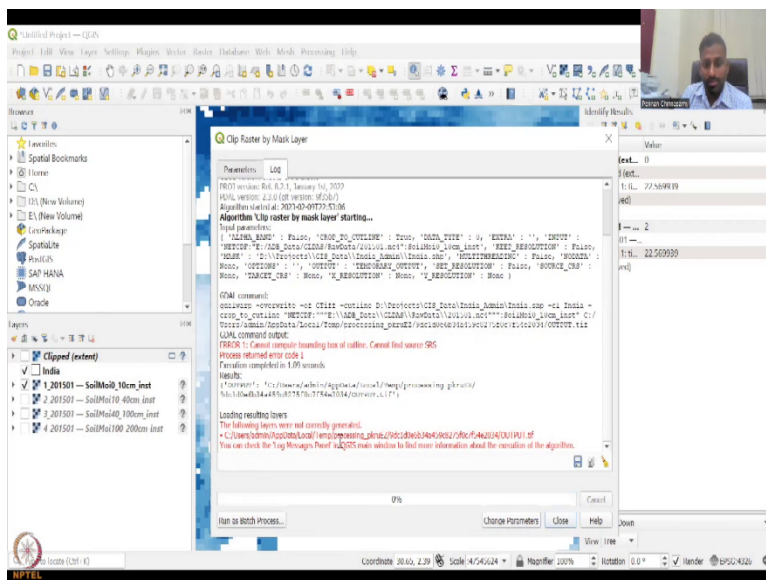
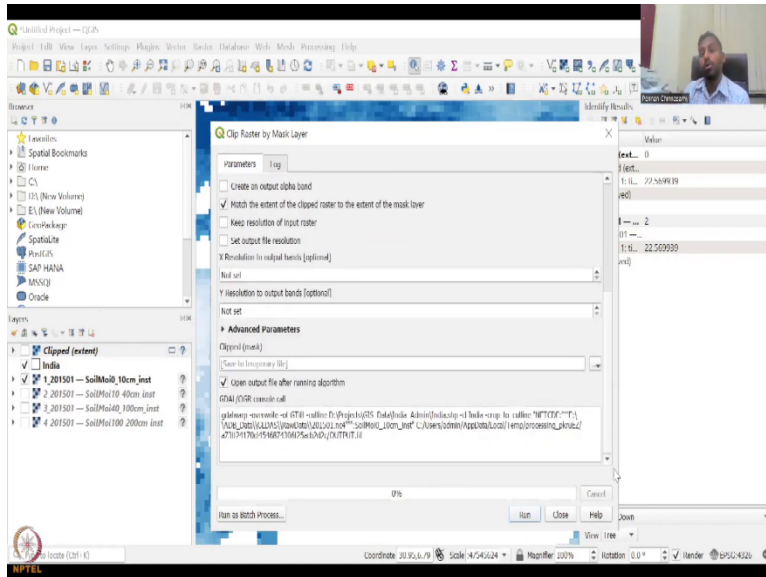
Because I have some a little bit advanced stage, I may use some data sets that are important for me or some tools that are important for me. So, you can you can click and export or understand which data set you want. So, let us go back to the toolbar, we are going to as I said these toolbars can be added and subtracted based on your data set and needs. I am going to click the add vector

data set point, I am going to click here as shape files and then let us say India boundary I am going to add. Let us say add and then close.

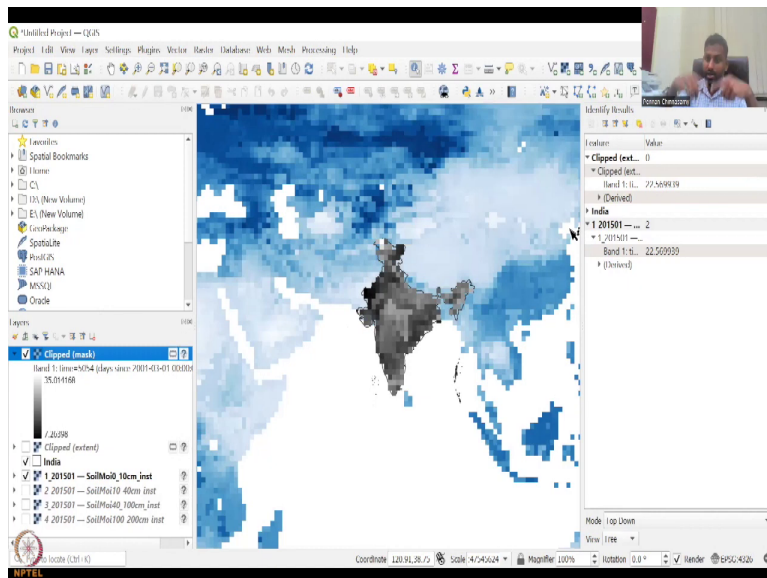
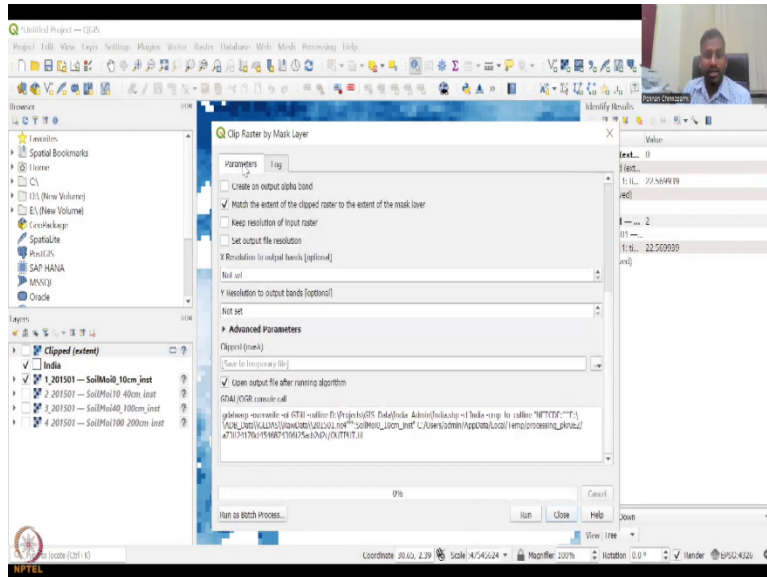
So, now we have the India boundary, let us put it on the top. So, you have the India coverage and underneath it you have, I do not want the whole color as I said you can go to symbology. You can say simple fill, if you want simple fill or you want some... just the background, you can just say I just need the background. So, here I do not want simple fill, I just want a simple outline and the outline is black in color. I will say apply.











So, now you have the India boundary. You can see that and I am going to extract just the India value. So, you can go to raster, you can go to extract by extent. So, already the layer is there the input layer is number one, the clipping extent I do not know the extender, the India's extent. So, you can use calculate from layer. So, I just click the arrow button and then India came. So, I just said and now you can see the extent of India auto populated, it is 68, 97, 6.7, 37. The box, the extent of India is that.

Then the algorithm populates by itself, where do you want the data to be stored. It can ask you initially or it will just run. So, now the data has run, it is still running... it does take some time because it is a big data set maybe I should have just used a small state. So, let it run.

So, now it says algorithm is finished. You just click close, now you could see a new data set being created which is not global. Only the extent of India, only the extent of India is there, the box in which India is there. So, the box is there and it is the same data as number one that we used. How do you know it?

You can click this identifier tool click any pixel, I will just click 1 and it will automatically populate here. So, you could see that the clipped data set has a band of 22 and value that the pixel value is 22 and this is also 22, the same value which means it has taken the data, clipped the boundaries and given me the output.

So, now I can use this as clip extent and just save this. So, you can save as export the data, save as. Then you can save it to your database, what the tool has done is it has created the data set and put it on your system QGIS but not stored it because you will be doing it again and again. You do not want to store it and make your C drive or D drive heavy. So, instead of that you just keep it as a flash, a cache memory after some time it just gets deleted by itself.

So, I am going to remove this. Let us keep it for now because we are going to do another tool which is the extraction by mask. I have explained this in the previous lecture but now we are going to do it. We are not going to use a clip extent because that is not the input, the input layer is number one again. The first layer which is 0 to 10 centimeters, the mask layer as I said is a shape file. So, we are going to use India.

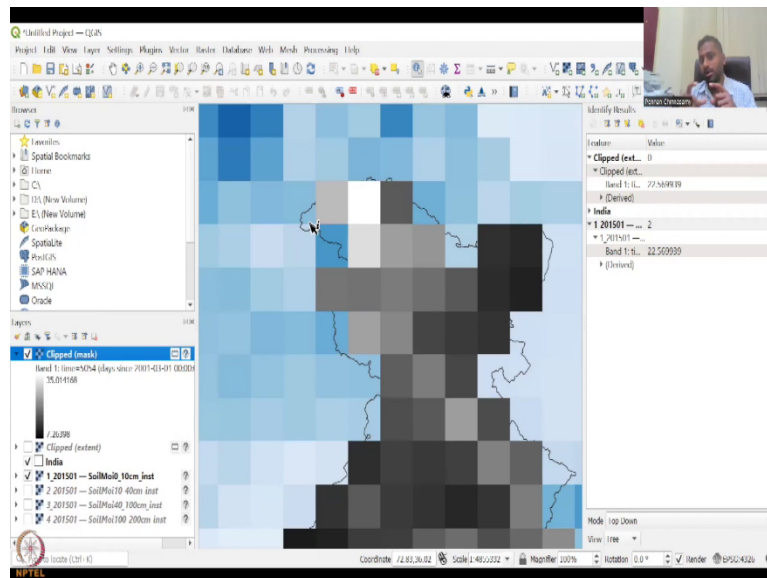
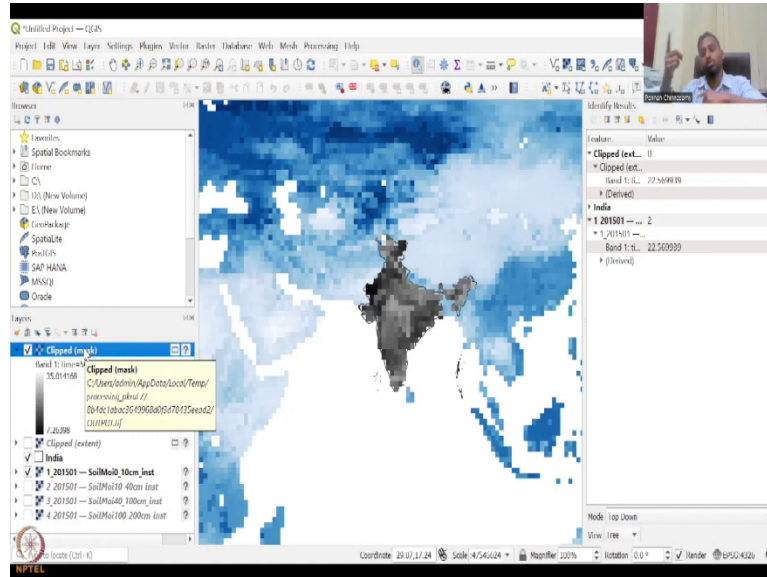
So, India I have the shape file, I am going to click India and then source optional, whatever says optional you do not have to fill. Let it run and then we will get it and then these also just let the defaults because that is one thing in QGIS is lot of parameters. If you do not know just keep it as default. It will still run, if it does not run then we will look at what we need to change.

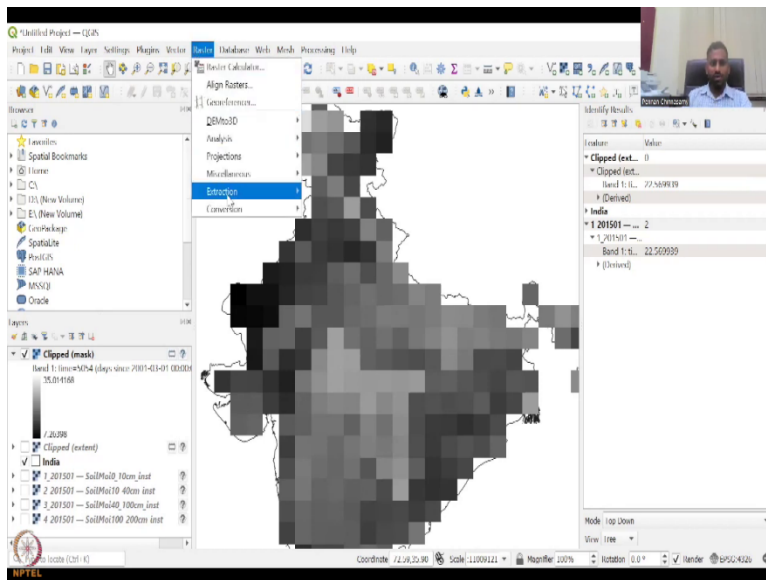
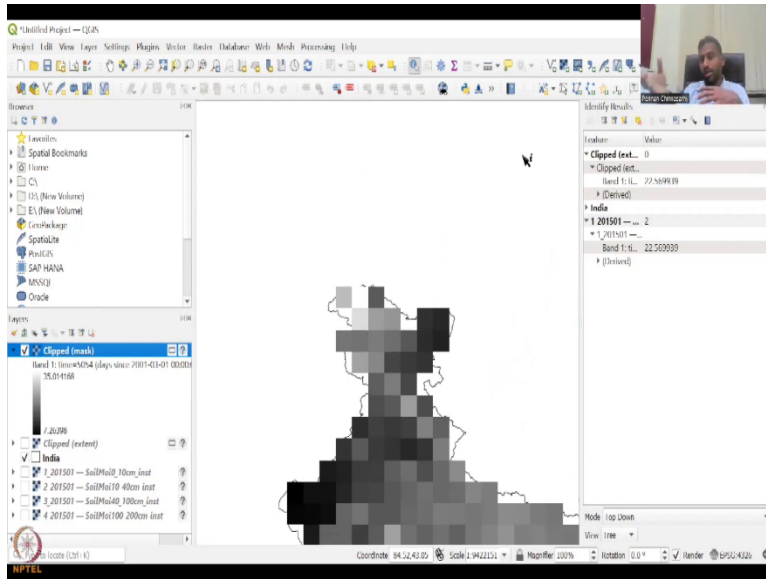
Then click run the following layers are incorrect because it is too big then look at the name size. So, these kinds of errors can come within your model. In that case you have to just extract only the part. Let us say, I do not want the match extent and then I am going to run. It is still running.

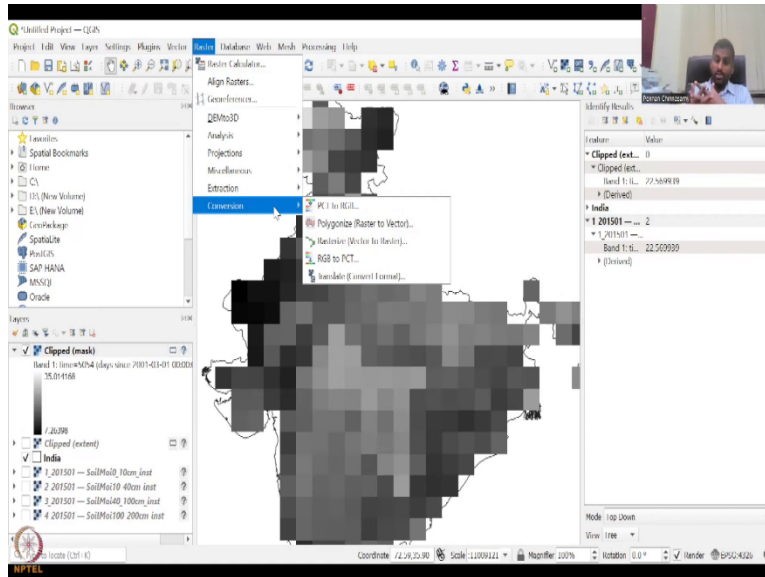
Now it is done. So, you see how initially the data did not come because the some of the clicks the defaults did not allow it to do but now it did because I just removed the default, one of the defaults. How do we know? It is a trial-and-error process, it is good that this happened. So, that

you could also visualize how these things happen. So, now if you look at it, this data set which is clipped. So, the clip extent is different there is a box whereas the clip mask is just the India data.

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You see the difference between the two tools. Do you want the box extent or do you want the exact extent. Why is there like this is because the box extent will come in pictures where you still need some data outside the boundary. Maybe the boundary is still being formalized. So, you need some data outside you can take it whereas clipped mask will only take the data within the masking specified.

So, let us look at it zoomed in. You could see that this data is not taken why but because within the mask, within that line the pixel is only 10 percent there. You need above 50 percent, so there is a threshold and only if it passes the threshold the data has been collected. So, you can see here 40 percent, 50 percent, 60 percent. So, since most of the data is outside the boundary it will not take. So, you could see that if I remove this layer you can see the India data does not cover the entire boundary, why? Because the boundary is not capturing the exact pixel more than the 60 percent, 50 percent.

In these cases, what is recommended is, you always make a boundary and a buffer. A buffer is beyond the boundary so that it will collect data or use the extent. So, now you could see the difference between these two tools. You could think multiple, multiple applications of this in rural development because lot of people do not use the massive data sets. They think it is too big, it cannot be run on the system for a village or a panchayat level etc.

So, this is where you could extract the data and use it only for your region. So, I think with this we have done the extractions stuff. Contour is kind of a little bit advanced, we leave it.

Conversion is just the coloring change from PCT to RGB and then back RGB to PCT and then you also have polygonised raster to vector and vector to raster.

So, if I need to convert a raster like this into polygons, you can do it and also back and forth. So, these conversions are also important in some cases. So, with this we are coming to the end of the tools but before that I would like to also share that we have multiple, multiple data sets for rasters.

(Refer Slide Time: 32:11)

### QGIS tools for Raster Analysis

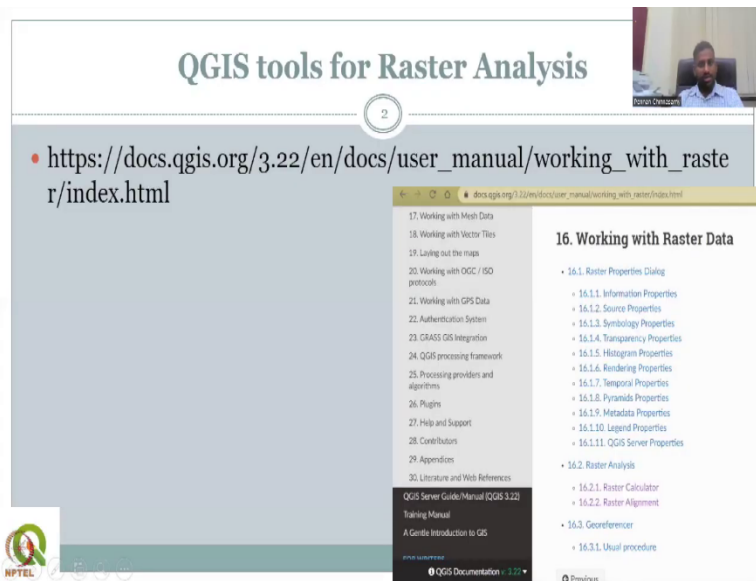
2

• [https://docs.qgis.org/3.22/en/docs/user\\_manual/working\\_with\\_raster/index.html](https://docs.qgis.org/3.22/en/docs/user_manual/working_with_raster/index.html)

- 17. Working with Mesh Data
- 18. Working with Vector Tiles
- 19. Laying out the maps
- 20. Working with OGC / ISO protocols
- 21. Working with GPS Data
- 22. Authentication System
- 23. GRASS GIS Integration
- 24. QGIS processing framework
- 25. Processing providers and algorithms
- 26. Plugins
- 27. Help and Support
- 28. Contributors
- 29. Appendices
- 30. Literature and Web References

#### 16. Working with Raster Data

- 16.1. Raster Properties Dialog
  - 16.1.1. Information Properties
  - 16.1.2. Source Properties
  - 16.1.3. Symbology Properties
  - 16.1.4. Transparency Properties
  - 16.1.5. Histogram Properties
  - 16.1.6. Rendering Properties
  - 16.1.7. Temporal Properties
  - 16.1.8. Pyramids Properties
  - 16.1.9. Metadata Properties
  - 16.1.10. Legend Properties
  - 16.1.11. QGIS Server Properties
- 16.2. Raster Analysis
  - 16.2.1. Raster Calculator
  - 16.2.2. Raster Alignment
- 16.3. Georeferencer
  - 16.3.1. Usual procedure



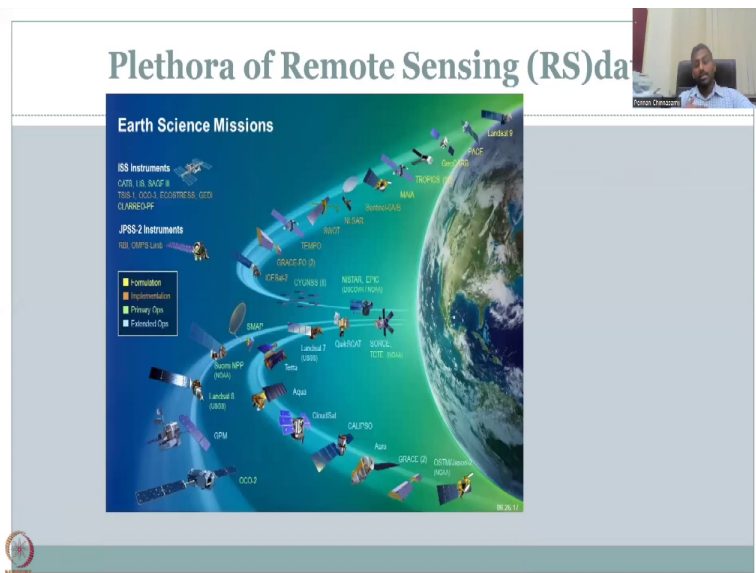
### Plethora of Remote Sensing (RS) data

#### Earth Science Missions

ISS Instruments  
CART, IAS, SAGE II, TOM, OMI, ECOSTRESS, GOS, OIBRCS-PP

JRSS 2 Instruments  
TOSI, OMI-2, Limg

Legend:  
■ Formulation  
■ Implementation  
■ Primary Ops  
■ Extended Ops



# Plethora of Remote Sensing (RS) data


## Earth Science Missions

**ISS Instruments**  
 CASI, IIR, SACZ, B, TOSI, TOSI-2, FOCOMEGA, GTO, CLARRO-CAP


**JRSS-2 Instruments**  
 TOSI, OIS-2, LISA

**Legend:**  
 ■ Formulation  
 ■ Implementation  
 ■ Primary Ops  
 ■ Extended Ops

**Satellites:** Earth Probe (EOS), Landsat 5 (EOS), DMSP



## The ESA Earth Observation Satellite Fleet



**ESA**

**Categories:** Polar-orbiting Missions, Copernicus "Sentinel" Missions, Earth Explorer Missions

So, this data set as I said was India data but it was taken by NASA. So, it is stored in the NASA database. NASA has most of these satellites in the globe for scientific and research purposes. These are some of them we will revisit them in the future classes when we download data and then we have the Earth observation systems from the ESA, the European Space Agency which we use this data for the LULC in the previous lectures also.

(Refer Slide Time: 32:48)

# Plethora of Remote Sensing (RS) data

## FOUR DECADES OF INDIAN SPACE PROGRAMME

**24 Launch Vehicle Missions**  
 November 21, 1963

**51 + 6 Spacecraft Missions**  
 Self reliance in launching  
 Self reliance in building satellites


**One Among the Six Nations**


**LAUNCH VEHICLE**

**SATELLITE**

**APPLICATIONS**

**ESA**





**Launch Vehicles:** SLV-3, ASLV, PSLV, GSLV

**Satellites:** INSAT 3E (28.03.83), KALPAHA-1 (12.09.89), INSAT 3C (03.04.95), INSAT 3A (10.06.02), INSAT 4B (20.03.04), INSAT 4A (10.01.03), HAMSAT (05.05.05), CARTOSAT-2 (16.1.07), ARYABHATA (19.04.75), INSAT 3C (24.01.02), INSAT 3D (22.03.00), GSAT 2 (08.02.03), INSAT 3C (28.12.95), IRS P3 (21.03.96), IRS 1D (20.09.97), IRS P4 (26.05.99), IRS 1E (22.10.01), RESOURCESAT 1 (17.10.03), CARTOSAT 1 (05.08.05)

Earth Engine Data Catalog https://earthengine

Home View all datasets Browse by tags Landsat MODIS Sentinel API Docs

# A planetary-scale platform for Earth science data & analysis

Earth Engine's public data archive includes more than forty years of historical imagery and scientific datasets, updated and expanded daily.

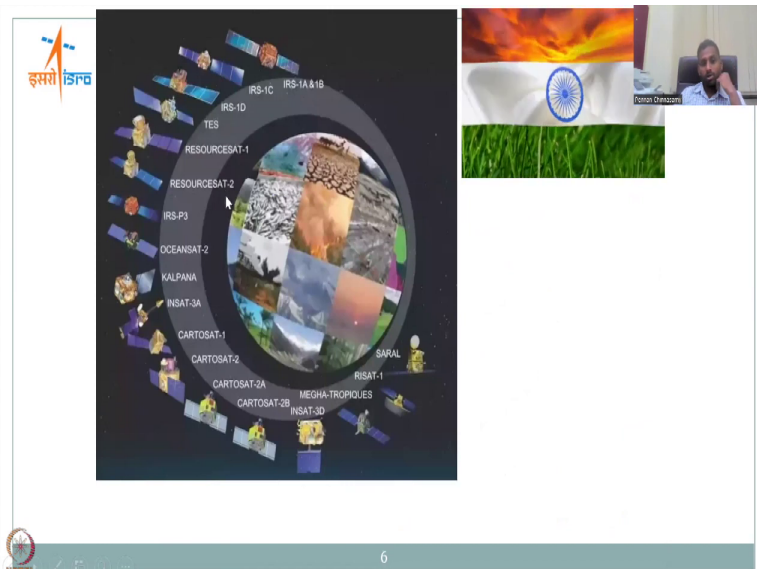
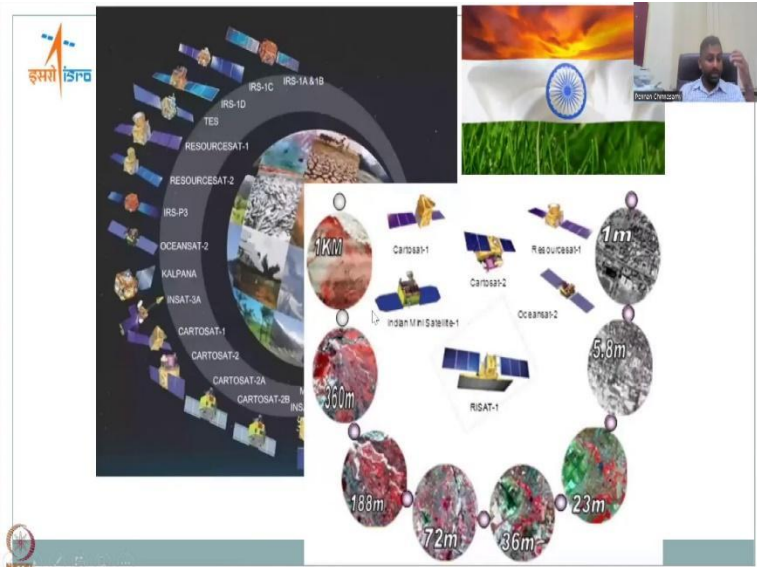
NPTEL 4 Satellite imagery Your Algorithms Real World Applications

Webportal	Approx. Spatial resol.	Temporal resolution	
<a href="#">Landsat</a>	15-60 m.	16 days	<a href="#">Landsat</a>
<a href="#">Aster</a>	15-90 m.	16 days	<a href="#">Aster</a>
<a href="#">IKONOS</a>	1.0-4.0 m.	3 days	<a href="#">IKONOS</a>
<a href="#">QUICKBIRD</a>	0.7-2.9 m.	1-3.5 days	<a href="#">Quickbird</a>
<a href="#">GeoEye-1 &amp; 2</a>	0.46-1.84 m.	2-8 days	<a href="#">GeoEye-1&amp;2</a>
<a href="#">WorldView-1 &amp; 2</a>	0.46-1.84 m.	1-7 days	<a href="#">WorldView-1&amp;2</a>
<a href="#">SPOT-5</a>	2.5-10 m.	2-3 days	<a href="#">SPOT-5</a>
<a href="#">SPOT-6 &amp; 7</a>	1.5-6.0 m.	daily	<a href="#">SPOT-6 &amp; 7</a>
<a href="#">FORMOSAT-2</a>	2.0-8.0 m.	daily	<a href="#">Formosat-2</a>
<a href="#">PLEIADES 1A &amp; 1B</a>	0.5-2 m.	daily	<a href="#">Pleiaades 1A 1B</a>
<a href="#">Rapid Eye</a>	5.0-6.5	daily	<a href="#">Rapid Eye</a>
<a href="#">Sentinel-2</a>	6 m	5 days	<a href="#">Sentinel-2</a>

Figure: N. Kerle, ITC-UT

NPTEL 5





And we are not far away behind. Indian satellites are coming into the race of research and advanced applications. One among the six nations, we are very proud that the Indian government is putting a lot of effort in making India as one of the dominant players in the space market.

We also have open source systems like the Google Earth engine that we will be using shortly and also big data, how do you use it. Everything is taken care of in the Google Earth engine and you can also have multiple, multiple satellites. The satellites and the images resolutions are given here some of them are free.

Satellites, open source satellites whereas some of them are expensive, proprietary satellites like QUICKBIRD, it is below a meter 0.7 meters to 2.9 meters. 1 to 3.5 is very high spatial resolution, very high temporal resolution but you have to pay. Whereas the Sentinel 2 which is 6 meters resolution and 5 days is free. This is the nearest we have for open source software and you could see how the image differs because of using high resolution.

So, unless and otherwise you would need a very high resolution, you can still use open source software and do the research. So, I would conclude on this slide to show how India is mapping the Indian region and the global region. We have multiple satellites ranging from IRS to SARAL and each is looking at different, different natural resources. SARAL looks at rainfall and then Tropiques Cartosat is for mapping the land use land cover and the digital elevations Resourcesat that is to monitor the resources, Oceansat for ocean etc.

And the resolutions differ from 1 kilometer to 1 meter even in satellites of ISRO these high satellite spatial and temporal resolutions you have to pay, it is not free. The free resolutions are here and still a lot of things can be done, research for rural development.

(Refer Slide Time: 35:10)

The slide is titled "Conclude" and features a small video inset of a speaker in the top right corner. The main content is a graphic with the following elements: the NITI Aayog logo, the text "VISION OF NEW INDIA", "DISCUSSION ON AGRICULTURE & RURAL DEVELOPMENT", three images (a rural landscape, a group of people, and a person in a field), and the text "Economic Policy: The Road Ahead". The NPTEL logo is visible in the bottom left corner.

So, with this I would like to conclude week-5. I will see you in week-6 lecture and more input on these satellite resources, remote sensing data where you can access will be shared. I look forward for week-6. Thank you.