

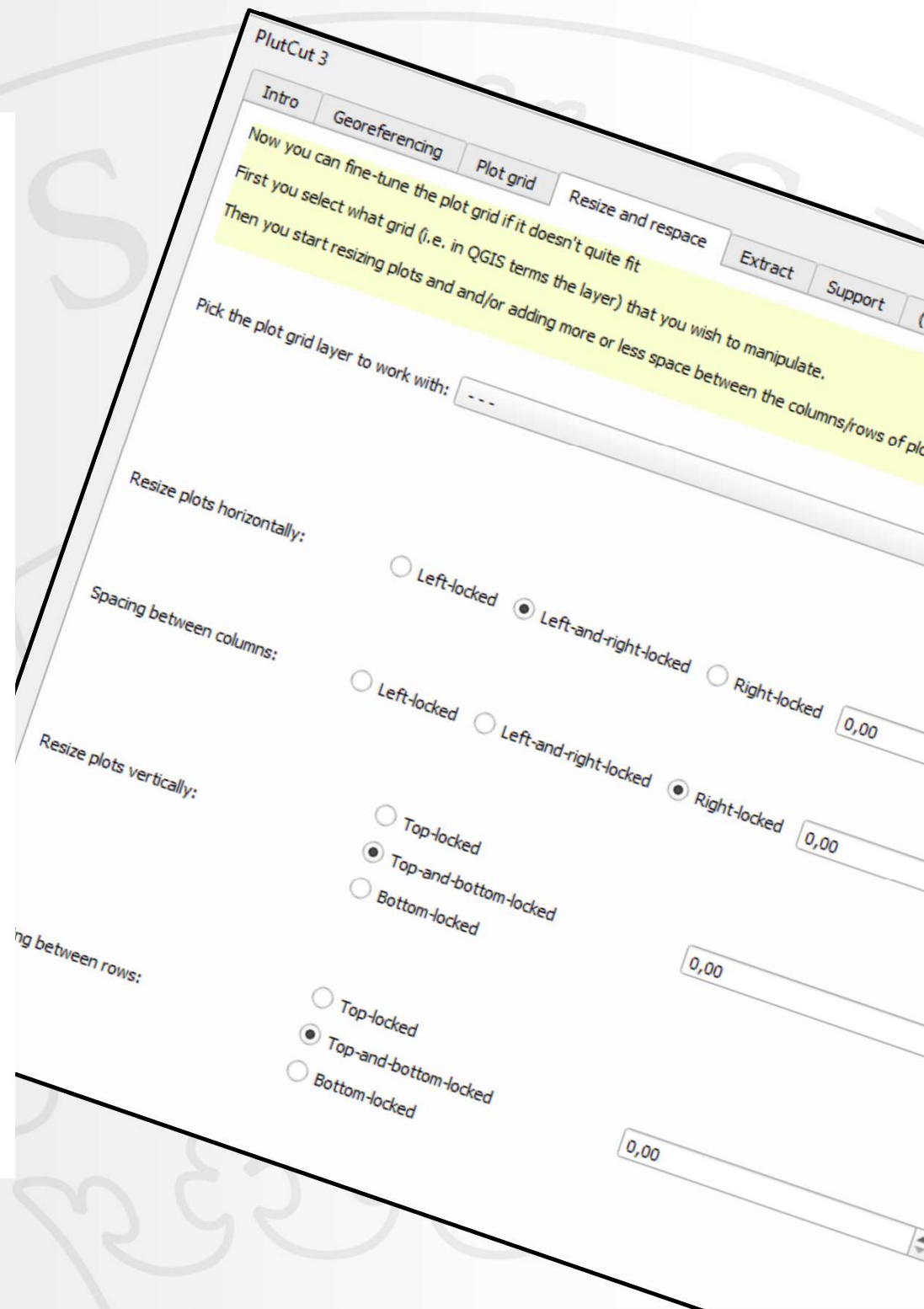
# Extracting field plot image data in QGIS

## General concepts and PlotCut 3 status

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# Overview of this presentation

- What is a GIS and projections/coordinate systems
- Image files and geographic information
- File handling in QGIS
- Feature usage in QGIS
- Extracting plot information in QGIS
- What is a plugin in QGIS
- Building a plugin in QGIS
- PlotCut3 status
- Questions / discussion

# What is a GIS and projections/coordinate systems

- From a sphere to projected map
  - => From something painted on a ball to a flat surface

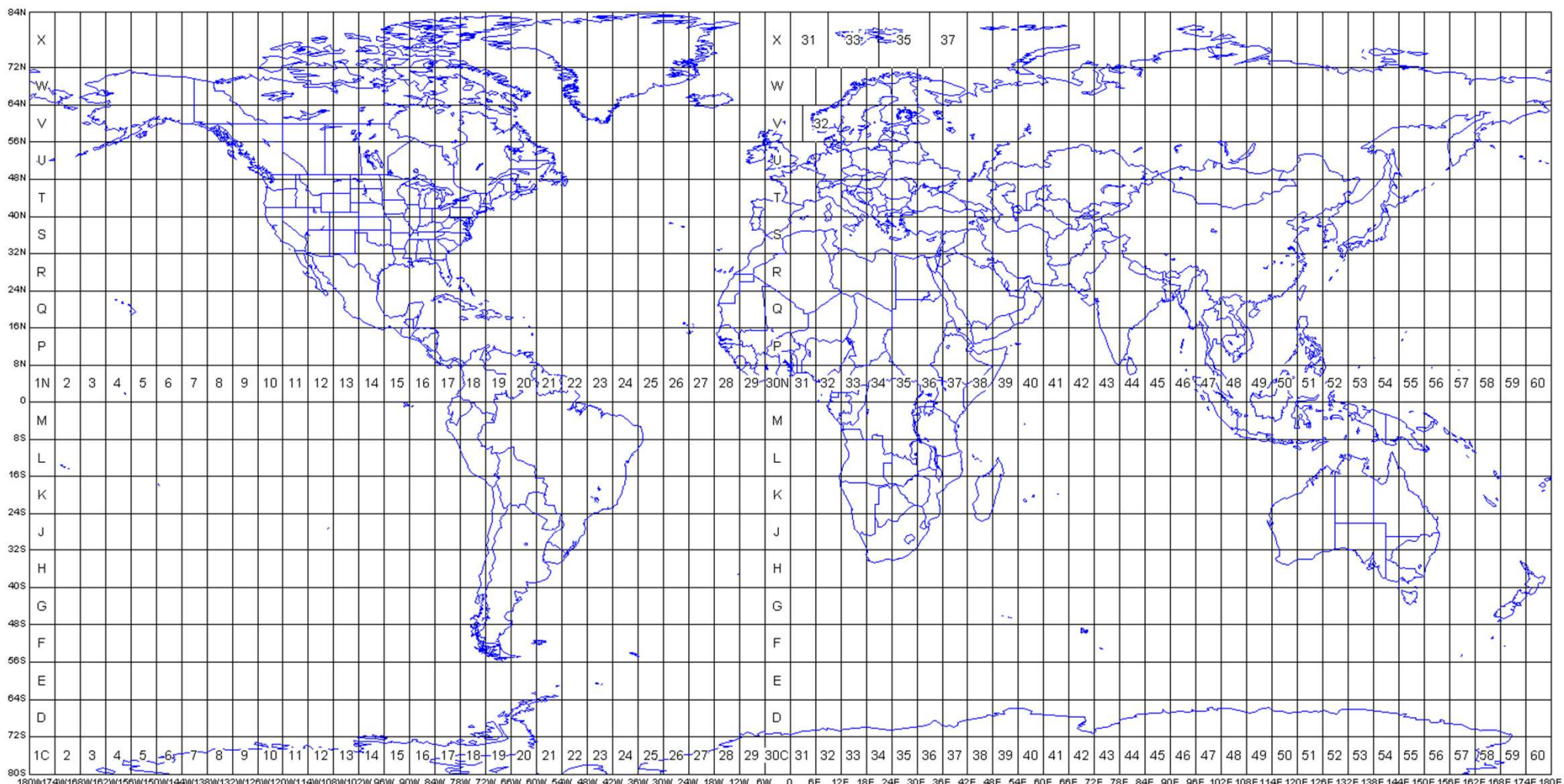


- This is done with rules/definitions defined in:
  - CRS = Coordinate Reference System
  - or
  - SRS = Spatial Reference System
- But how do we get something round flat?



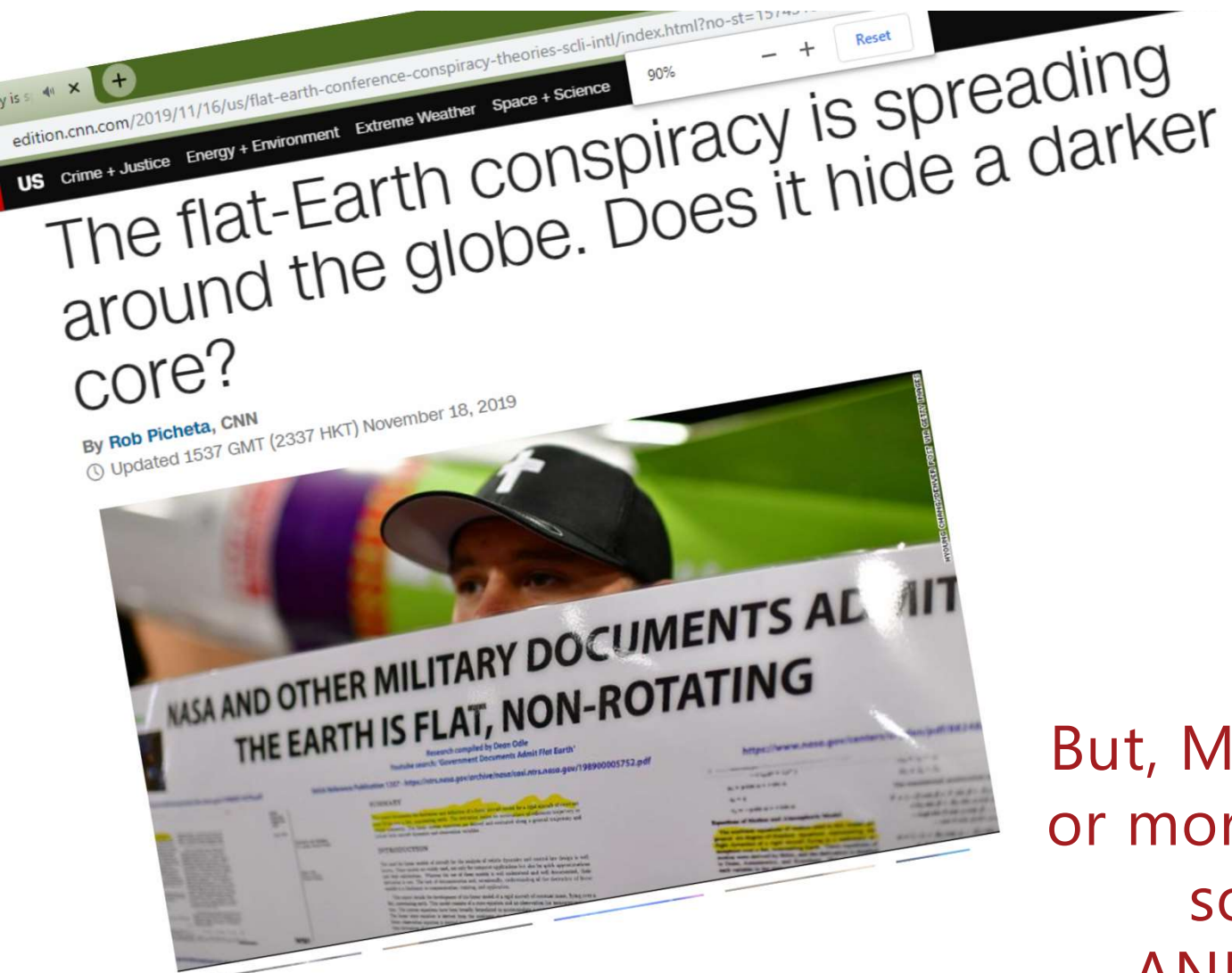
# UTM coordinate system

Universal Transverse Mercator ..... Making the countries far away from the equator appear a lot bigger than they are





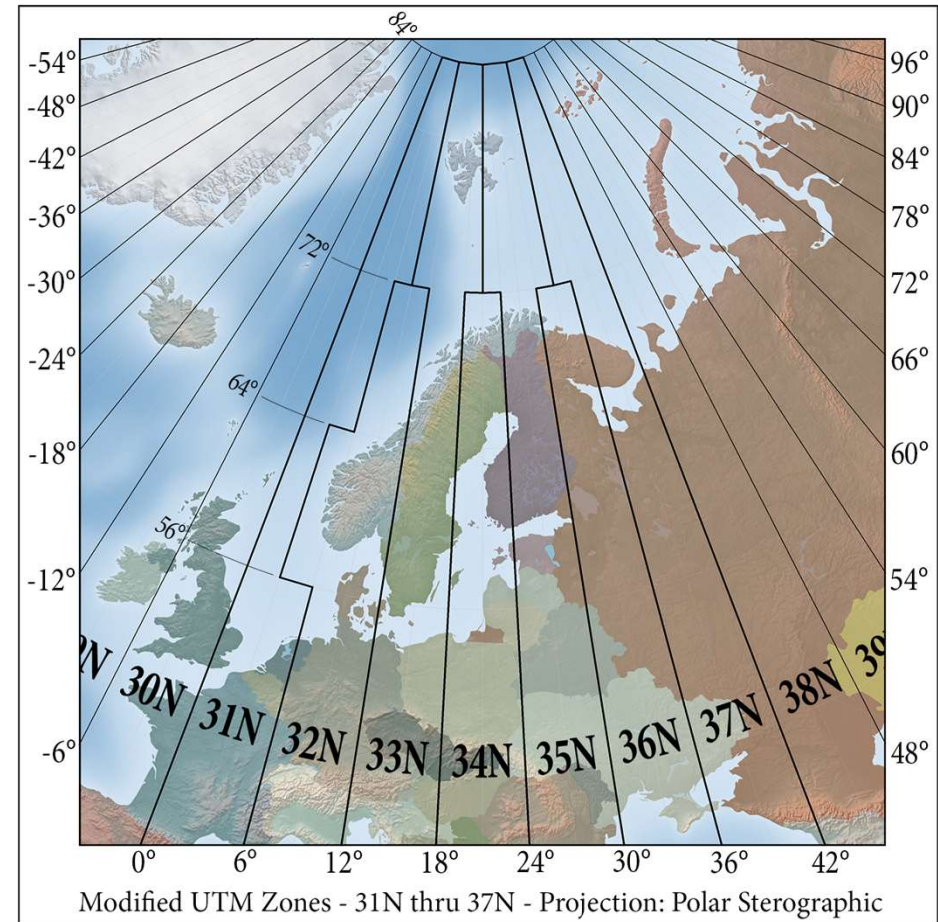
Now, it would all be so much easier if only these people where right...



But, Mother Earth IS round,  
or more correctly, a sphere,  
so back to reality,  
AND map projections

# Drone flights

- Here in the Nordic Countries seem to mostly be processed in the UTM
- So, what does it mean for our drone image processing?
- In the QGIS projects with drone mosaics we will recommend one project per UTM zone flown
  - Secobra: Sweden and Chile
  - DLF: Sjælland, Oregon, New Zealand
  - Graminor: Hamar ... Svalbard? ☺
- But, we don't always "stay nicely within" the boundaries
  - In Denmark
    - Sjælland => extending the UTM 32





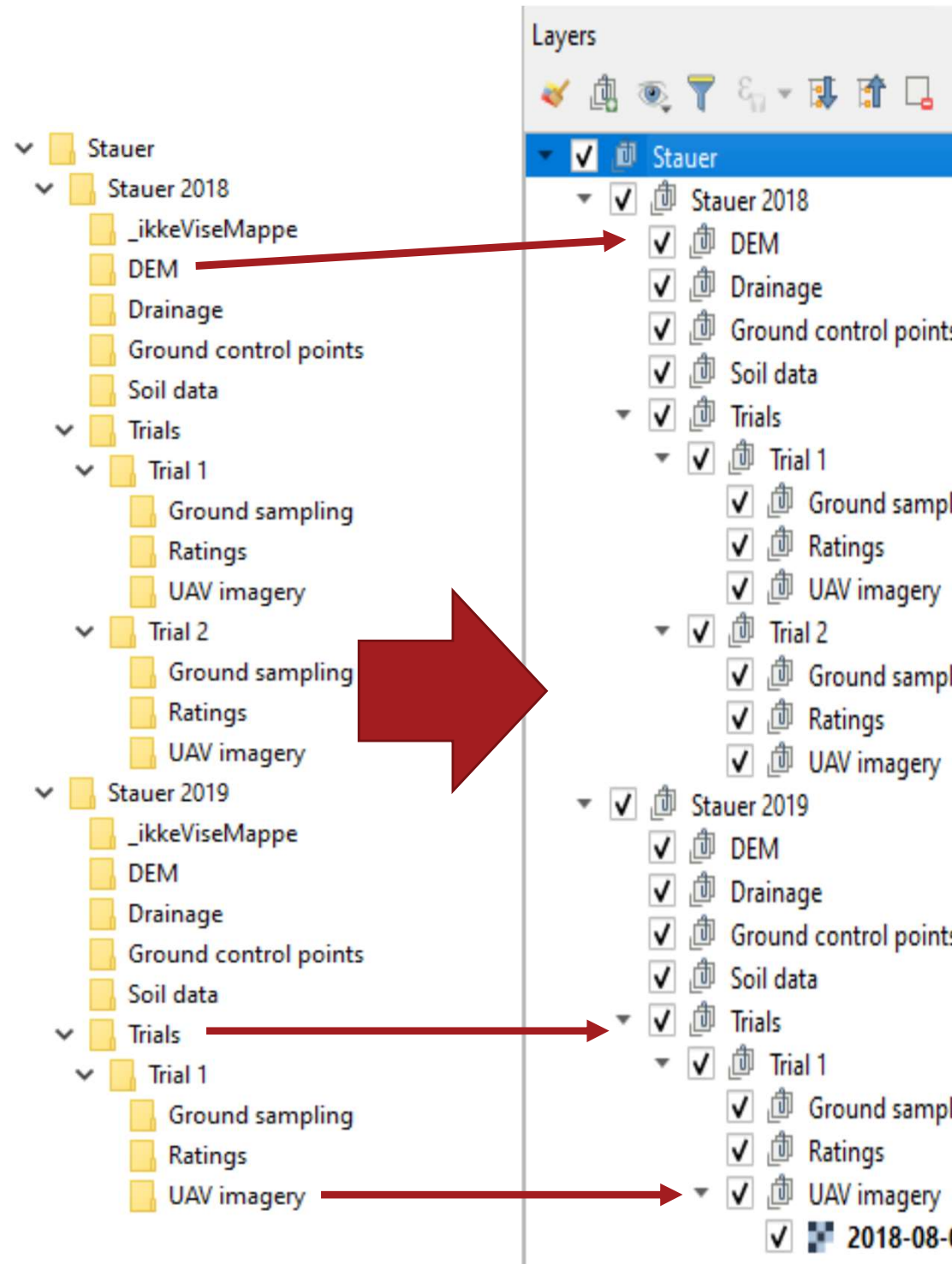
# Image files and geographic information

- The information in the image that makes of easily pull it into e.g. a GIS program and add more data/layers.
- Satellite images have it
- From our drones we get it too
  - Single images
  - , and mosaics
- Difference of having a coordinate being fully georeferenced;
  - I.e. an image with a single geo point (but free/undefined rotation)  
VERSUS having exact coordinates AND a projection
- But... Also, from our smartphones
  - Yet – they are missing something
  - But there's a solution to that `[[Show-in-QGIS]]` = Plugin "ImportPhotos"
- Now what about cameras without geo-tagging  
(without GPS, Galileo, Glonass, Beidu etc)
  - `[[Maybe Show-in-QGIS]]` E.g.: A Sony camera with no geocoding of the images



# File handling in QGIS

- Normally: Importing layers, creating groups
- Simplifying with PlotCut3
  - Automatic folder and file loading
  - Groups and layers are created automatically – thus letting you work with an existing information structure that you already know before you open QGIS



\*Stauer - QGIS

Project Edit View Layer Settings Plugins Vector Raster Database Web Mesh Kortforsyningen SCP Processing Help

Dist: 0,010000 Min: 60 Max: 100

Browser

- ArcGisMapServer
- ArcGisFeatureServer
- GeoNode

Layers

- Stauer
  - Stauer 2018
    - DEM
    - Drainage
    - Ground control points
    - Soil data
    - Trials
      - Trial 1
        - Ground sampling
        - Ratings
        - UAV imagery
      - Trial 2
        - Ground sampling
        - Ratings
        - UAV imagery
    - Stauer 2019
      - DEM
      - Drainage
      - Ground control points
      - Soil data
      - Trials
        - Trial 1
          - Ground sampling
          - Ratings
          - UAV imagery
        - 2018-08-06 staur\_rett\_Kopi halv crop

PlotCut 3

Intro Georeferencing Plot grid Resize and respace

Welcome to PlotCut (3).


In order for this plugin to work you MUST have saved a QGIS project file. This is because all data in a project should be saved in a separate QGIS project. This is because all data in a project should be saved in a separate QGIS project.

If you just saved the QGIS project file now, press the refresh button.

The QGIS project file has to be in the file folder that contains all the data (e.g. the folder that contains all the data).

Please note that folders and files that start with an underscore (e.g. \_data) are not visible in the file browser.

C:/2019-11-09 PlotCut3 projects/Stauer/Stauer.qgz



# Feature usage in QGIS

- Making a grid the old-fashioned way
  - Notice the full interface, toolbars;
  - toolbars that can go missing etc.
- Via PlotCut3: Calling needed function from the plugin
  - i.e. guiding you along in the extraction process
- Example: For when you will be setting your boundary rectangle for plot distribution
  - "Add rectangle from 3 points"



# Extracting plot information in QGIS

- Without PLOTCUT3 (or similar solution)
  - You need these ingredients:
    - An image of the plots, e.g. an RGB mosaic
    - Polygons, e.g. Grid or individual polygons/rectangles
    - Raster extraction, e.g. zonal statistics
- Let's take a look in QGIS





# What is a plugin in QGIS?

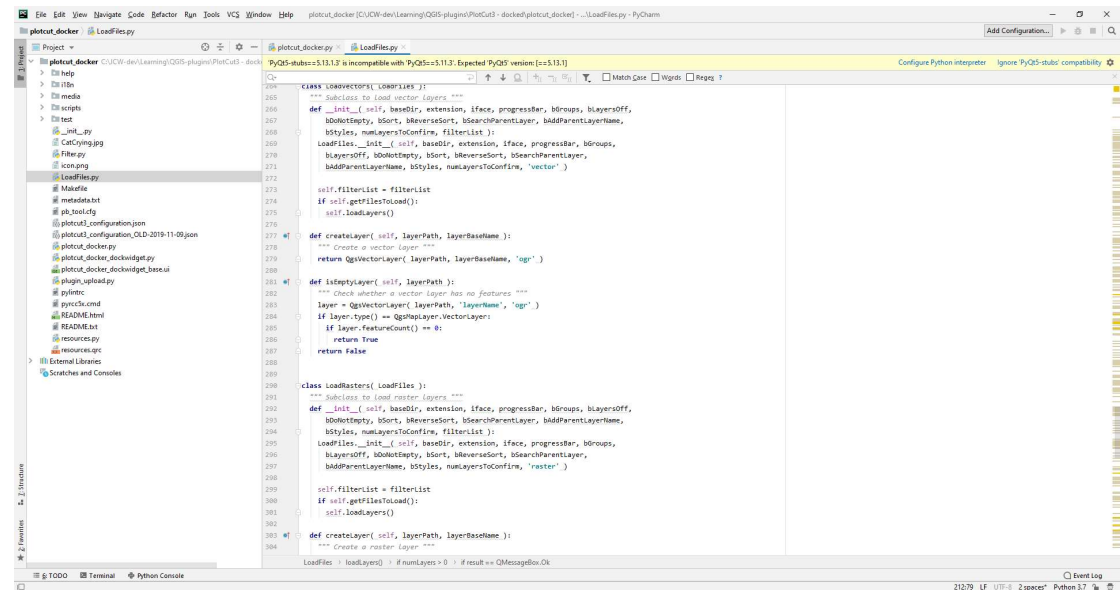
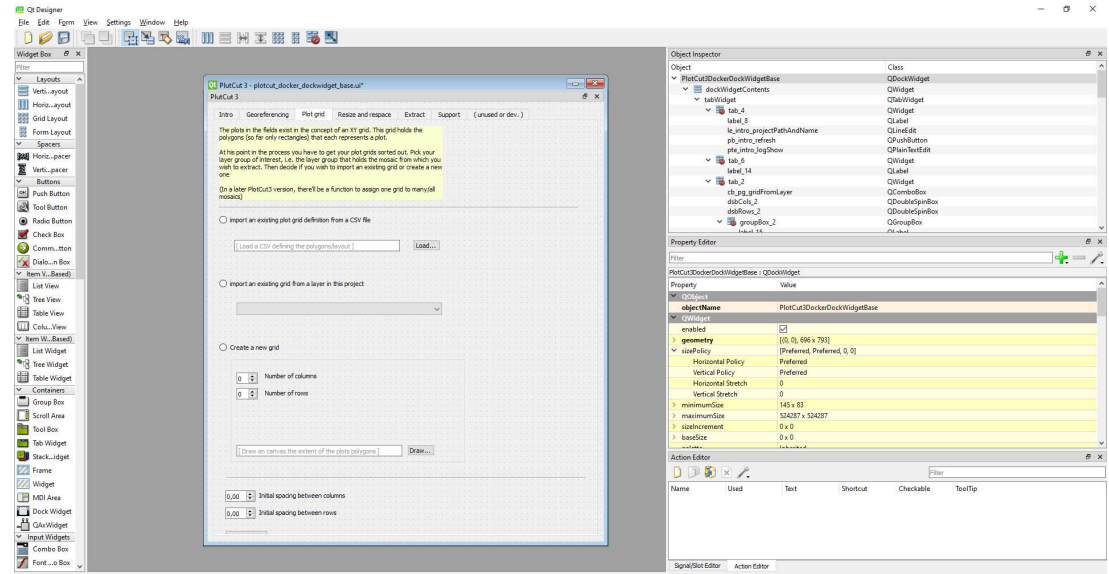


# Do we have time?

- In QGIS → Jordklassificering.qgz
- From: <https://dca.au.dk/forskning/den-danske-jordklassificering/>
- Same might be available in other countries
  - The EU-generated map may be even more coarse

# Building a plugin for QGIS

- User Interface is build in PyQt
- For coding I use PyCharm
- Synchronize from development folder to the plugin folder with pb\_tool



```
configuration.json
.../html to C:/Users/jcw/AppData/Roaming/QGIS/QGIS3/profiles/default/
.../QGIS-plugins/PlotCut3 - docked/plotcut_docker>pb_tool deploy
```

# PlotCut3 status

- First release
  - When?
    - For 6P3 R&I partner = 2020 February
    - For the rest of NPPN = later
    - An even later for everybody (via a publication) = Post-6P2
  - Features
    - Data structure load into QGIS from your PC filesystem
    - Walking the user through the needed functions and processing
    - Plot polygon grid distribution and manipulation (incl import from CSV)
    - On-the-fly plot grid definition
    - Extraction of relevant vegetative indices
    - Keeping the data (grids, extracted values and more) in GeoPackages
      - = Better speed
      - = Holds both raster and vector data
      - = Better querying (e.g. across layers) because it is a local database-in-a-file



# PlotCut3 status (continued)

- Subsequent releases
  - Support of non-rectangular plot polygon creation/distribution
  - Database support
  - Single image import and placement for extraction (for proximal imaging, e.g. a handheld or stick-mounted camera imaging above each plot)
  - Annotations
  - Calibration walk-throughs (in app guidance) where possible

# Questions / discussion

