

## Lab 3 Digitizing in ArcGIS Pro

Copy Lab 3 folder from the class share drive (L:\FNRM3131\Lab3 or L:\FNRM5131\Lab3) To your home directory H:\

Make sure any files you create are finally stored on your home directory H:\Lab3. Don't leave your files on the Desktop or anywhere on the lab computers (it will not be saved)

In this Lab you will:

Create 3 empty data layers that you will use to digitize the ponds, roads and houses.

The Ponds are to be **polygons**, the roads **poly-line** and the houses are **points**.

You use Catalog to create the empty feature data classes. (remember Lab 1 where you learned about creating a File GeoDatabase. File GeoDatabases contain Feature DataSets which contains Feature DataClasses. You will be creating FeatureDataClasses that will be used to digitize the Ponds, Roads and Houses. (remember a Geodatabases is built using a structure that is often described with the “analogy”; you 1<sup>st</sup> have to create the “grandparent” (the File GeoDataBase) and then the “parent” (the FeatureDataSet)), then you create the “child”( a FeatureDataClass))

Your 1<sup>st</sup> map will display the results of your digitizing Ponds, Road & Houses.  
*(Do as many features as you can, as practice is part of the learning; use the key as a guide for the minimum number of features)*

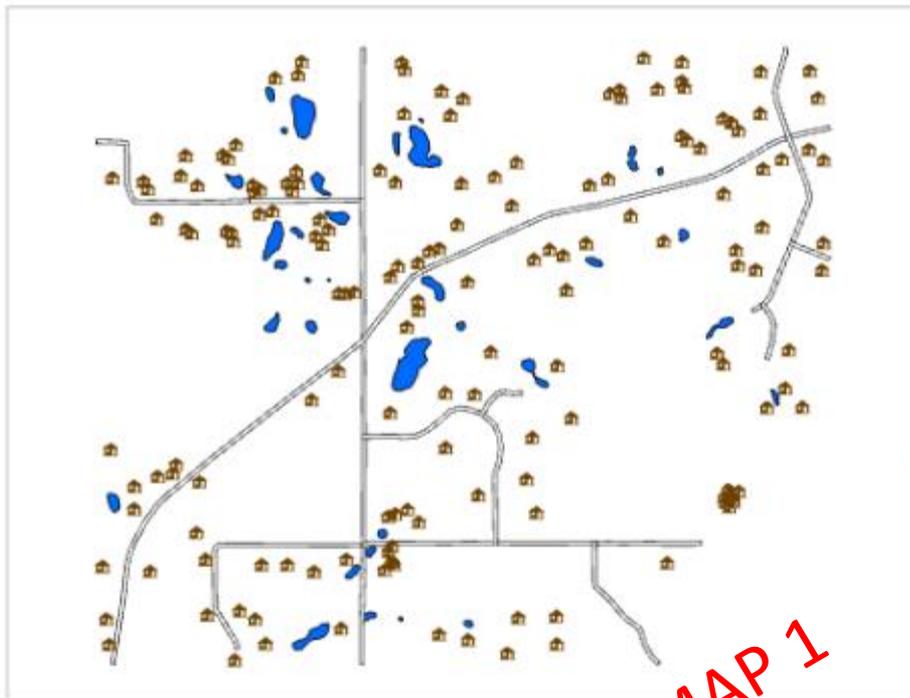
Pages 14 to the top of page 22, **explain digitizing operations.**

Read it and understand it. You just need to know it as you will need to use these techniques later in the lab; If you do want to examine the data files used in this example, they are in \Lab3\I3\testdata.gdb)

Starting at the bottom of page 22, is another digitizing exercise. You are given data found in the \lab3\I3\I3.gdb in the "landcover" Feature DataSet). Remember to create new empty polygon layers for your work. The "given" data is to show you where to begin your work.

# May Township

by Hugh B. Weggly



-  Buildings
-  Roads
-  Ponds

0 0.25 0.5  
Kilometers

EXAMPLE MAP 1

# Editing Practice

By Y. Bother

EXAMPLE MAP 2

New Subdivision Polygons



Updated Landcover

