



MINISTÉRIO DA CIÊNCIA, TECNOLOGIA E INOVAÇÃO
INSTITUTO NACIONAL DE PESQUISAS ESPACIAIS

Introdução ao Geoprocessamento (SER-300)

Laboratório 1 – Modelagem da base de dados

Daiane Vieira Vaz

São José dos Campos

2018

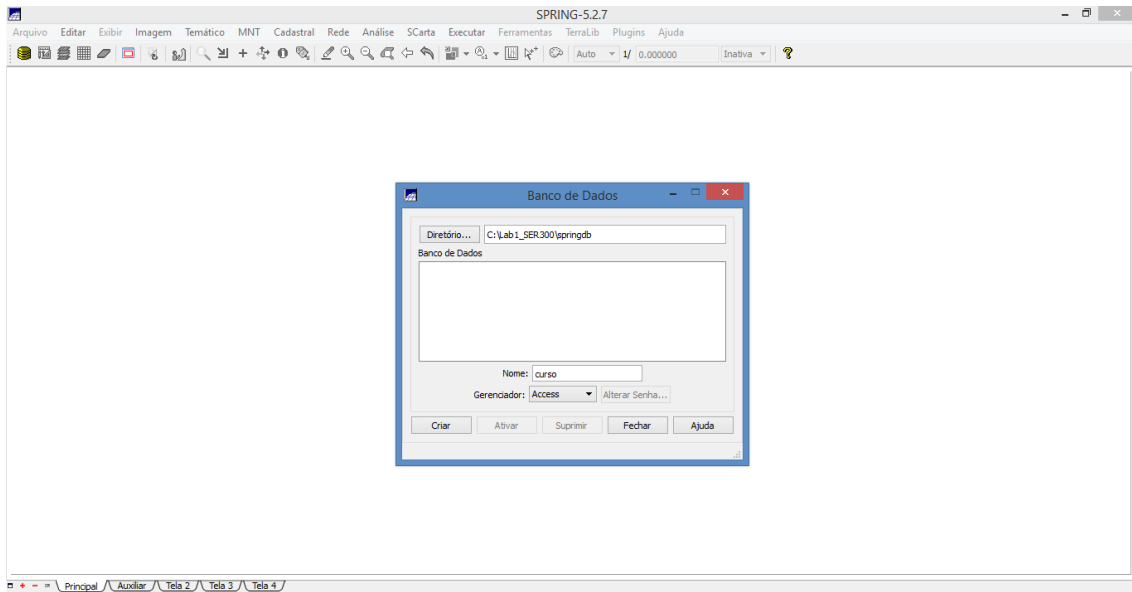


Figura 1 – Criando o banco de dados

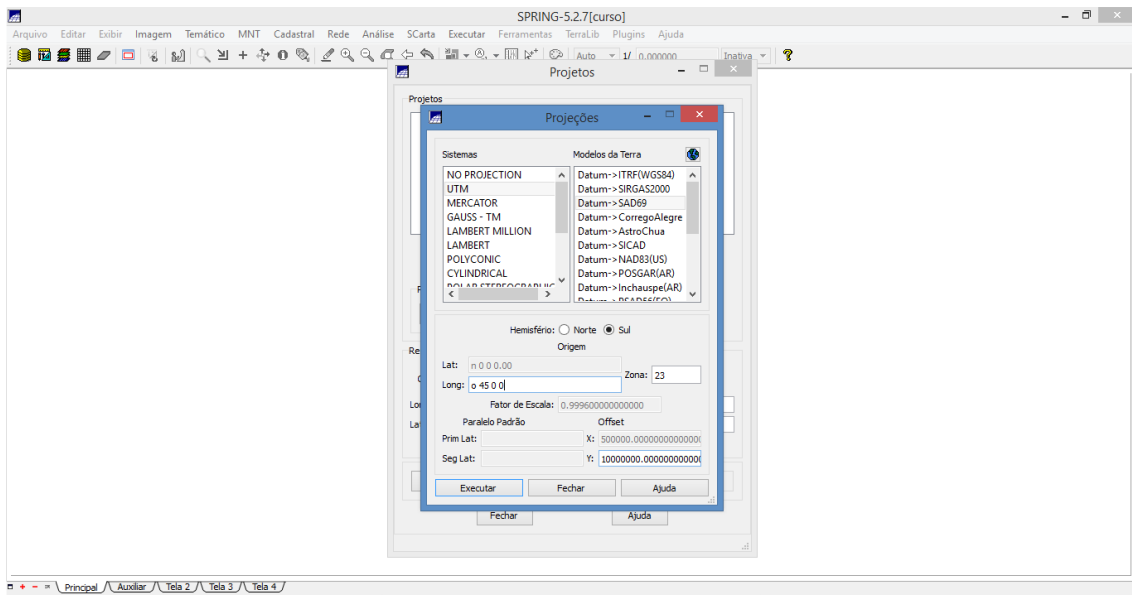


Figura 2 – Inserindo Dátum e Projeção

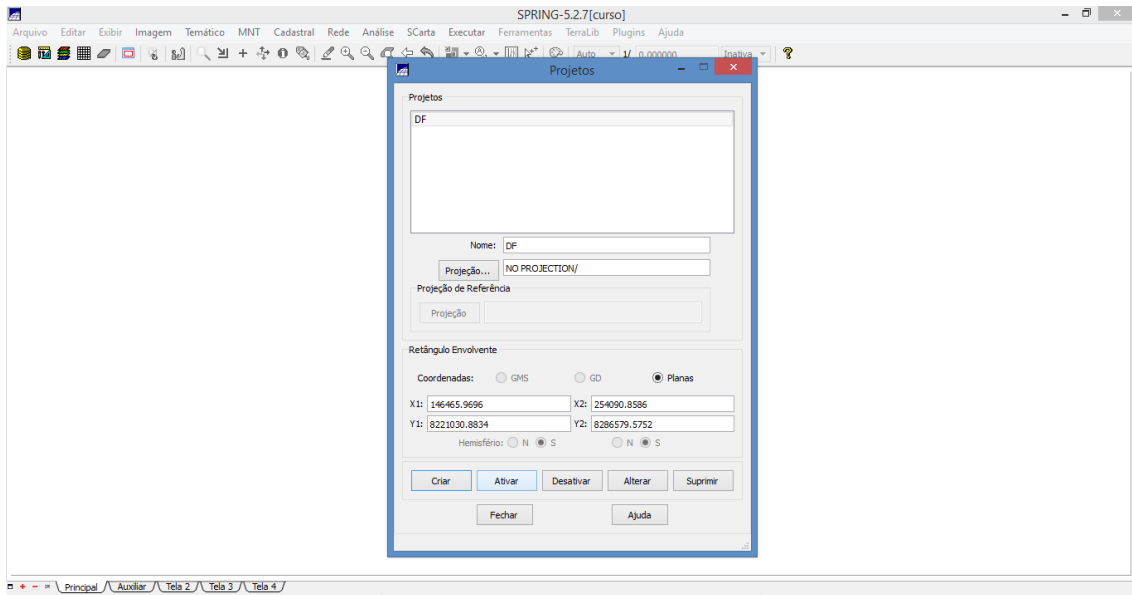


Figura 3 – Inserindo coordenadas

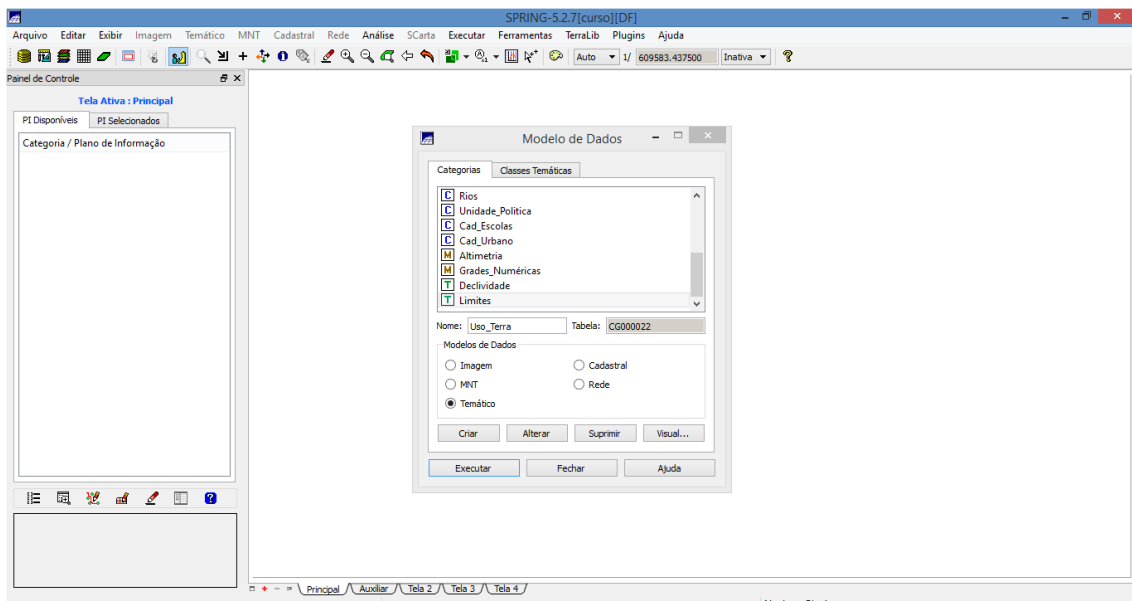


Figura 4 – Criando classes e categorias

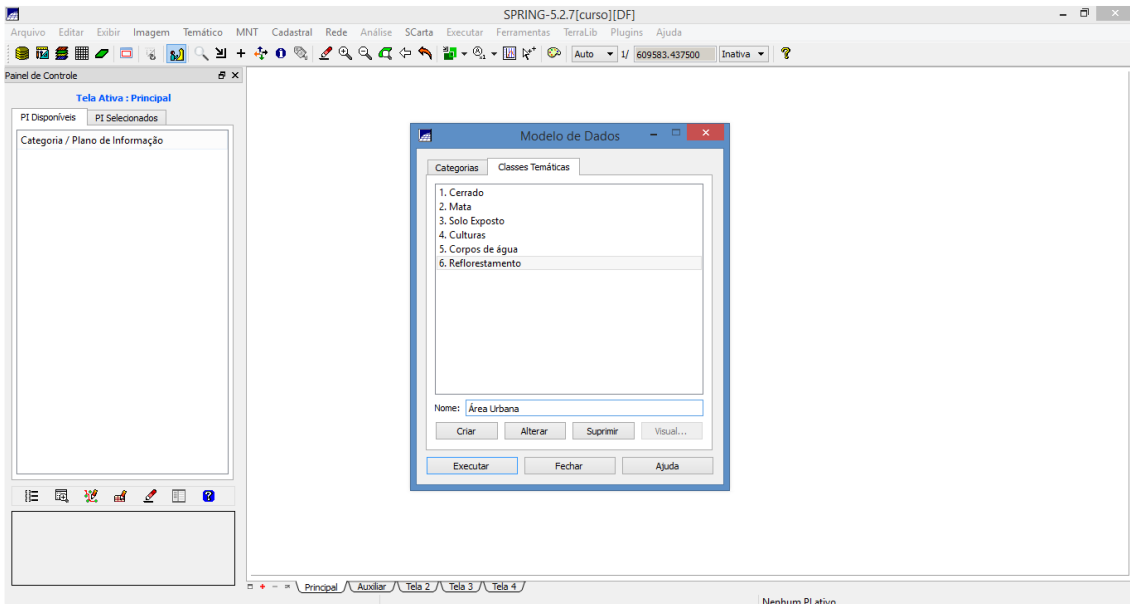


Figura 5 - Inserindo classes para a categoria uso da terra

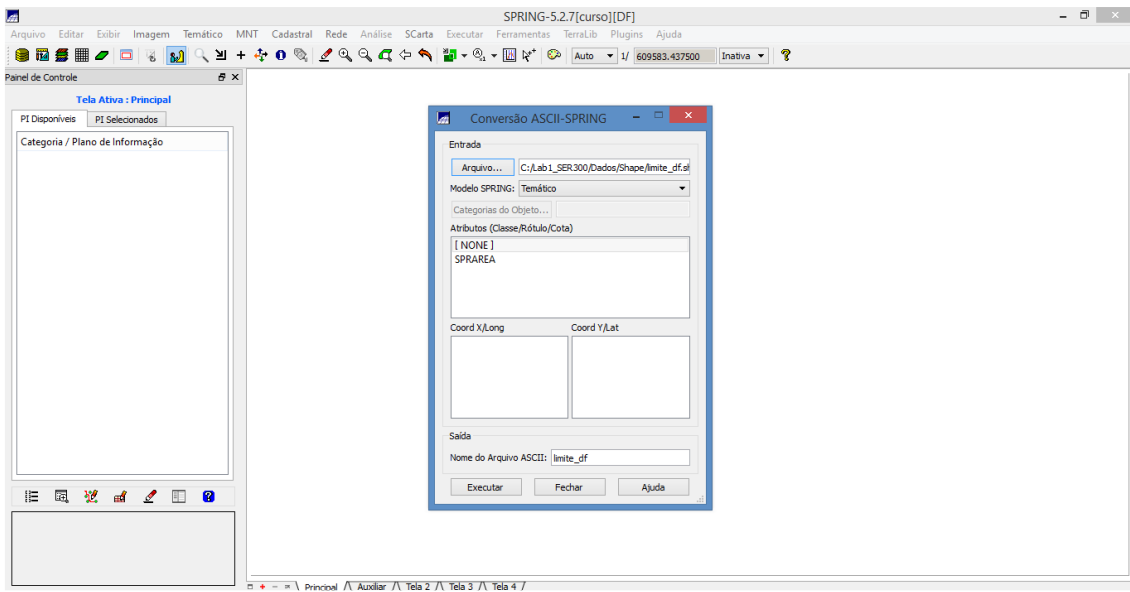


Figura 6 - Convertendo formato shapefile (shp) no formato do spring (spr)

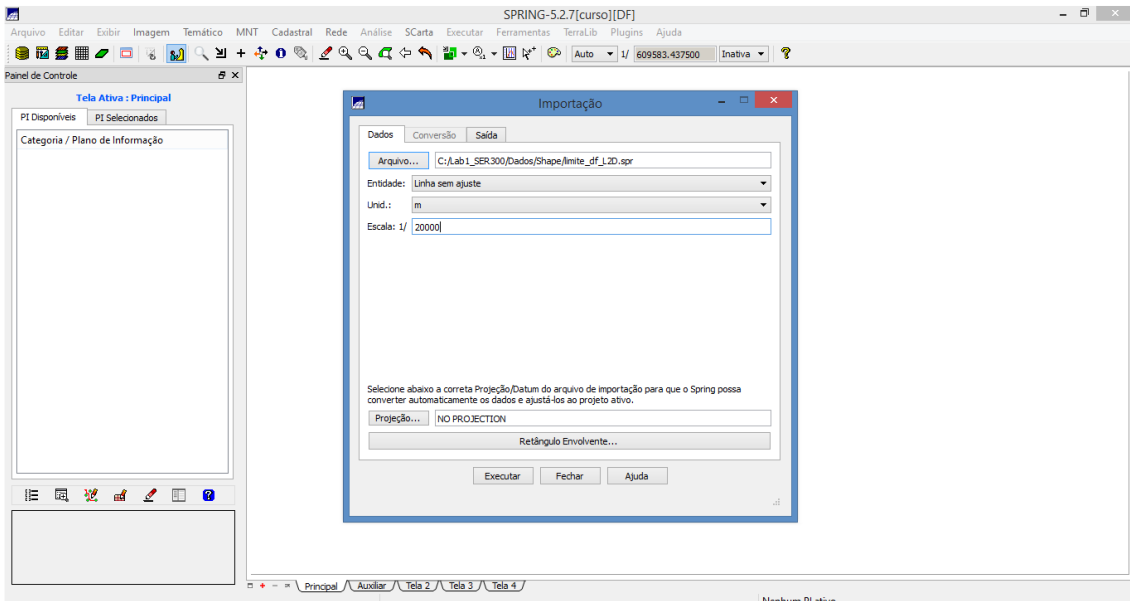


Figura 7 – Importando dados vetoriais e matriciais

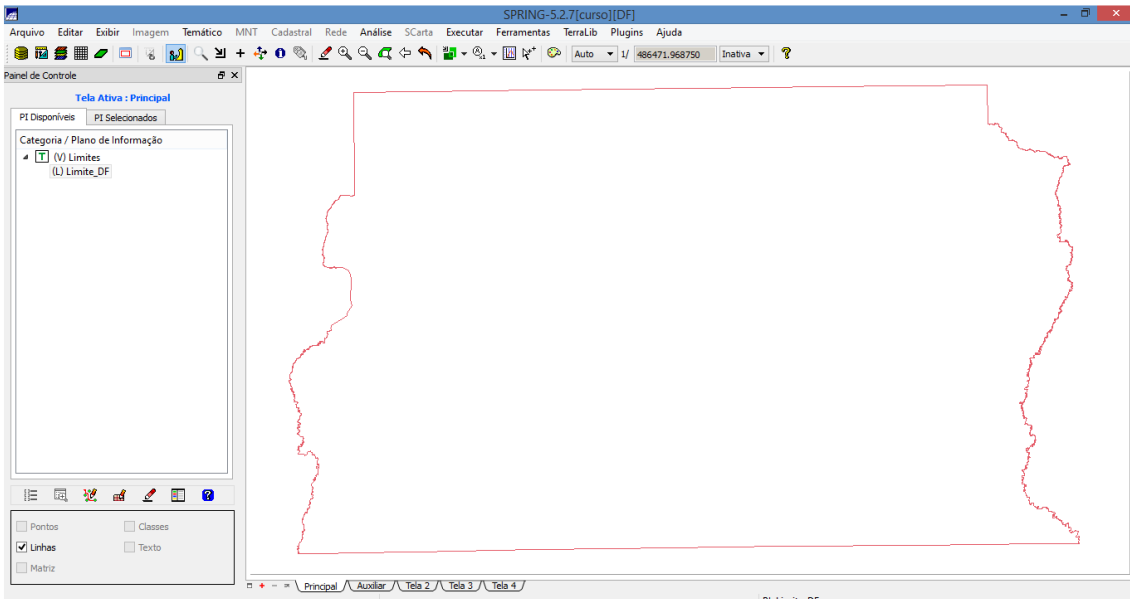


Figura 8 – Ativando linhas

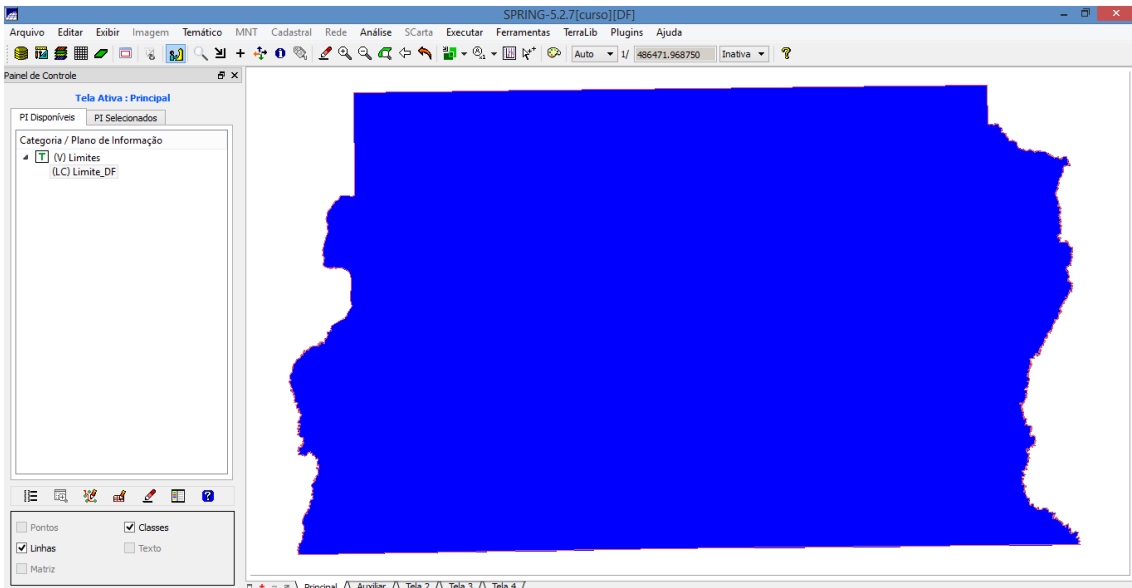


Figura 9 - Ajustar, Poligonalizar e Associar a classe temática

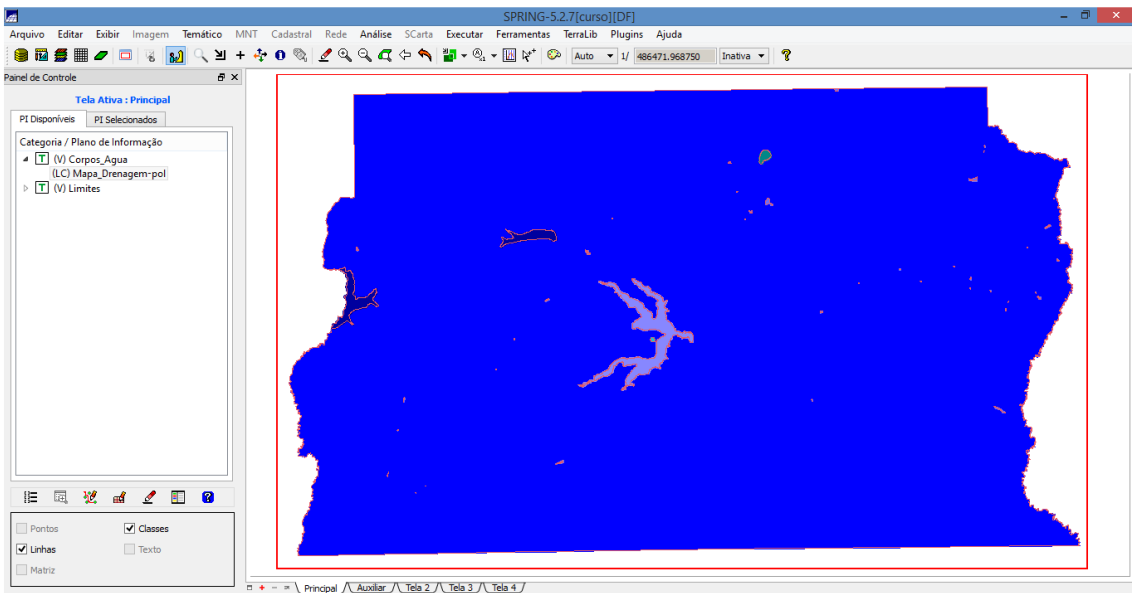


Figura 10 – Importação de classes e linhas em relação os dados de corpos d'água

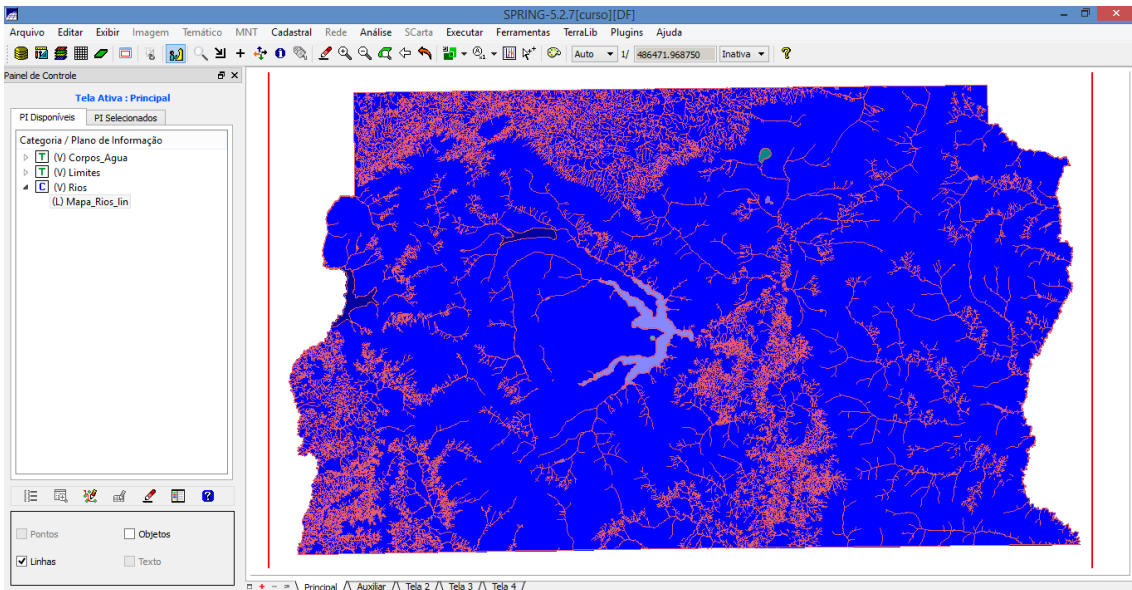


Figura 11 – Ativando classes de linhas

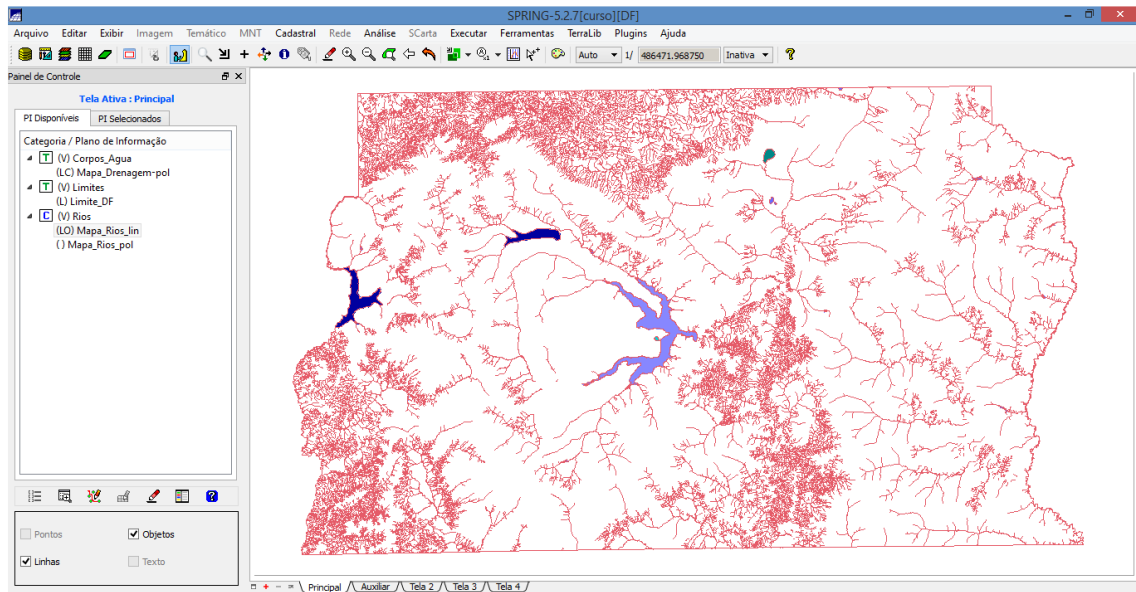


Figura 12 - Classe de linhas e objetos da camada Rios ativadas

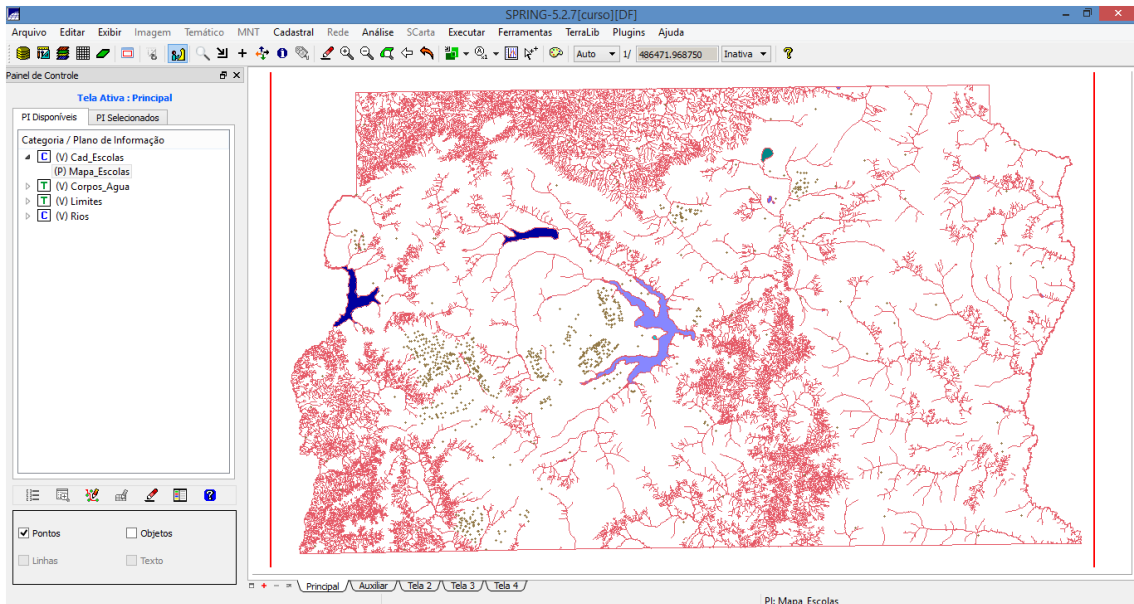


Figura 13 - Inserindo escolas

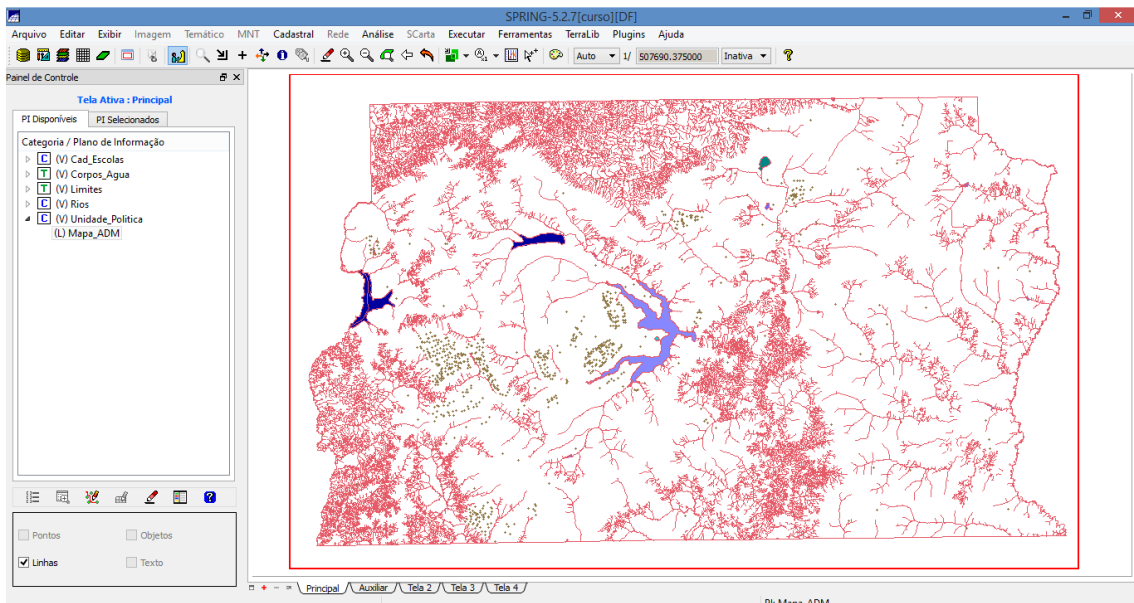


Figura 14 - Importando o Reg_ADM_L2D.spr (linhas)

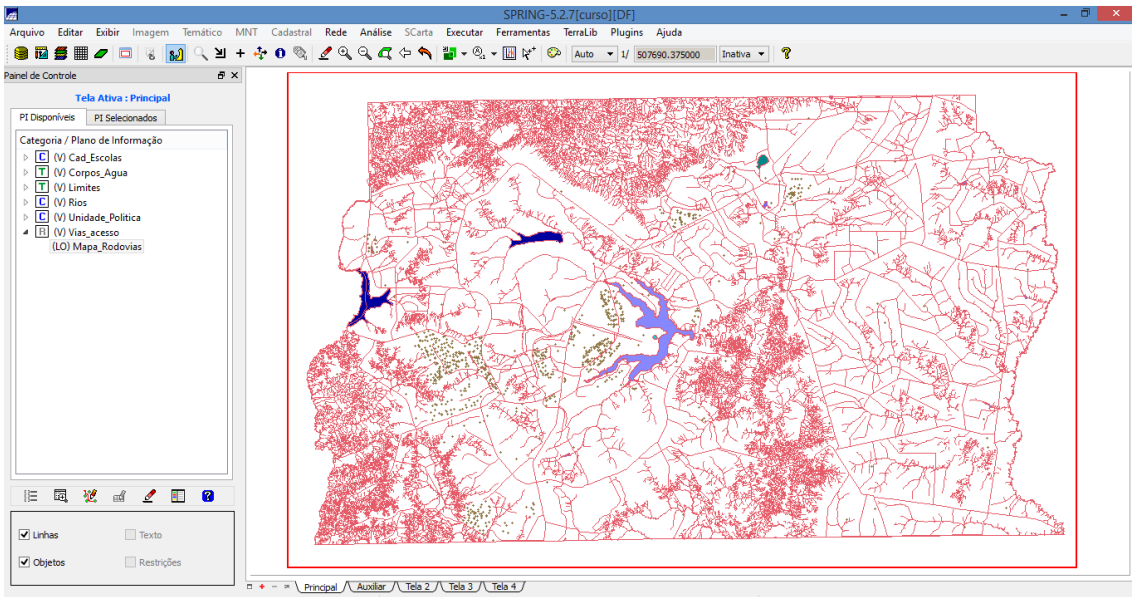


Figura 15 - Importando Rodovias de arquivos ASCII-SPRING

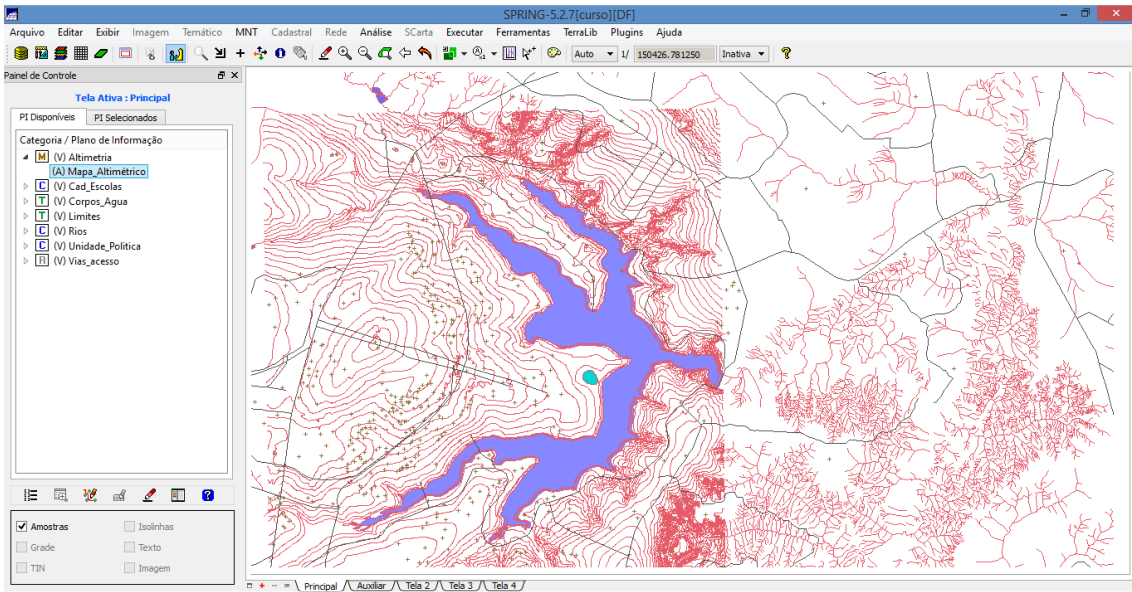


Figura 16 - Importando Altimetria de arquivos DXF

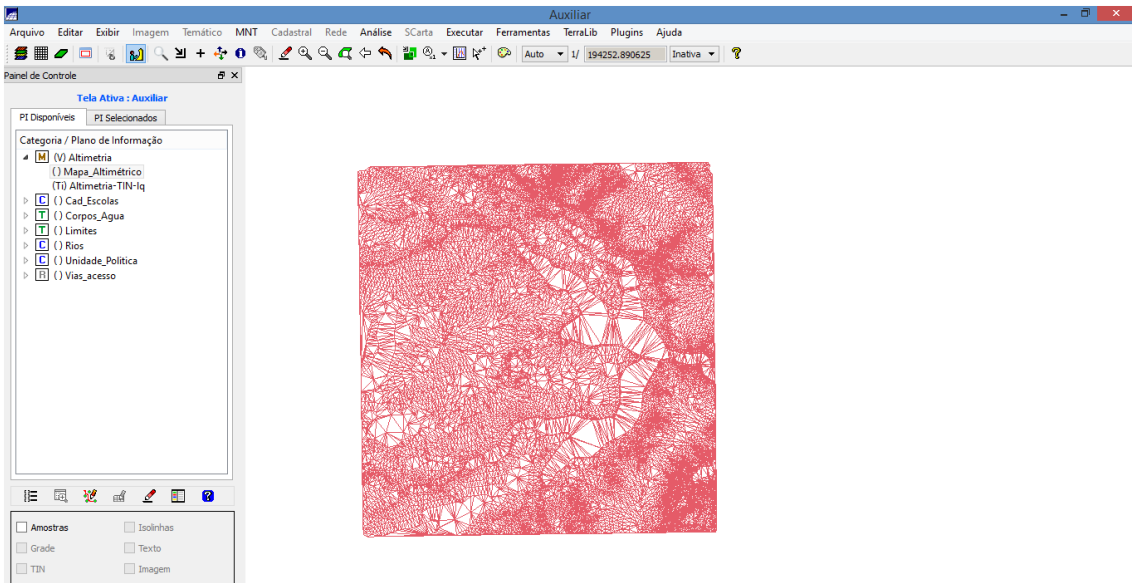


Figura 17 - Gerando grade triangular- TIN

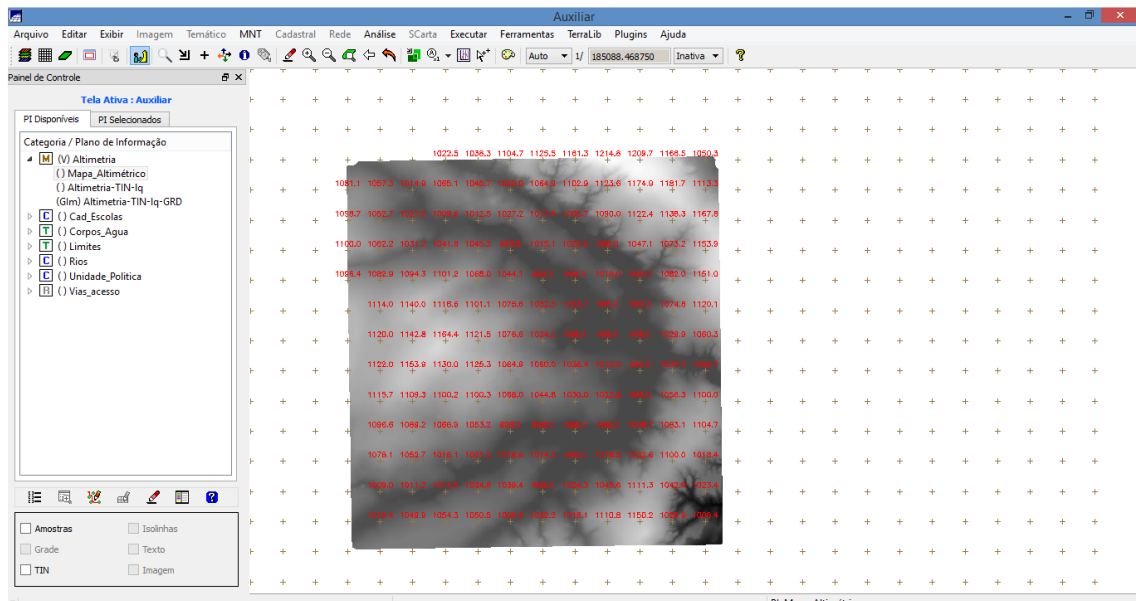


Figura 18 – Gerando grades retangulares a partir do TIN

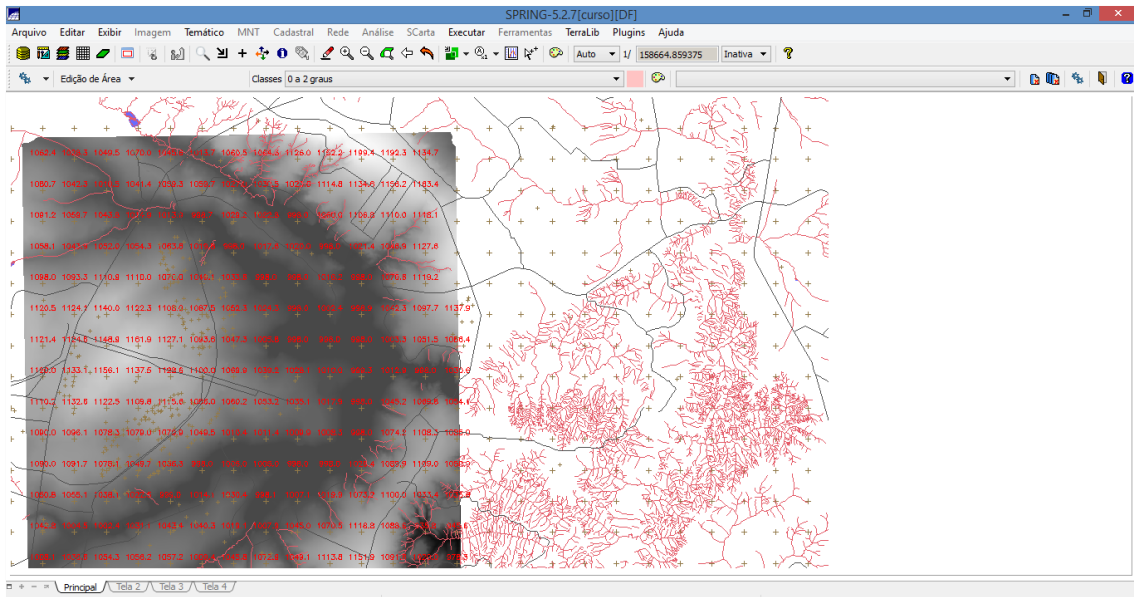


Figura 19 - Geração de Grade de Declividade e Fatiamento

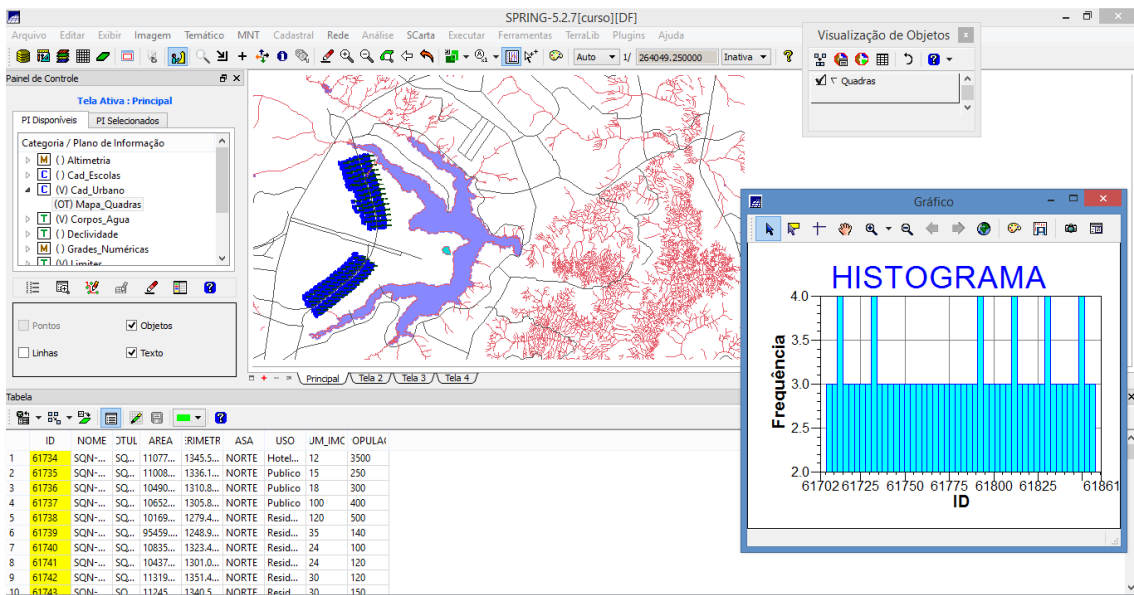


Figura 20 - Criando Histograma por meio de uma coluna numérica selecionada

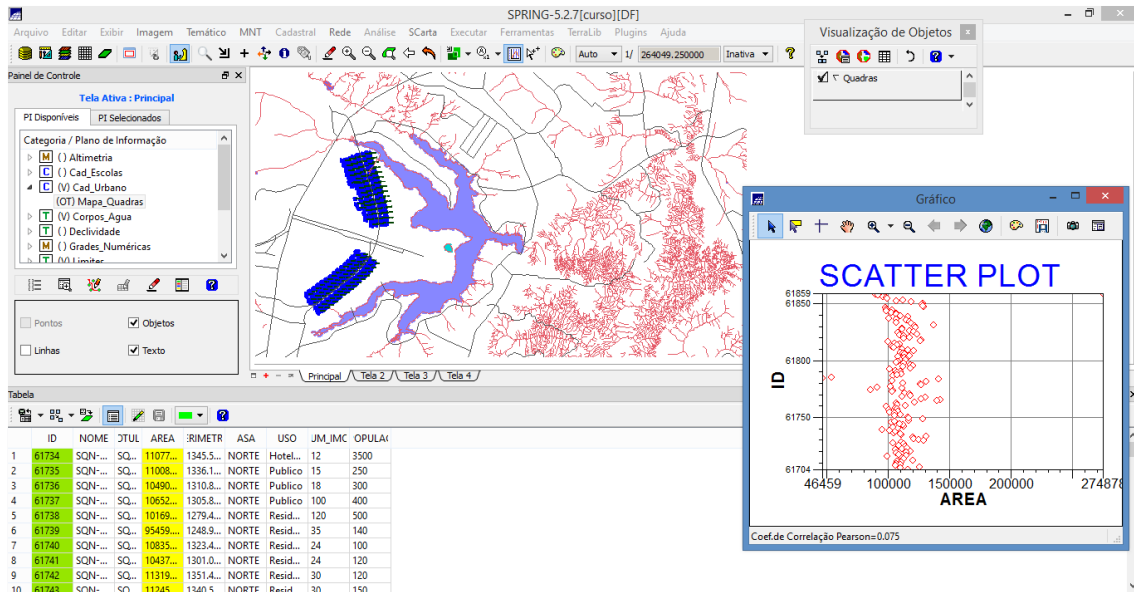


Figura 21 – Criando Scatter Plot por meio de duas colunas numéricas selecionadas

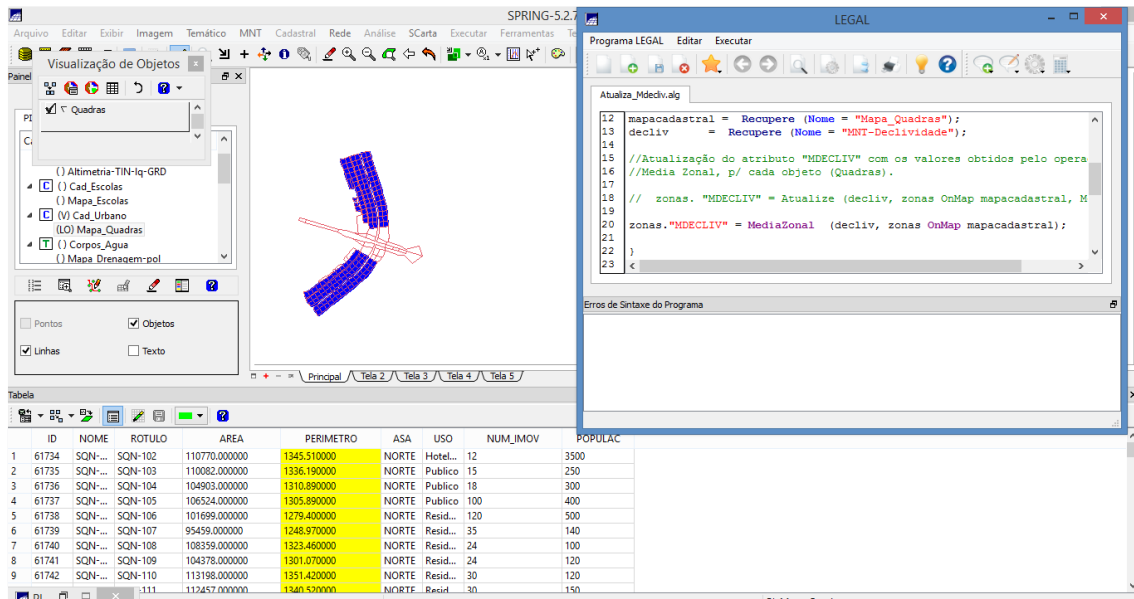


Figura 22 - Atualização de Atributos utilizando o LEGAL

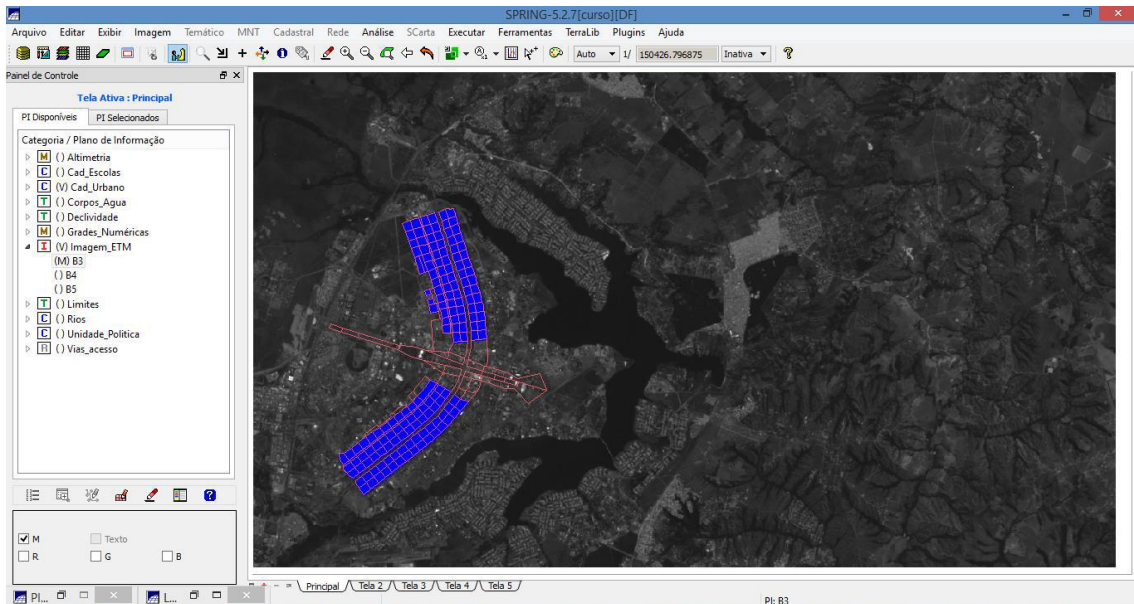


Figura 23 - Inserção das imagens Landsat B3, B4 e B5

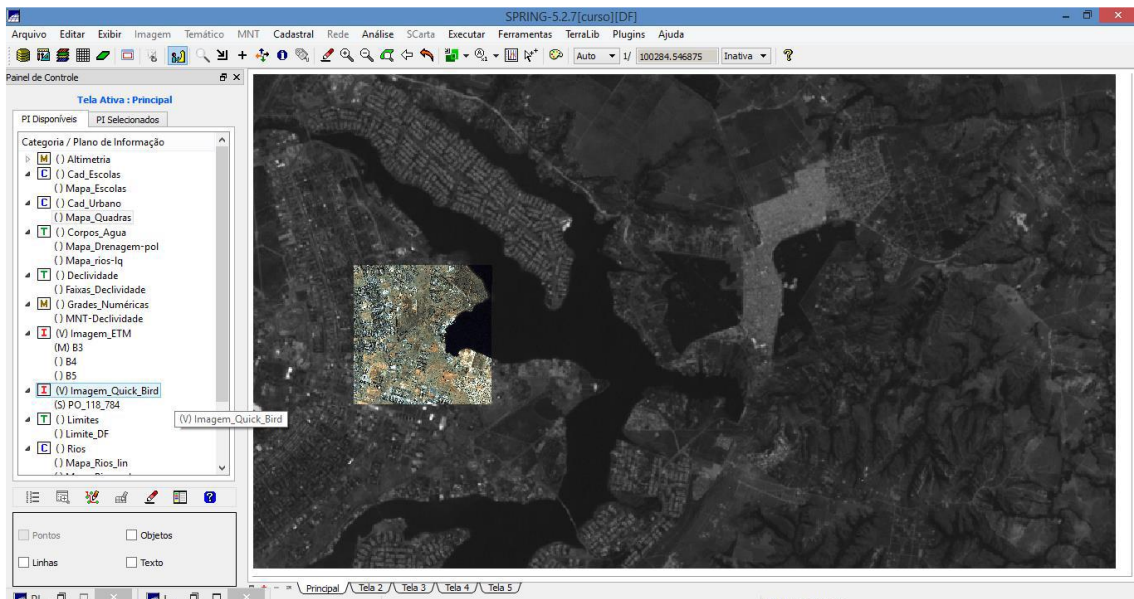


Figura 24 - Inserindo imagem quick-bird

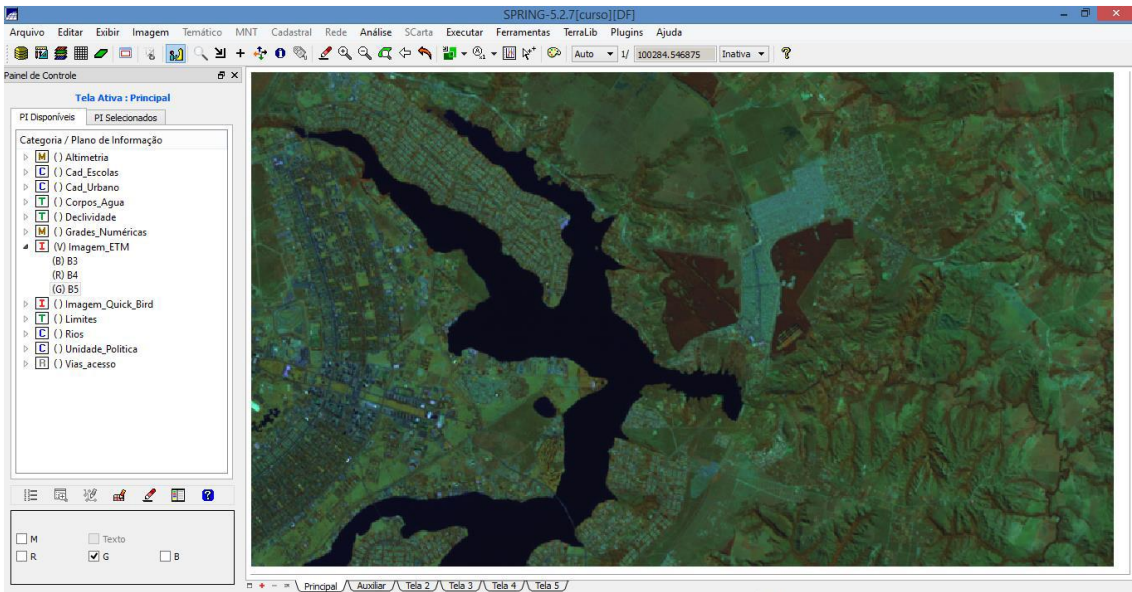


Figura 25 - Criando uma imagem sintética de fundo

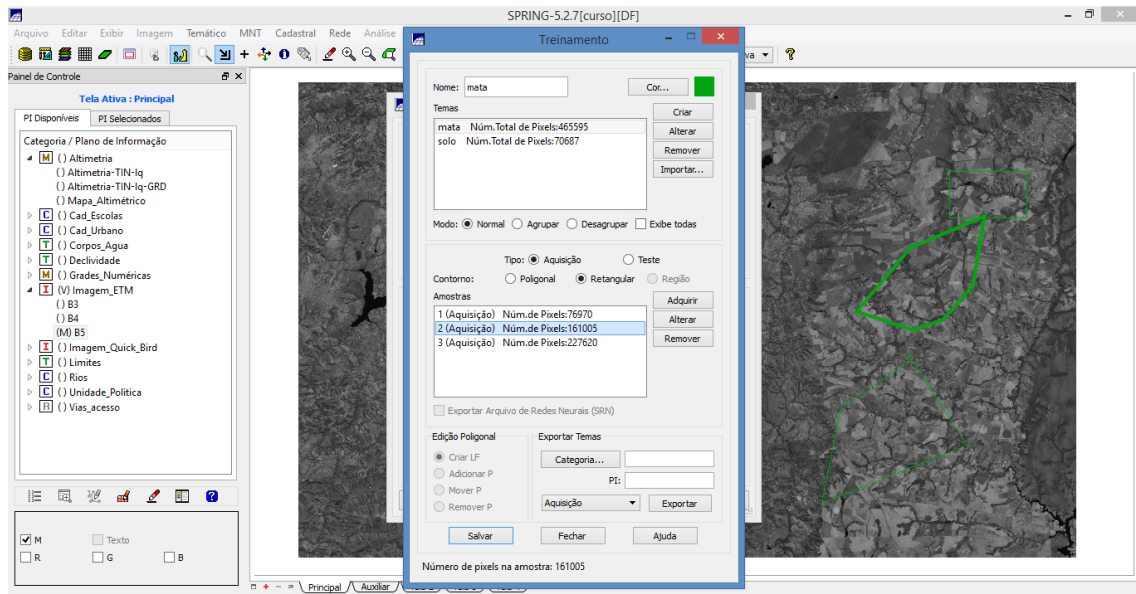


Figura 26 - Criação de um arquivo de contexto

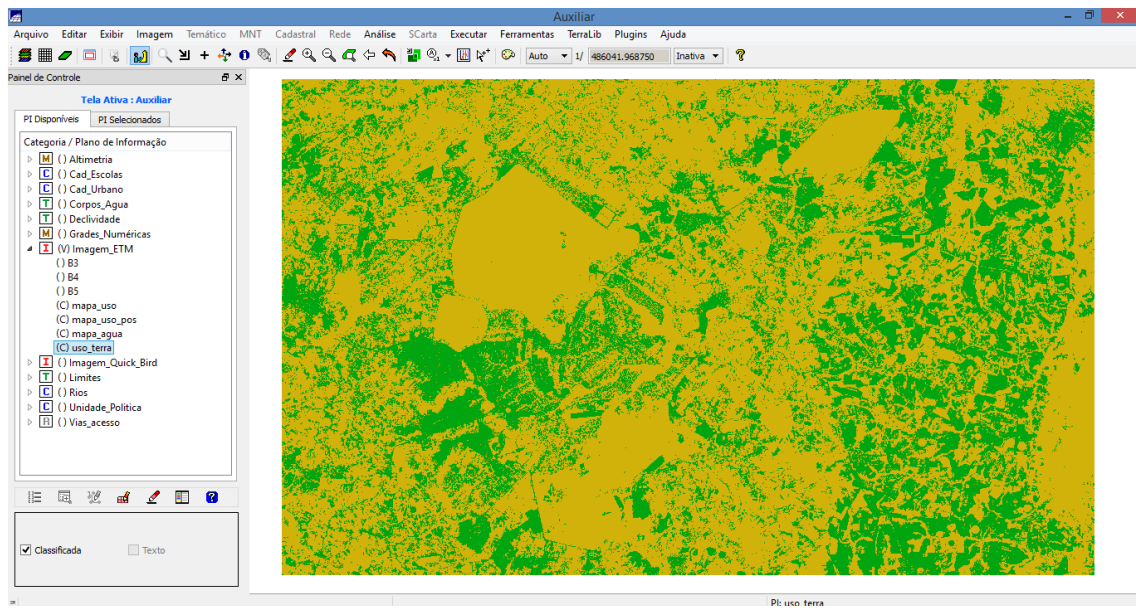


Figura 27 - Classificação de imagem