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Geog. 90

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Project Paper

My project is on critical habitats in parks and open spaces in LA County along with what the protected species where. I used the data Fishing and Wildlife had and critical habitats in order to have the amount of data I needed. I also used data from LA county to get the data on parks and open spaces along with the data that shows the border of LA county. The legend shows the different critical habitat areas and what color represent them so you can find them on the map along with what areas are open spaces and parks. I also have bodies of water showing on the map to better show where some of the critical habits that contain aquatic creatures are.

The original purpose of what my map was going to show was critical habitats in parks and openspaces throughout all of California while also showing what those critical habitats were made for, like what animal lives their. However there were just so many different things being protected throughout California that I decided to change it to be just focused in L.A. County to make it less overwhelming to look at along with making the legend more organized. I do think that by focusing on just one area makes it easier to see what specific colors mean what on the map and allows some habitats that you might not have seen easily to be shown if you were looking at the map of all of California.

The first step I took in creating my map was creating a new feature class so I could change the spacial reference to focus more on Southern California. The second step I took was to

add all the data I found and add it to the map. After that I clipped all the data I didn't need like how with the critical habitat data it showed all of the critical habitats through the U.S.A. so I clipped it down to just the L.A. area. However then I had Intersect the data of the previous layer of data with the new clipped layer in order to keep the attribute data. I then went into symbology to change how each attribute was shown in the critical habitat layer so it wasn't all just one color. I also had to go to the symbology tab to change the names of each of the attributes because they were just being labeled as what their area number was and I wanted to show what specifically was being protected and I wanted it to be shown as that in the legend. I then took the map to the layout layer and added the legend, the north arrow, and scale bar.

Some of the issues I ran into with this project were as previously mentioned realizing my original goal wasn't going to work so I had to change how I was going to go about this project. Another problem I had was that when I originally clipped the critical habitat layer attributes disappeared from the clipped layer so I spent quite a while trying to figure out how to make the attributes combine properly. Another issue I came across was changing the names of how the attributes appeared because I originally was trying to change it in the attribute table however it was only letting me use numbers and then I ended up changing it in the symbology. The last issue I can think of was trying to figure out how to make the legend somewhat presentable because all the data in it was matching what I wrote down on the side bar so I had to go through and change everything there.

With this project I think I learned some patience since I had to restart my project a total of three times for a different reason each time. I also sort of learned how to solve problems through trial and error since I had to try merging the attributes a couple of different ways to see

which will work and if it didn't I would have to close my work without saving and retry again until it finally worked. I also think this project helped me understand the program a little more since I wasn't just following a tutorial anymore I actually had to think about what I wanted to create and what steps I would have to take in order to get to the end result I wanted.