







Ar	n ESRI term
Introd	luction to Topic
From	ESRI's Help:
	"Geoprocessing is for everyone that uses ArcGIS. Whether you're a beginning user or a pro, geoprocessing will become an essential part of your day-to-day work with ArcGIS.
	The fundamental purposes of geoprocessing are to allow you to automate your GIS tasks and perform spatial analysis and modeling. Almost all uses of GIS involve the repetition of work, and this creates the need for methods to automate, document, and share multiple-step procedures known as workflows. Geoprocessing supports the automation of workflows by providing a rich set of tools and a mechanism to combine a series of tools in a sequence of operations using models and scripts" <u>READ MORE</u> .
Why	we're Covering it
Geopr one us leverag user, t	ocessing is what helps make you efficient in your spatial analyses. Whether its combining multiple tools into sing model builder, batch processing a large quantity of data, writing some simple Python scripts, or ging the functionality of the Results window, geoprocessing is what can help you move from a novice GIS o a highly proficient power user.
Learn	ing Outcomes
This to	ppic supports primary learning outcomes 1, 2, 3 and 4 for the course.









ENVIRONMENT SETTINGS There are four levels of environment settings: Application level settings are the default settings that will be applied to any tool when it is executed. Tool level settings are applied to a single run of a tool and override the application level settings. Model level settings are specified and saved with a mode and override tool level and application level settings. Model process level settings are specified at the model process level, are saved with the model, and override model level settings.





Workspace Current Workspace Stockspace Stockspace Criposylurcits/perfut.gds Criposylurcits/perfut.gds Criposylurcits/perfut.gds Criposylurcits/perfut.gds Criposylurcits/perfut.gds Critography Coverage Raster Analysis		 Environment Settings Environment settings specified in this dialog box a values that will be applied to appropriate results for running tools. They can be set for the application y are working in, so they apply to all tools; for a more set for a particular process within a model. Environment set for a particular process within a model. Environment set for a particular process within a model. Environment set for a particular process within a model. Converting all query of the setting, and environments set for all process in a model will override all application to model will setting that will be used is a geographic area, such as changing the setting tanking to with the versel to a specific location (for example, changing the currer workspace or the scratch workspace).
Raster Storage	OK Cancel << Hide Help	Tool Help

	Environment Settings Environment Settings Environment settings specified in this dialog box are values that will be applied to appropriate results from uning tools. They can be set thierarchically, meaning that they can be set theirarchically, meaning that they can be set theirarchically, and evorking in, so they apply to all pools to they apply to all pools. The apply to all pools to they apply to all pools to they apply to all pools. The apply to all pools they apply to all pools to they apply to all pools. The apply to all pools to they apply to all pools. The apply to all pools to they apply to all pools to they apply to all pools. The apply to all pools to they apply to all pools to they apply to all pools. The apply to all pools to they apply to all pools to they apply to all pools. The apply to apply the set for all pools to they apply to all pools. The apply apply the set for all pools. The apply apply to apply the apply to apply the apply to all pools. They apply to apply the apply to apply the apply to apply the apply to apply to apply to apply to apply to apply the apply to apply to apply the apply to apply apply to apply the apply the apply to apply the apply th
× M Values	





































TODAY'S PLAN...

- I. Geoprocessing
- II. ModelBuilder
- III. Batch Processing
 - I. A right-click away
 - II. Scripting
- IV. Python Scripting
- V. Efficiency

University

THIS WEEK'S LAB

Lab 3: Reproducing Maps – Geologic Map

- Teach you how to manipulate display properties and symbology to reproduce a map in as close as possible a fashion to the original.
- Teach you how to extract summary statistics and data from existing data

UtahStateUniversity



WATS 493

WATS 493

