

3 steps to mapping buildings using iD

Look for videos by Blake Girardot on Youtube for more information.

<https://www.youtube.com/watch?v=042TbopS7HM>

Read the Introduction AND the Instructions carefully before Contributing.

Using either a mouse or a trackpad (if you are accurate with your fingers), select a tile in the Tasking Manager and begin mapping.

Zoom in to 40% using the + key. This will increase your accuracy.

1. Using the Area tool

- a. Trace the exact outline of the building touching all four corners. Accuracy is important.
- b. Identify a Building by the shadow it casts and the color of the roof.
- c. Buildings are often close together so be sure the corners do not touch (gray dot).
- d. Draw your Building as square as possible. Don't make odd shapes.

2. On the left side of the Tasking Manager look for Building Features.

Scroll down to Building and click.

- a. This will designate your trace as a Building.

3. Next, while the Building is still selected, press the 's' key.

This squares the building and is an important step that must be done.

- a. If the building isn't selected when 's' is pressed, "shed" will show. Go back and reselect the building and then press 's' again.

Tips:

- Always square buildings!
- Save your work after tracing 10 to 20 Buildings. Save often!
- Keep track of your time. Log out (Stop Mapping button on the previous tab) every hour.
You can then log back in to continue working on that tile.
- Don't go off of your tile! Stay within the magenta square. It's OK to map a building that's slightly over the line.
- Work on a tile at 40% zoom for accuracy.
- Use your right hand to trace buildings and to click on Building while your left hand hovers over the 's' key.

Any questions? Ask!