

Vector Overlay Methods and Slivers

Amanda Stolnacke

Geography 475

Vector Overlays

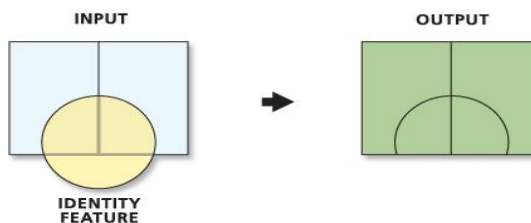
- Before you overlay, check the Arc Licence
- Layers must have the same coordinate system
- Integrates attributes and geometry to produce new composite layer

Cracking and Clustering

- Overlay tools crack and cluster the input and overlay features.
- Cracking inserts vertices at the intersection of feature edges
- Clustering snaps together vertices that are within the xy tolerance

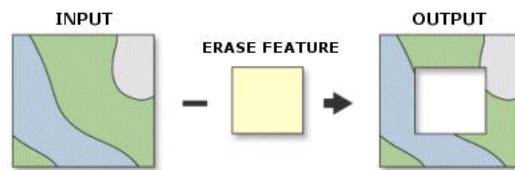
Identity

- Geometric Intersection of a feature with another polygon feature
- Multipart features might result but can be combined by using the Multipart to Single Part tool or dissolve tool
- Where Input feature and Identity feature overlap, Identity's attributes
- take over



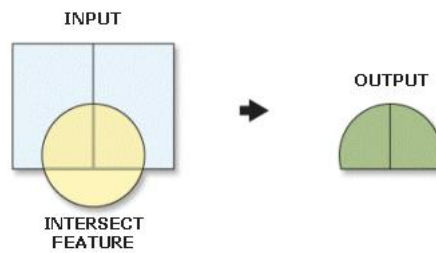
Erase

- The erase feature polygon marks the area erased
- Output features will be of the same geometry as the Input feature



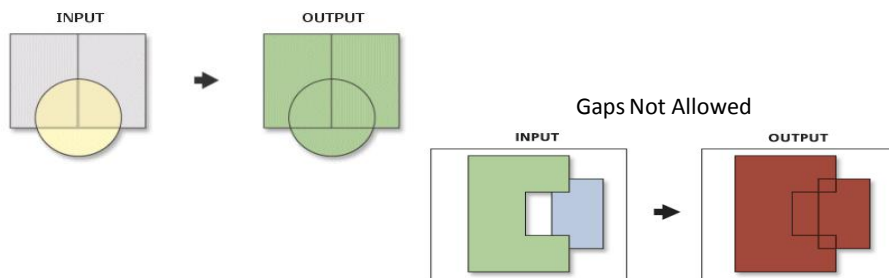
Intersect

- Think of the AND Boolean Operator
- Only overlapping features will be included in output feature class



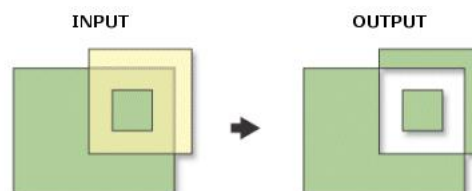
Union

- All features in both Input layers will be included in the Output feature class
- Inputs must have polygon geometry
- Think of the OR Boolean Operator



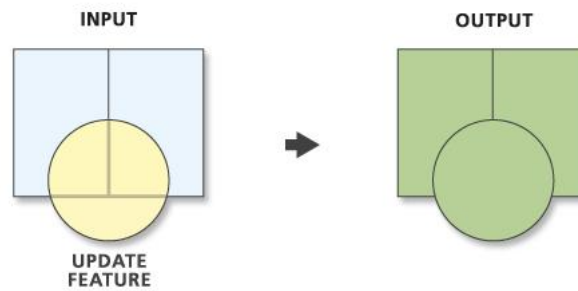
Symmetrical Difference

- Areas that do not overlap will be included in the new feature class
- Both input feature classes must be polygons



Update

- Areas that overlap will take on the attributes of the Update Feature in the new feature class



Polygon Slivers

- Small spaces between polygons that share a border
- Results from digitizing or errors in source maps etc.
- Topology rules and overlay methods can snap lines together within a set tolerance

