

ArcGIS Pro basic guide

1 Perugia Case Study

Before you start the project, create a **new folder** in your **Desktop** with the name **Perugia**. Double click in **Perugia** and create **another folder** with the name **ArcGIS Pro**. In this folder, you will **store all maps and features** from this tutorial.

1.1 Create a new project

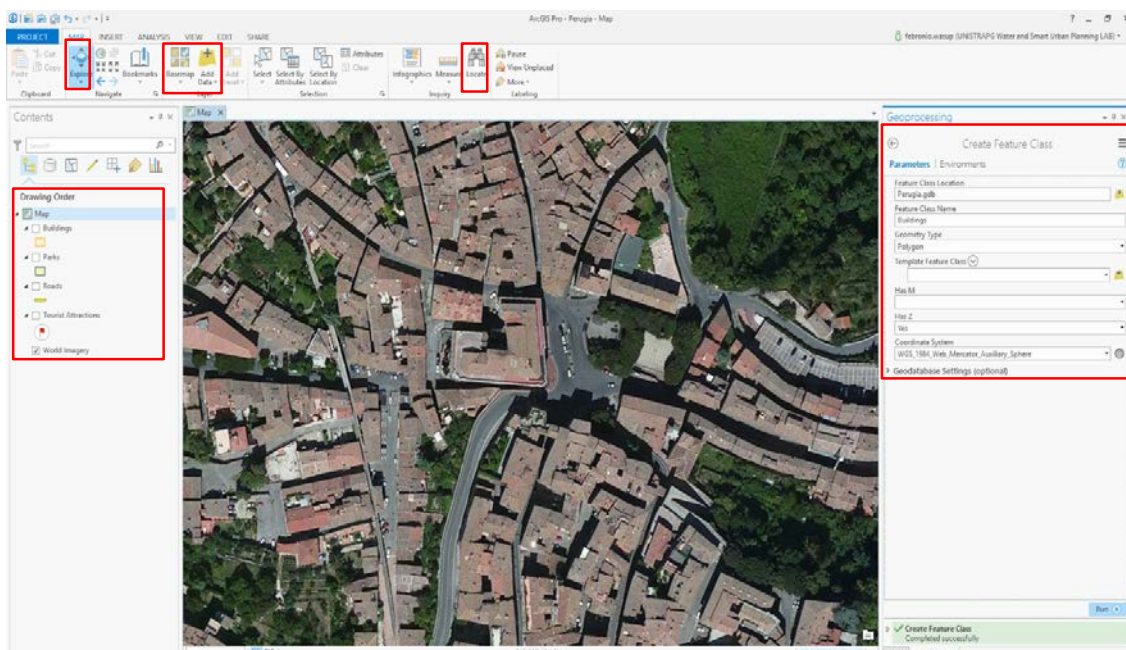
- Start ArcGIS Pro from your desktop. 
- On the start page, click **Blank** to create a new blank project.
- On the **Create a New Project** dialog box, in the **Name** box, type **Perugia**

Note: By default, the project is store automatically into a specific location. **Make sure** you assign the right path in the location box.

- On the **insert** tab, in the **project** group, click the **New Map** drop-down menu and choose **New Map**. Now on the **map** tab click **basemaps** and choose the imagery style.
- On the **map** tab click **explore** and use your mouse to navigate around the globe. Use the mouse wheel to zoom in and out the map. To find an address click **locate** in the **Inquiry** group, type **Perugia** and press enter.

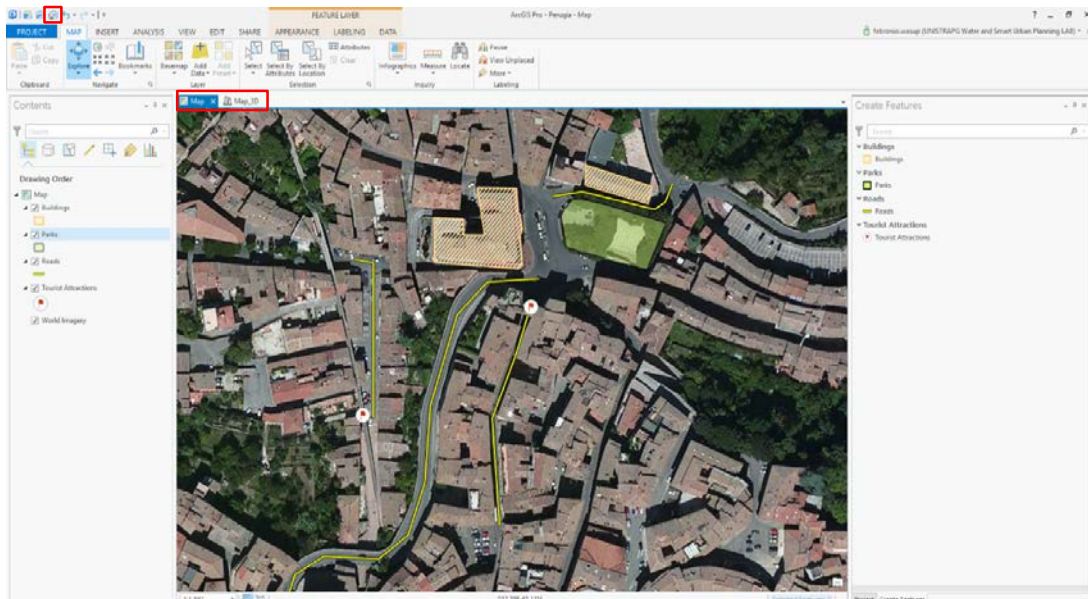
1.2 Create new features

- To **create** new **features**, right click on **Datasets**, click the **Perugia** drop-down menu and choose **New Feature Class**. On this tutorial, you will create **four new features (buildings, parks, roads and touristic attractions)**. From the geometry type section, choose polygon, point or polyline depending on your project needs. In this case, we will select polygon for buildings and parks, polyline for roads and points for touristic attractions. To set a **coordinate system** choose **WGS_1984_Web_Mercator_Auxiliar**. Now you are ready to start digitizing your new features.
- Now you are ready to start digitizing new features



Note: Remember that you are free to create as much features and editions as you want. **ArcGIS Pro** has unlimited capacity to help you **built** new environments and **produce** powerful maps.

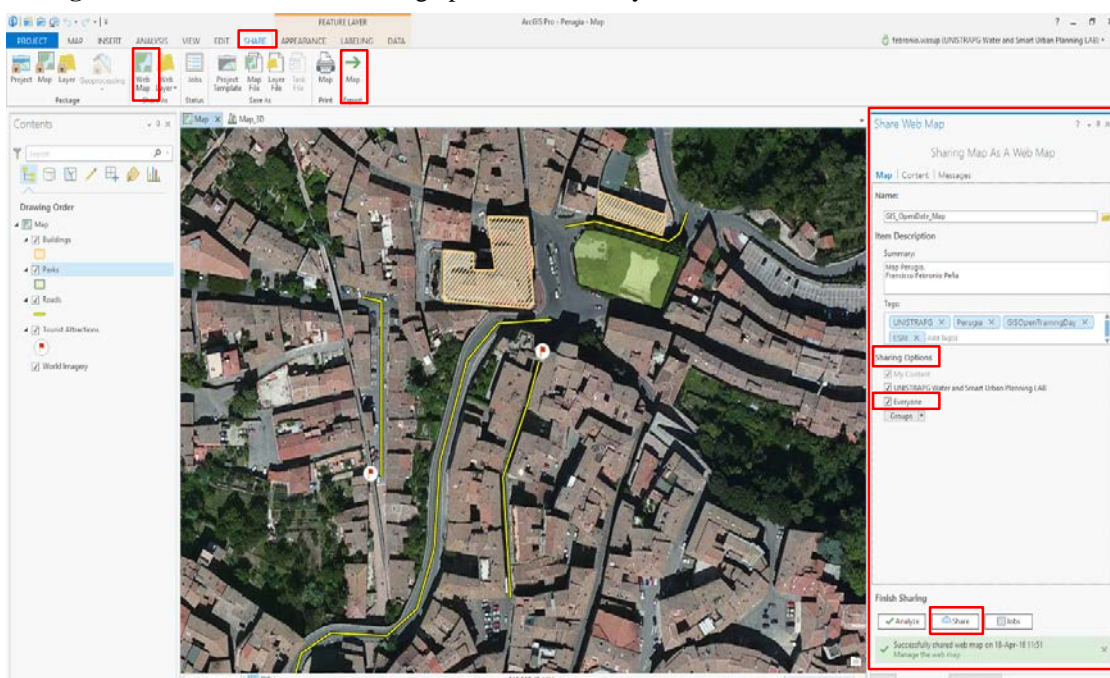
- To convert your map from **2D** and **3D** click on the **view** tab, click **convert**. A new **Map_3D** scene will appear in your screen. One of the main advantages of working in a 3D environment is to allow the user to perceive the undulations of the terrain and features, including trees and buildings. Click + V to **tilt up** your view and have a better understanding of the area.
- Click on **Map scene** and save your project. After you complete the digitalization and edition process, your map will look like this.



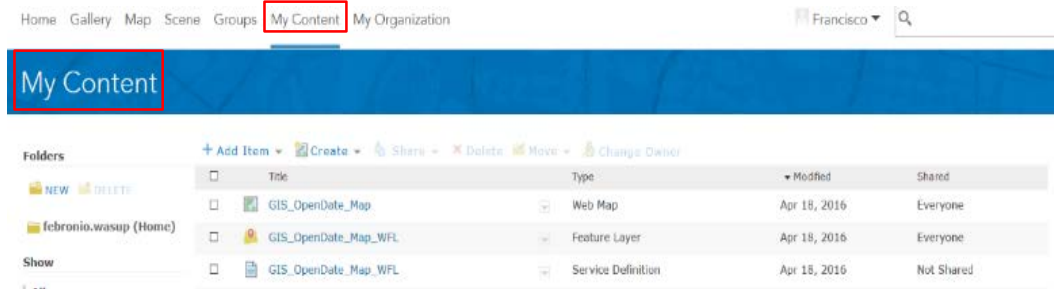
Now it is time to **publish** your work online and save **your maps**.

1.3 Publish your maps

- To share your work as a map online click on the **share** tab and click **web map**. The **share map pane** will appear on your right. On the name blank, write **GIS_OpenDate_Map**. It is **very important** to write **your name** on the **summary** section and the **tags** as shown below. Go to sharing options, click everyone and share.



- The map is now available on your **ArcGIS online account!**



Publish your work as a map offline

- To **create a pdf file**, click on **Map** and **save** in the folder Perugia.

Congratulations!

You have successfully completed this tutorial.