

# Heritage Asset QGIS Stylesheet Guidance

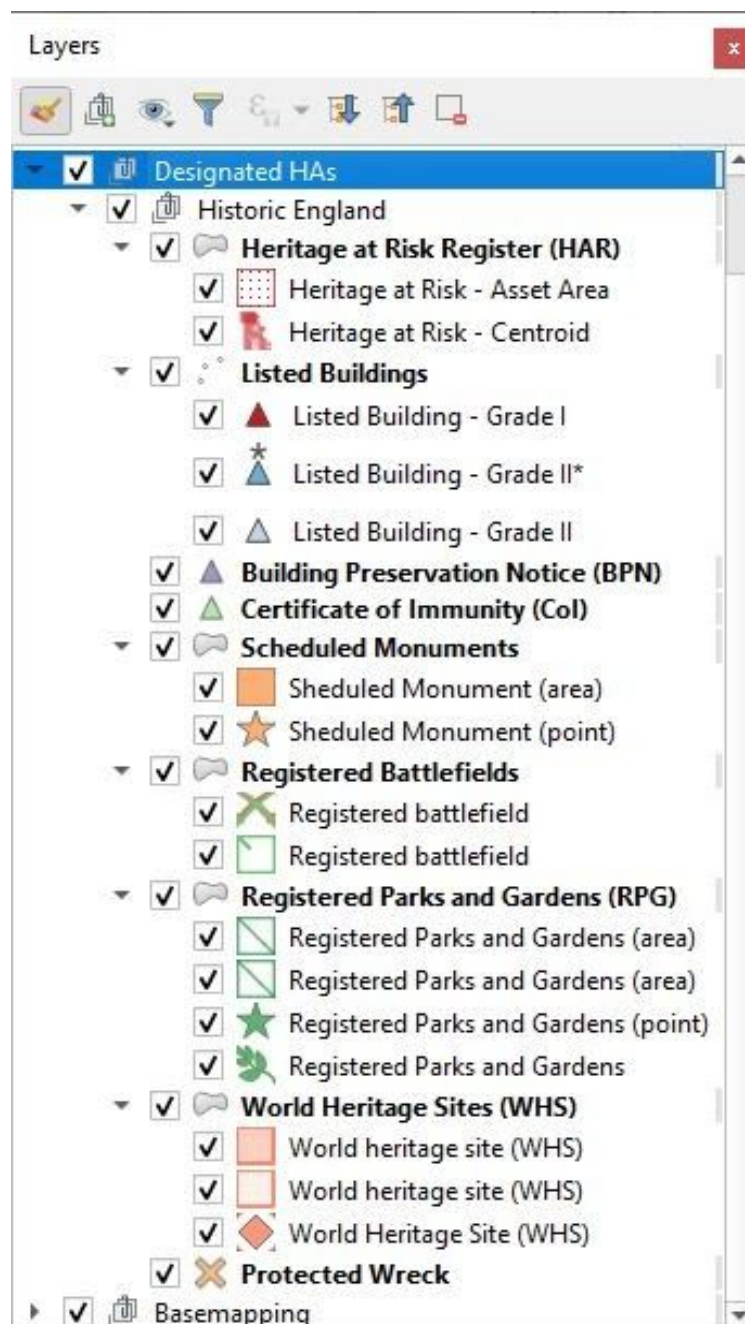
Dr. Rachael Townsend MCIfA  
Crow Archaeology  
[www.crowarchaeology.co.uk](http://www.crowarchaeology.co.uk)

The stylesheets have been designed to work with QGIS 3.10 or above. They will not work with earlier versions or with ArcMap.

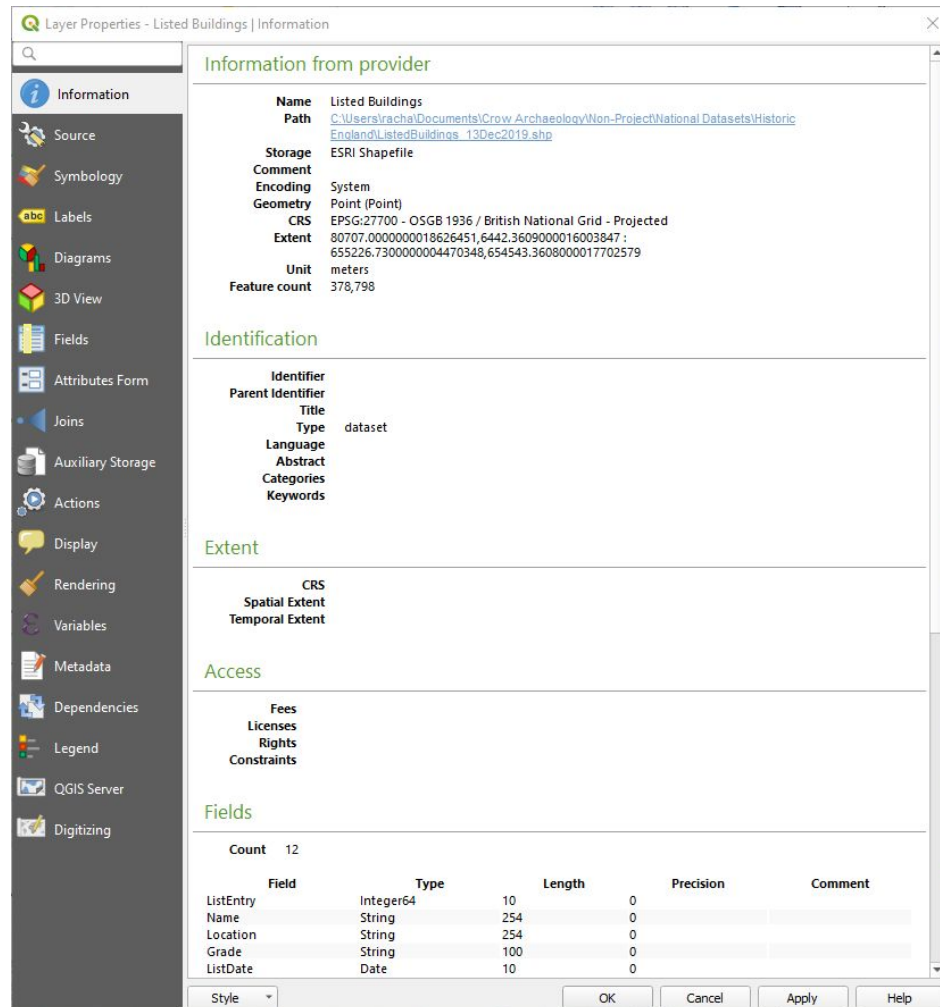
## Installation

The first step is to load the Historic England (HE) Designated Heritage Asset Datasets into your Canvas. **It will not work with any other dataset!**

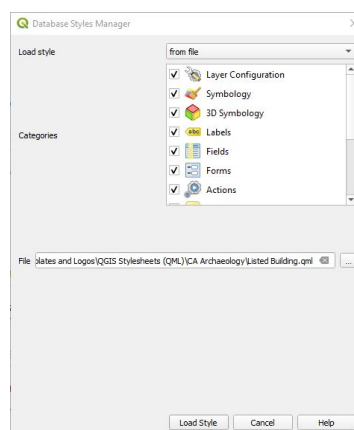
The stylesheets have been designed to work best with the HE layers in the order illustrated below.



Once installed, apply the stylesheets to each layer from their respective **Properties** dialogue:

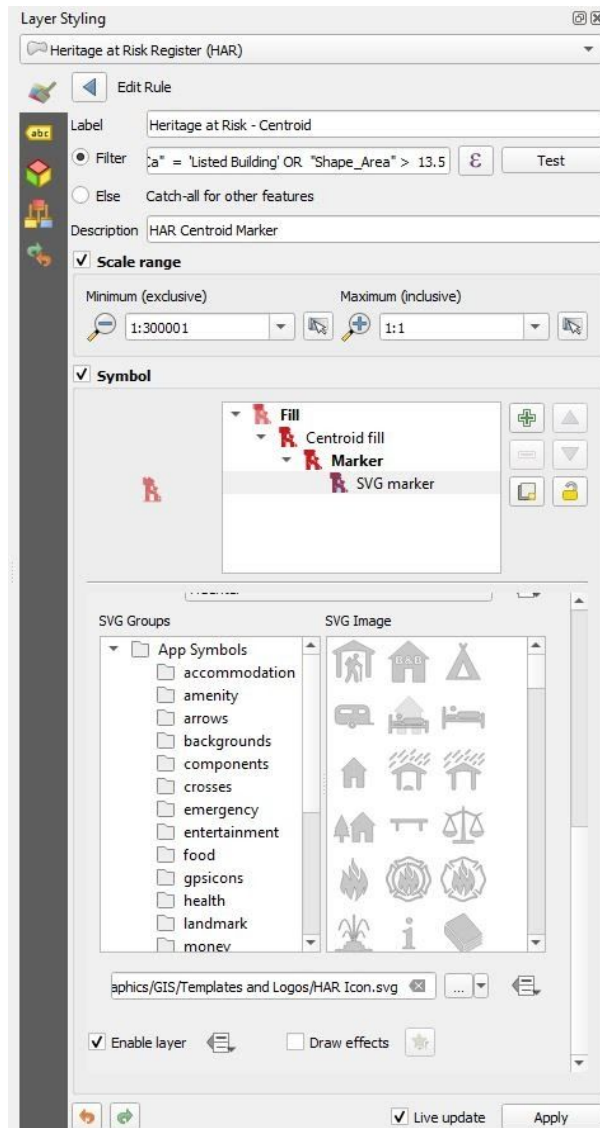


1. Click the **Style** button at the bottom of the main dialogue window;
2. Choose *Load Style...*; and
3. Load the style from file by navigating to the file location.



The HAR, RPG and Battlefield centroid marker styles use Scalable Vector Graphic (SVG) files. The HAR Icon was developed by Crow Archaeology. The RPG and Battlefield SVGs are part of the QGIS core installation and can be found at the default SVG file locations. All the SVG markers referenced are included in the Stylesheet zip file.

The HAR SVG marker is not native so will need to be relinked. If you use Stylesheets already (for example those provided by Ordnance Survey for their products), the process is the same.



If you are unfamiliar with the use of SVG markers, take the following steps:

1. Save the SVG somewhere that makes sense to you;
2. Open the *Layer Styling* window;
3. Select the symbol you wish to change (double click);
4. In the *Symbol* section of the dialogue window select *SVG Marker*;
5. Scroll through the bottom part of the window until the *SVG Groups* dialogue becomes visible;
6. Click on the '3 dots' icon to the right of the filepath window at the bottom. This will open the location of the referenced SVG;
7. Navigate to where the symbol you saved the symbol and click *Open*.

### Use Notes

The styles are designed to scale and to make the most of the new Point Cluster feature of QGIS 3. As a consequence, most of them have scale visibility defined in various ways. These can be changed to suit. For single scale definition is accessed from a right click on the layer in the layers window. For rule defined symbols (e.g. Listed Buildings) this is controlled by the symbol rules, which are accessible from the symbol properties dialogue.

The Stylesheets scales the HE data in the following ways:

- 1:500,000 - World Heritage Sites (WHS),
- 1:300,000 - Heritage at Risk, Registered Battlefields and Protected Wrecks become visible as points;
- 1:250,000 - WHSs change to Polygons, Registered Parks (RPGs) become visible;

- 1:150,000 - HAR, RPGs and Battlefields change to polygons except where sites are less than 2.4 ha in area or listed buildings in the case of HAR;
- 1:75,000 - Scheduled Monuments (SM), listed buildings (LB), Certificates of Immunity (Col) and Building Preservation Notices (BPN) become visible. Point markers are used on SMs and RPGs depending on scale and the size of the site. Point clusters for listed buildings are based on density.
- >1:75,000 listed building resolve to individual point markers depending on density;
- 1:5,000 points for Scheduled Monuments of less than 1ha change to polygons.

No asset symbols are visible at scales smaller than 1:500,000

At the time of writing the *HAR Register 2019* data does not render at certain scales. This is a geometry issue which can be resolved by exporting the data to a new shapefile as a polygon feature class and importing that to your canvas in place of the original.

### Labels

Basic labelling systems have been integrated into the styles. Labelling high density heritage assets is notoriously difficult to get right in any given context. Subsequently the schemes used in the styles should be considered a starting point for further refinement on a project by project basis.

Labels are triggered by a combination of map scale and feature class. For example the listed building labelling sequence is:

- Point cluster density data at scales < 1:2,500;
- Grade I labels at 1:2,500;
- Grade II\* labels at 1:1,250; and
- Grade II labels at 1:1000

*Be aware that QGIS (at May. 2020) does not always display the scale visibility attributes of features and labels correctly. It may be necessary to zoom in and out several times before the visibility rules are applied.*

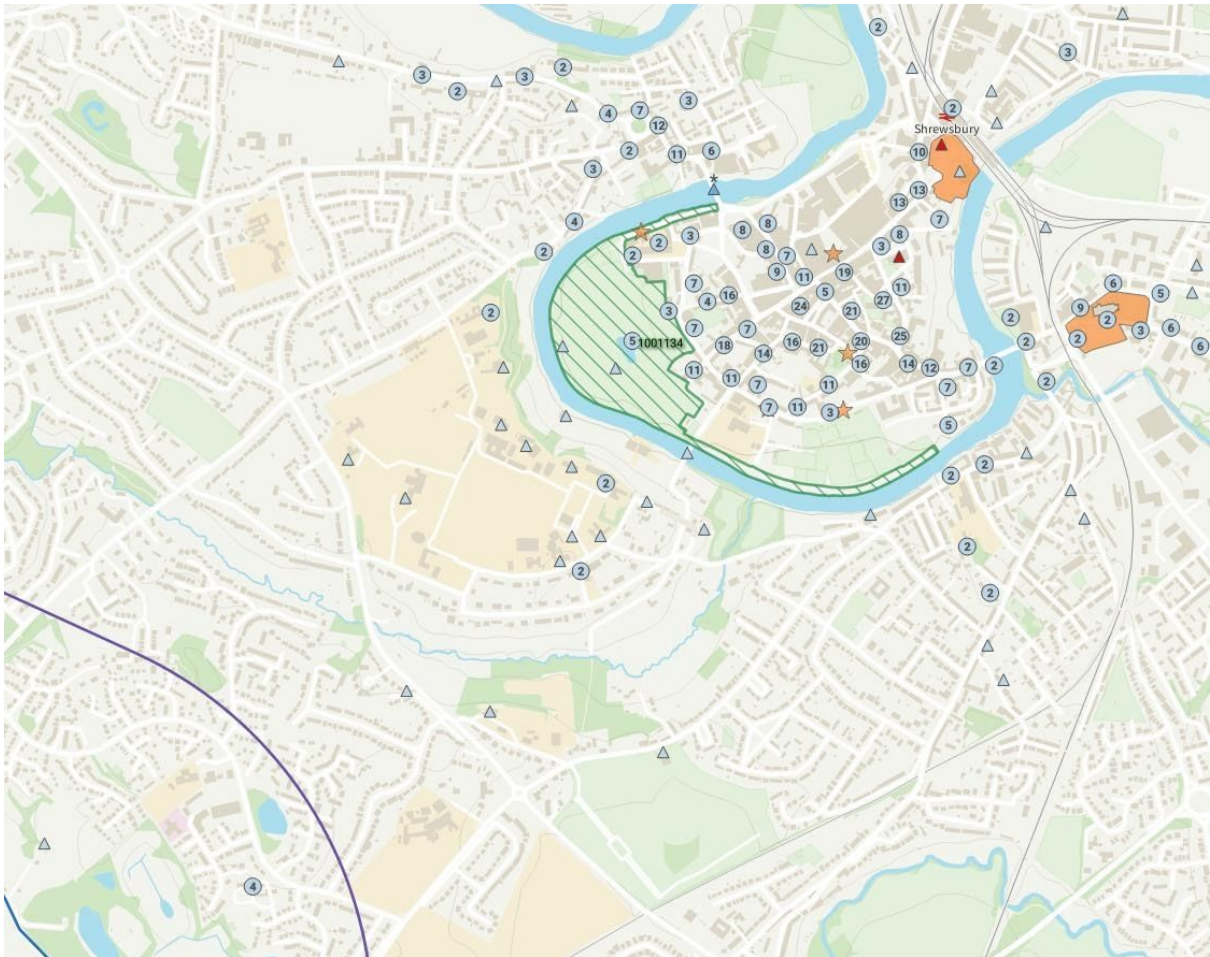
### Colour scheme

The colour scheme used in the stylesheets was designed in [ColorBrewer](#), an online tool for cartographic colour schemes. The *Colorblind Safe* setting was used to choose the palettes so I hope that it useable for most people.

Details of the colours used (including a pilot scheme for non-designated heritage assets) is included in a separate document *Heritage Asset QGIS Stylesheet Colour Specification (England)*, which can be found alongside this one.



Fig. 1. Example of the Symbology at 1:10,000 (basemap names/labels off)



Contains OS data © Crown Copyright and database right 2019

## Basemapping

I would recommend the use of [OS Open Zoomstack](#) as your basemap. If you use vector basemapping products such as OS Zoomstack (as in Fig.1 above) you may find an issue with names and labels derived from the basemap obscuring Heritage Asset data symbology. In the case of OS zoomstack, the 'Names' dataset labels and the labels from the road layers are regularly problematic. At the time of writing, this can only be managed manually by turning off those layers where clashes create issues for interpreting the asset data (as in Fig 1 above). The conflict and priority definition tools built into QGIS have, to date, not provided satisfactory solutions.