

Layer Styling

Introduction

A style defines how underlying data gets visualized. When dealing with raster data this usually means having a value-color mapping, either categorized or graduated.

It is possible to refer to a specific style when sending a GetMap request to a Web Map Service (WMS), resulting in accordingly rendered images. If no style is specified, a default style will be used.

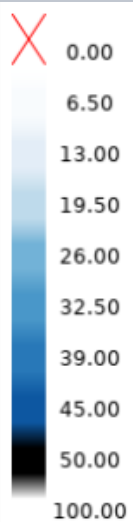
This page describes which pre-defined and curated styles (static styles) our spatial data infrastructure offers and how our customizable styles (template /dynamic styles) work. All styles offered are as SLD files (Styled Layer Descriptor).

Raster Layers

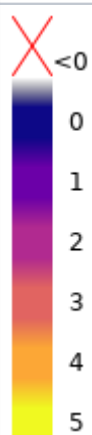
Static Styles

Style Name	Legend Preview																					
GlobColour2	 <table><tr><td>0.010</td></tr><tr><td>0.050</td></tr><tr><td>0.075</td></tr><tr><td>0.100</td></tr><tr><td>0.150</td></tr><tr><td>0.200</td></tr><tr><td>0.250</td></tr><tr><td>0.300</td></tr><tr><td>0.350</td></tr><tr><td>0.400</td></tr><tr><td>0.475</td></tr><tr><td>0.550</td></tr><tr><td>0.625</td></tr><tr><td>0.700</td></tr><tr><td>0.900</td></tr><tr><td>1.100</td></tr><tr><td>1.300</td></tr><tr><td>1.500</td></tr><tr><td>3.000</td></tr><tr><td>10.000</td></tr><tr><td>30.000</td></tr></table>	0.010	0.050	0.075	0.100	0.150	0.200	0.250	0.300	0.350	0.400	0.475	0.550	0.625	0.700	0.900	1.100	1.300	1.500	3.000	10.000	30.000
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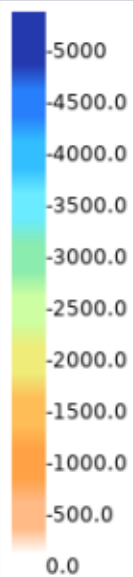
SeaIceConcentration2

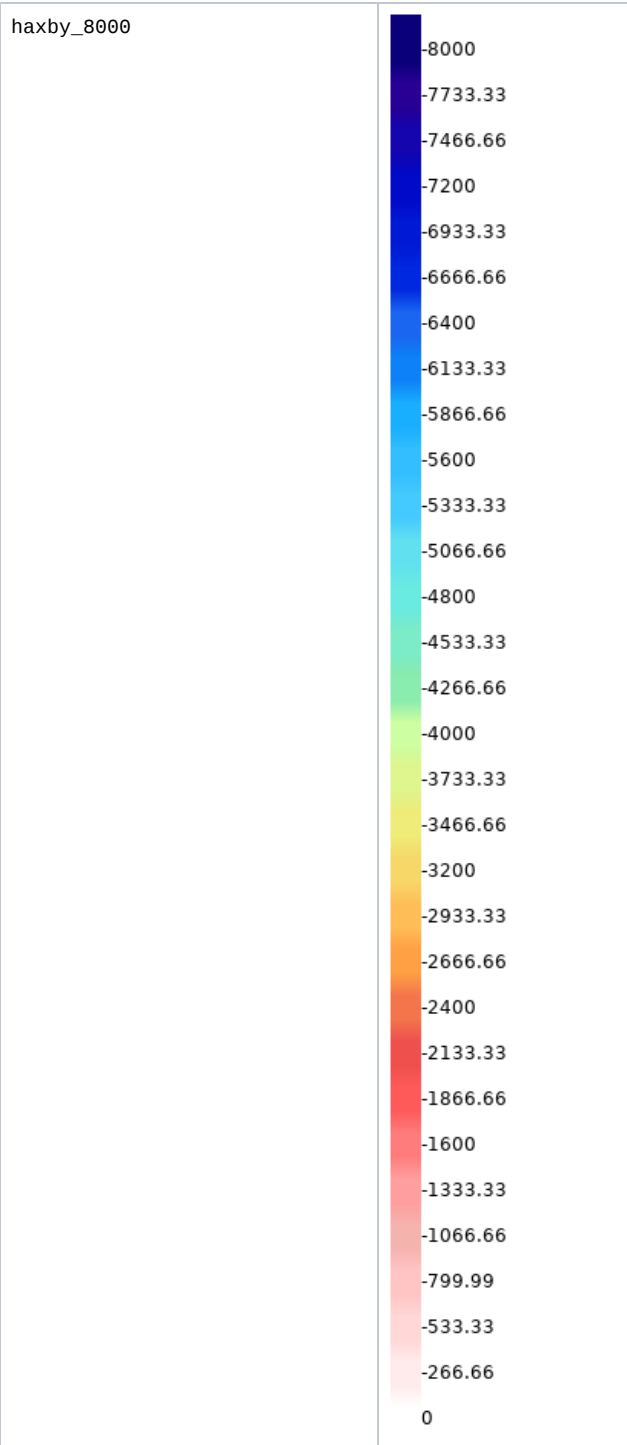


SeaIceThickness2



haxby_5000



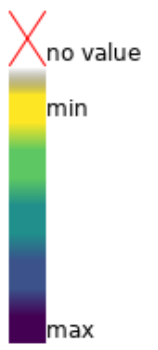


Template/Dynamic Styles

There are eight "empty" styles available which can be manipulated to one's needs. If used without any changes they will default to values between 0 and 1 being mapped to a viridis color ramp (with 3 to 9 defined color steps) or to a two-step black-white color ramp. In between these defined color steps a value's color will gradually change. The following table shows styles `template_2col` and `template_5col` as examples. Style names go up to `template_9col`.

Color (RGB hexvalue), opacity, value (quantity) and label (how it appears in the legend) are variables which can be specified explicitly in a GetMap request.

Style Name	Default Legend	SLD File Excerpt
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templat e_2col		Style: template_2col <pre> <sld:ColorMap> <sld:ColorMapEntry color="\${env('colnv','#000000')}}" opacity="\${env('opanv',0.0)}" quantity="\${env('valnv',-1)}" label="\${env('labnv','no value')}" /> <sld:ColorMapEntry color="\${env('col1','#FFFFFF')}}" opacity="\${env('opa1',1.0)}" quantity="\${env('val1',0)}" label="\${env('lab1','min')}" /> <sld:ColorMapEntry color="\${env('col2','#000000')}}" opacity="\${env('opa2',1.0)}" quantity="\${env('val2',1)}" label="\${env('lab2','max')}" /> </sld:ColorMap> </pre>
templat e_5col		Style: template_5col <pre> <sld:ColorMap> <sld:ColorMapEntry color="\${env('colnv','#000000')}}" opacity="\${env('opanv',0.0)}" quantity="\${env('valnv',-1)}" label="\${env('labnv','no value')}" /> <sld:ColorMapEntry color="\${env('col1','#FDE725')}}" opacity="\${env('opa1',1.0)}" quantity="\${env('val1',0)}" label="\${env('lab1','min')}" /> <sld:ColorMapEntry color="\${env('col2','#5DC863')}}" opacity="\${env('opa2',1.0)}" quantity="\${env('val2',0.25)}" label="\${env('lab2','')}" /> <sld:ColorMapEntry color="\${env('col3','#21908C')}}" opacity="\${env('opa3',1.0)}" quantity="\${env('val3',0.5)}" label="\${env('lab3','')}" /> <sld:ColorMapEntry color="\${env('col4','#3B528B')}}" opacity="\${env('opa4',1.0)}" quantity="\${env('val4',0.75)}" label="\${env('lab4','')}" /> <sld:ColorMapEntry color="\${env('col5','#440154')}}" opacity="\${env('opa5',1.0)}" quantity="\${env('val5',1)}" label="\${env('lab5','max')}" /> </sld:ColorMap> </pre>
templat e_3col	like above	like above
templat e_4col		
templat e_6col		
templat e_7col		
templat e_8col		
templat e_9col		