



# QGIS

## Importing OpenStreetMap Data to QGIS (02.07)

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## ABOUT QGIS & OPENSTREETMAP

QGIS is a free and open source Geographic Information System (GIS), or geodatabase, licensed under the GNU General Public License. QGIS runs on Linux, Unix, Mac OSX, Windows and Android and supports numerous vector, raster, and database formats and functionalities. QGIS users can view, edit, and analyze spatial and locational information through its free software toolkit.

Download QGIS here: <https://qgis.org/>

Documentation: <https://docs.qgis.org/3.16/en/docs/index.html>

This **ASOR Tutorial (02.07)** will cover how to import data from OpenStreetMap into QGIS.

OpenStreetMap (<https://www.openstreetmap.org/>) is built by a community of mappers that contribute and maintain data about roads, trails, cafés, railway stations, and much more, all over the world. This website emphasizes local knowledge. Contributors use aerial imagery, GPS devices, and low-tech field maps to verify that OSM is accurate and up to date.

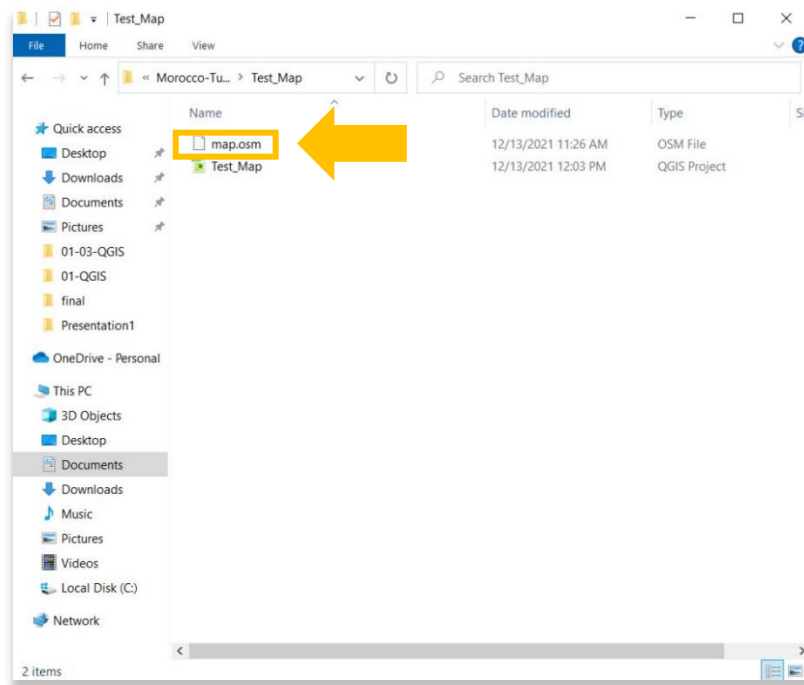
OpenStreetMap's contributors include enthusiast mappers, GIS professionals, engineers running the OSM servers, humanitarians mapping disaster-affected areas, and many more. OpenStreetMap is open data: you are free to use it for any purpose as long as you credit OpenStreetMap and its contributors. If you alter or build upon the data in certain ways, you may distribute the result only under the same license.<sup>1</sup>

## WORKFLOW

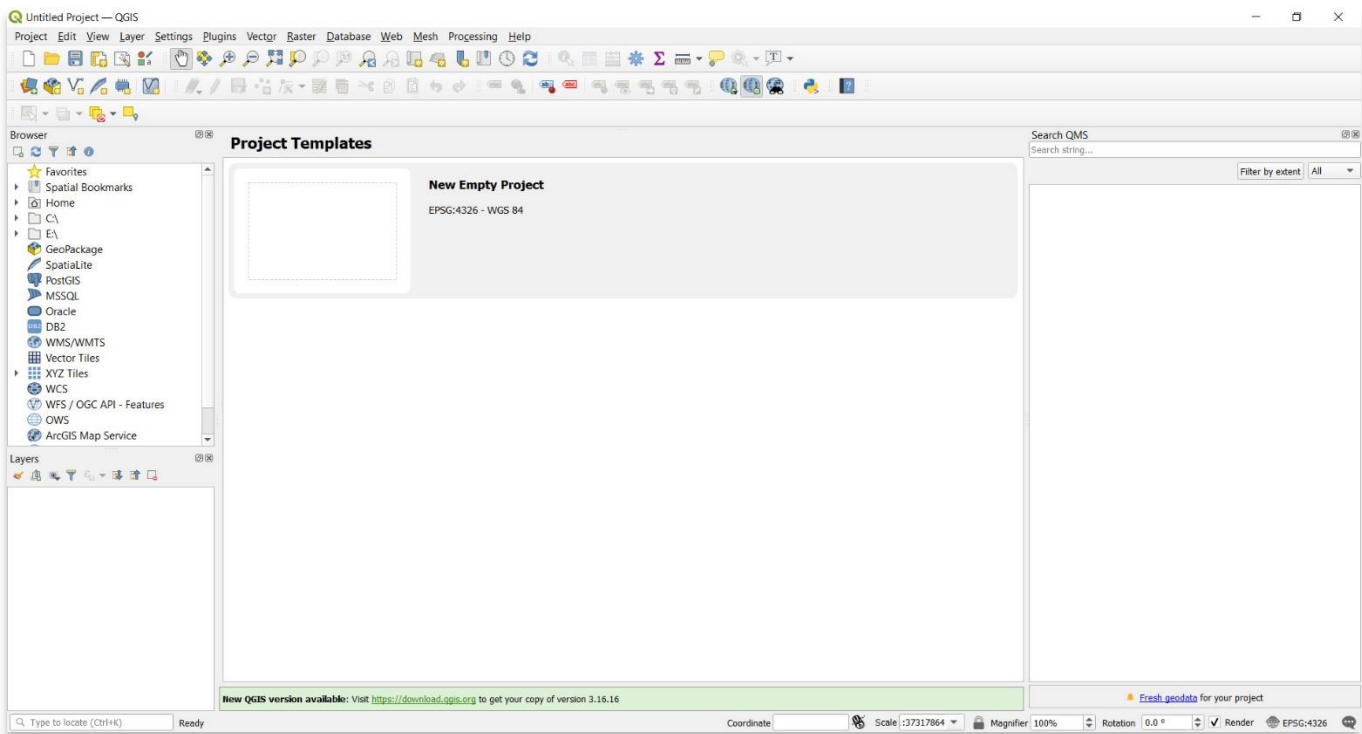
1. Locate the data that you downloaded from OpenStreetMap (See [ASOR Tutorial 02.06](#)) on your computer. The file is named, **map.osm** (unless renamed in [ASOR Tutorial 02.06](#)).

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<sup>1</sup> Source: OpenStreetMap About Page. <https://www.openstreetmap.org/about>. Accessed January 15, 2022.

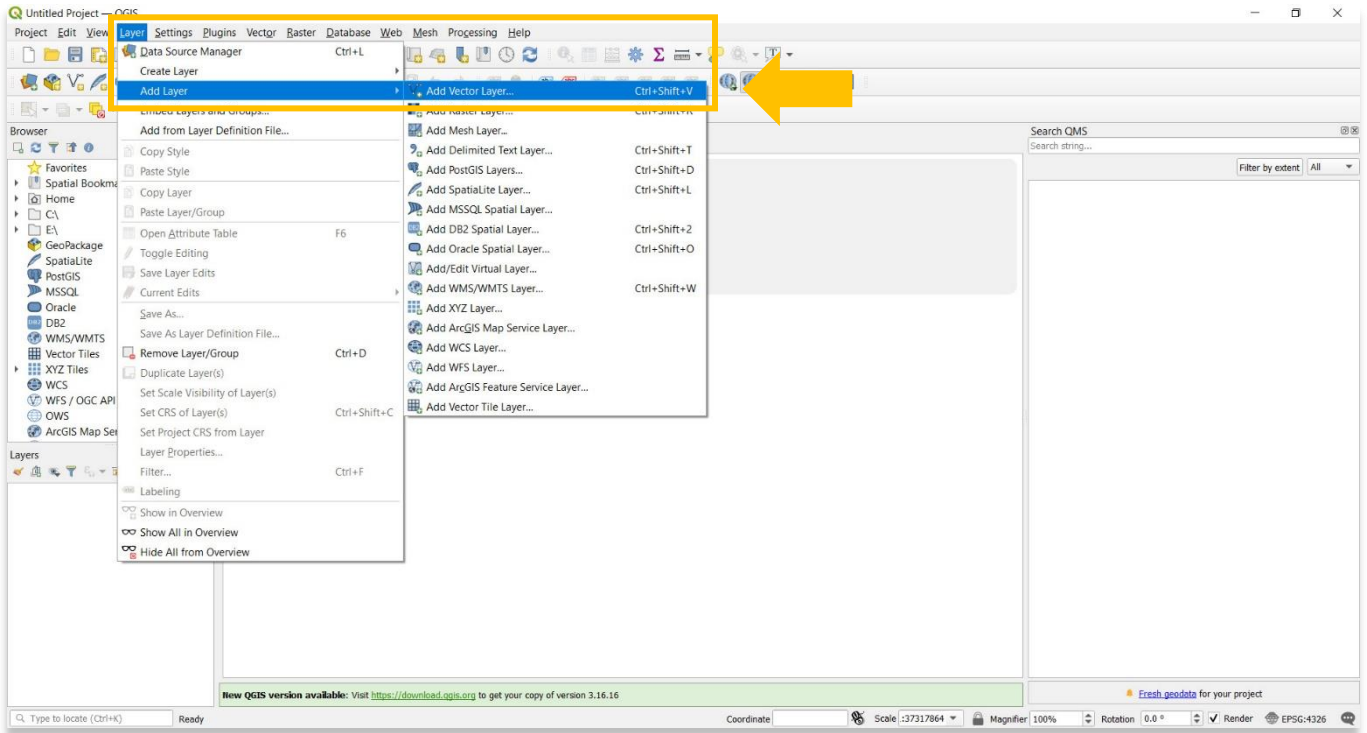


2. Open a new project in **QGIS** by finding QGIS from your computer's Start menu.

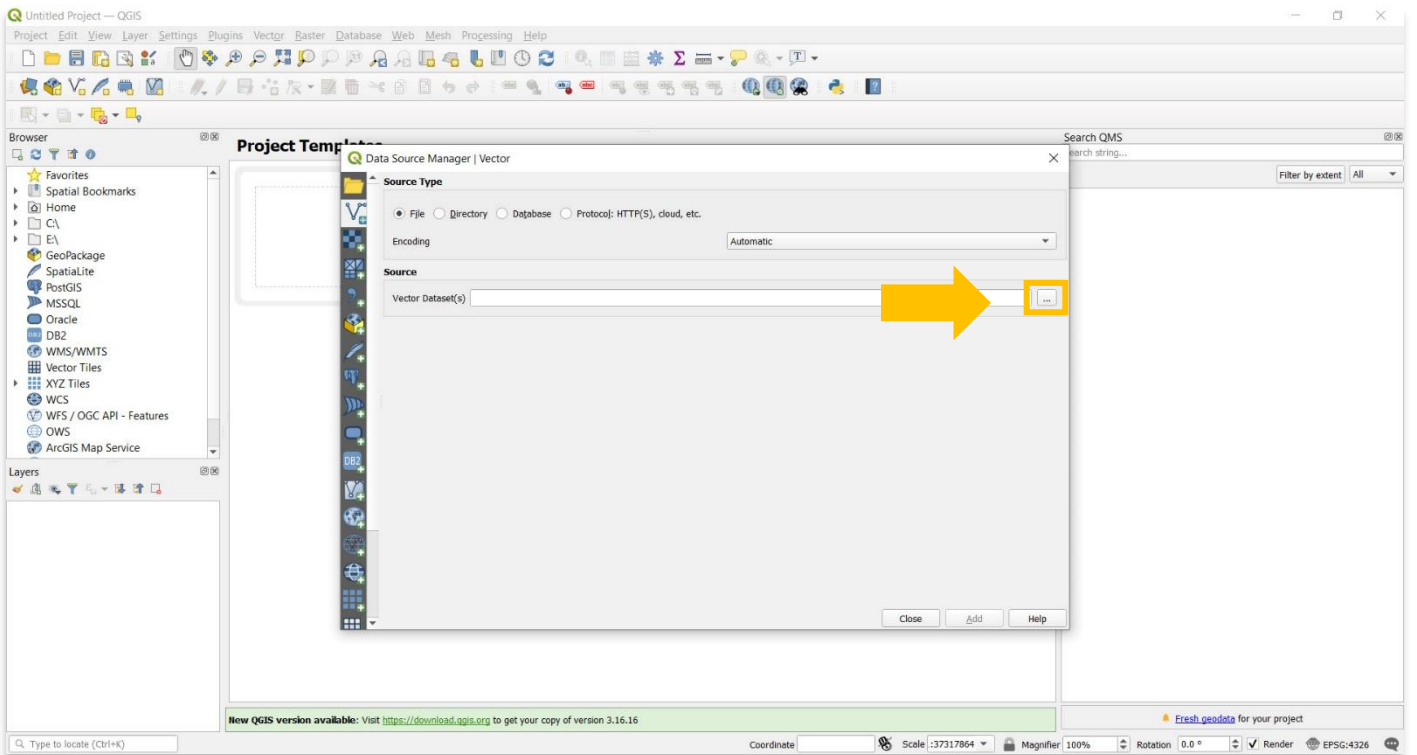


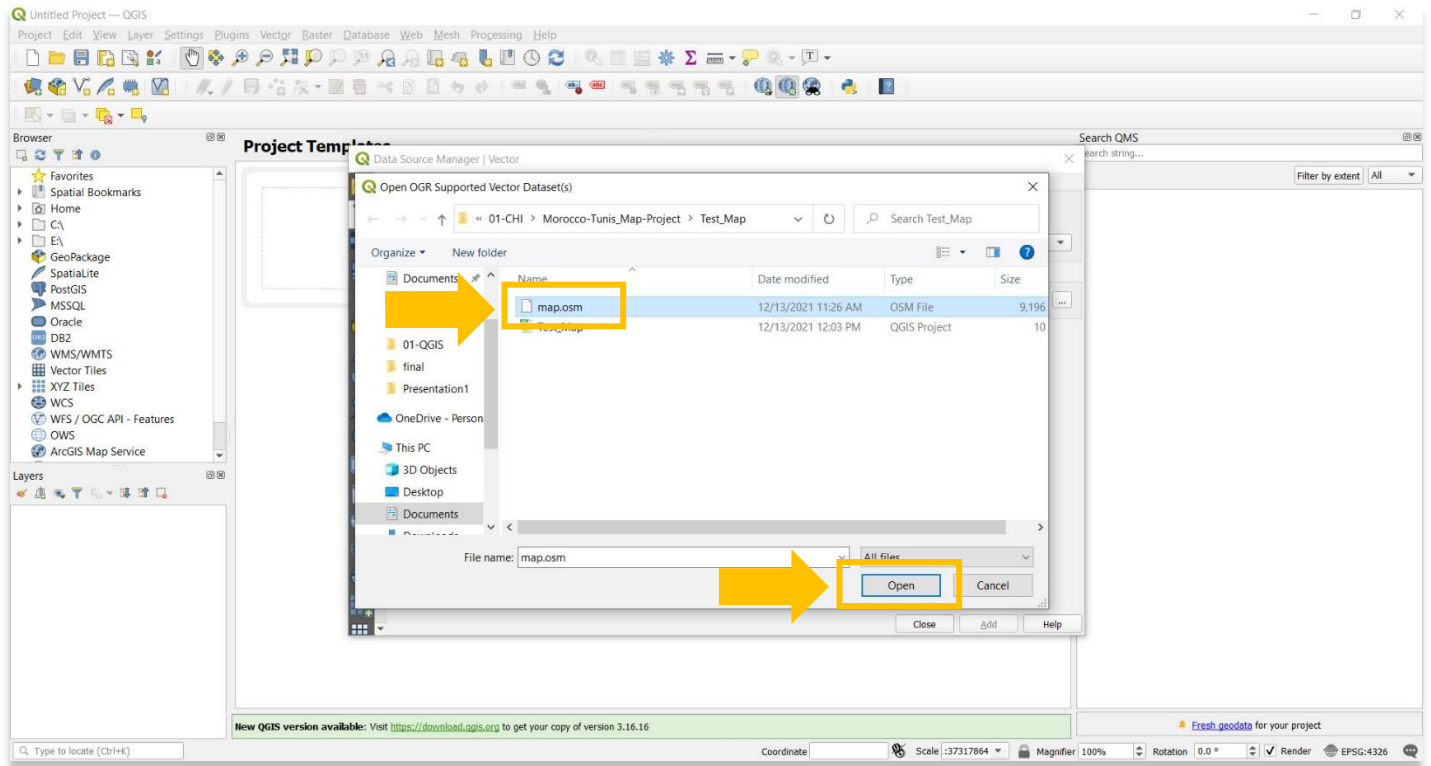
3. In the top menu bar, select **Layer**. Then select **Add Layer > Add Vector Layer**.

\* Do not select Create Layer. The OpenStreetMap vector file will only upload through **Add Layer**.

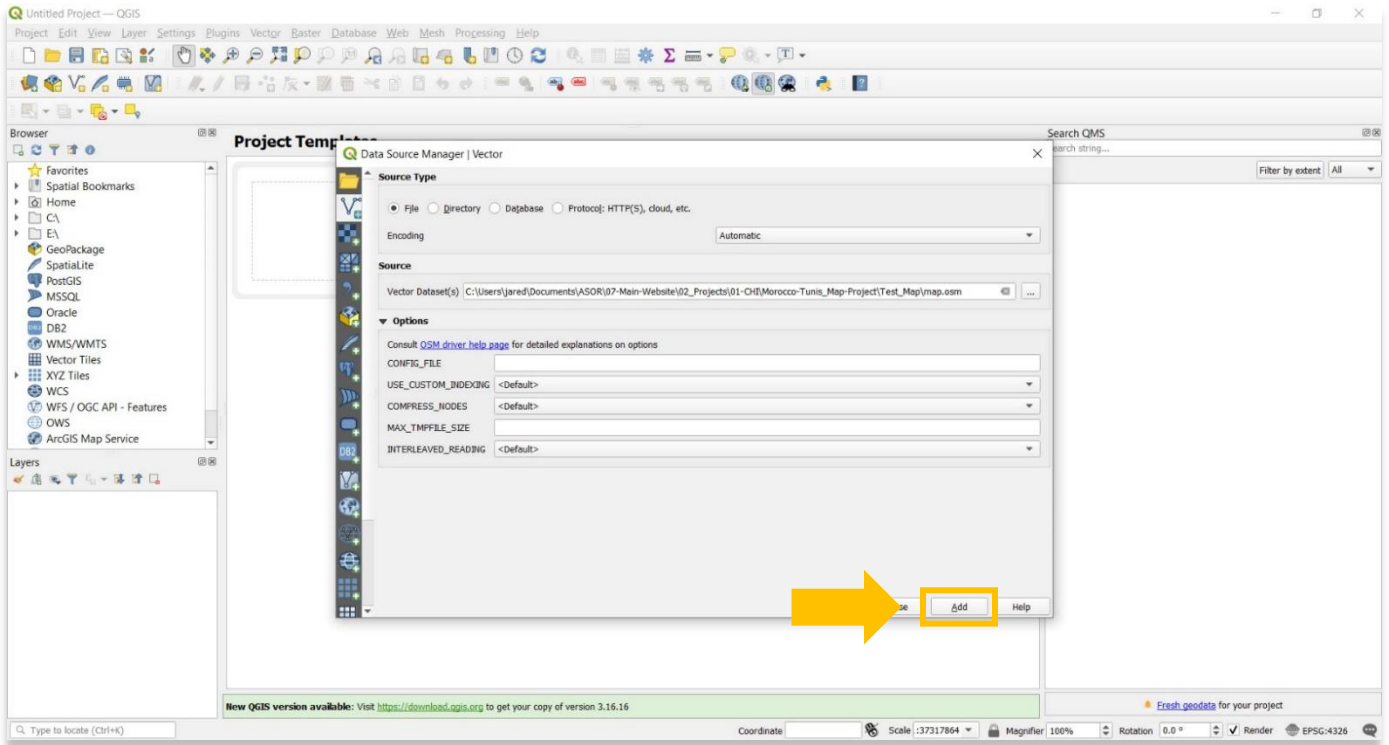


4. In the pop-up, select the button with **three dots (...)** to find your **map.osm** file on your computer. Once located, select the **map.osm** file and press **Open**.

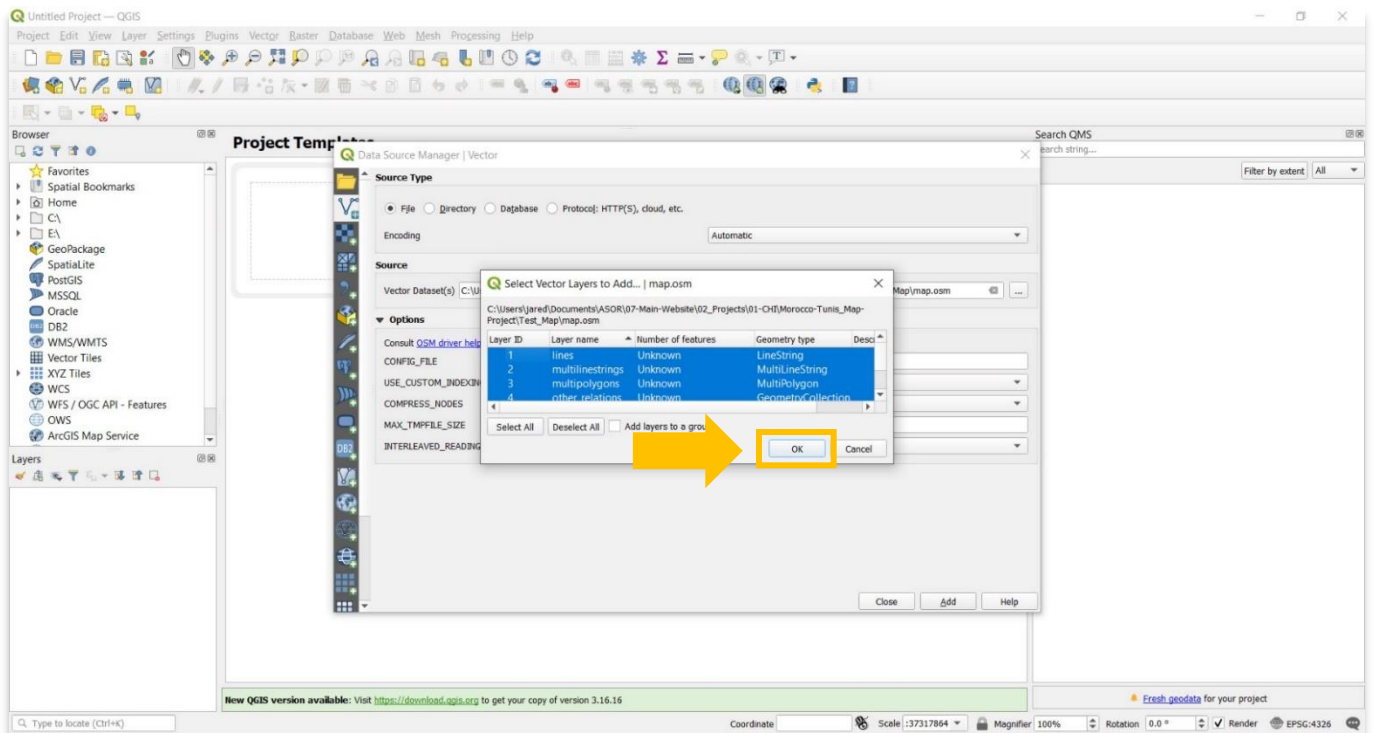




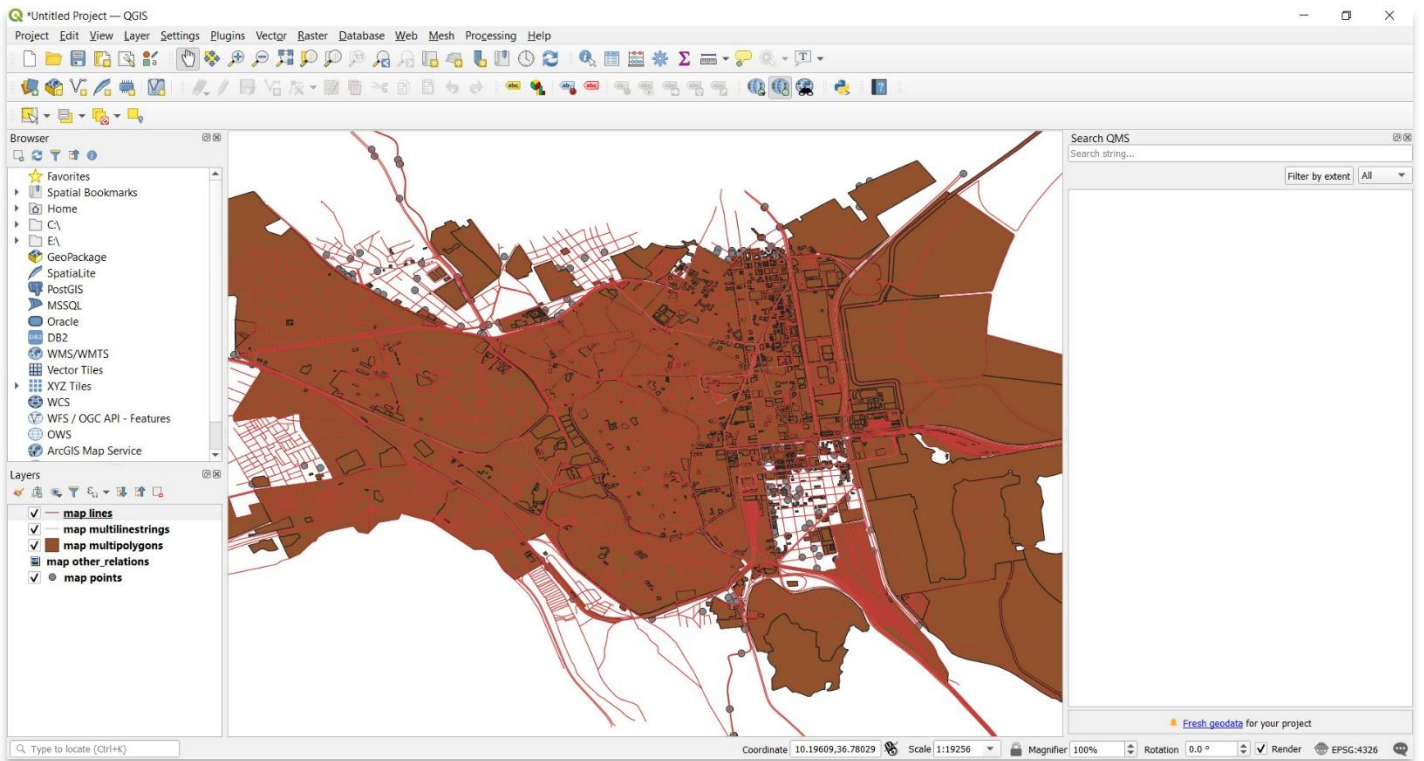
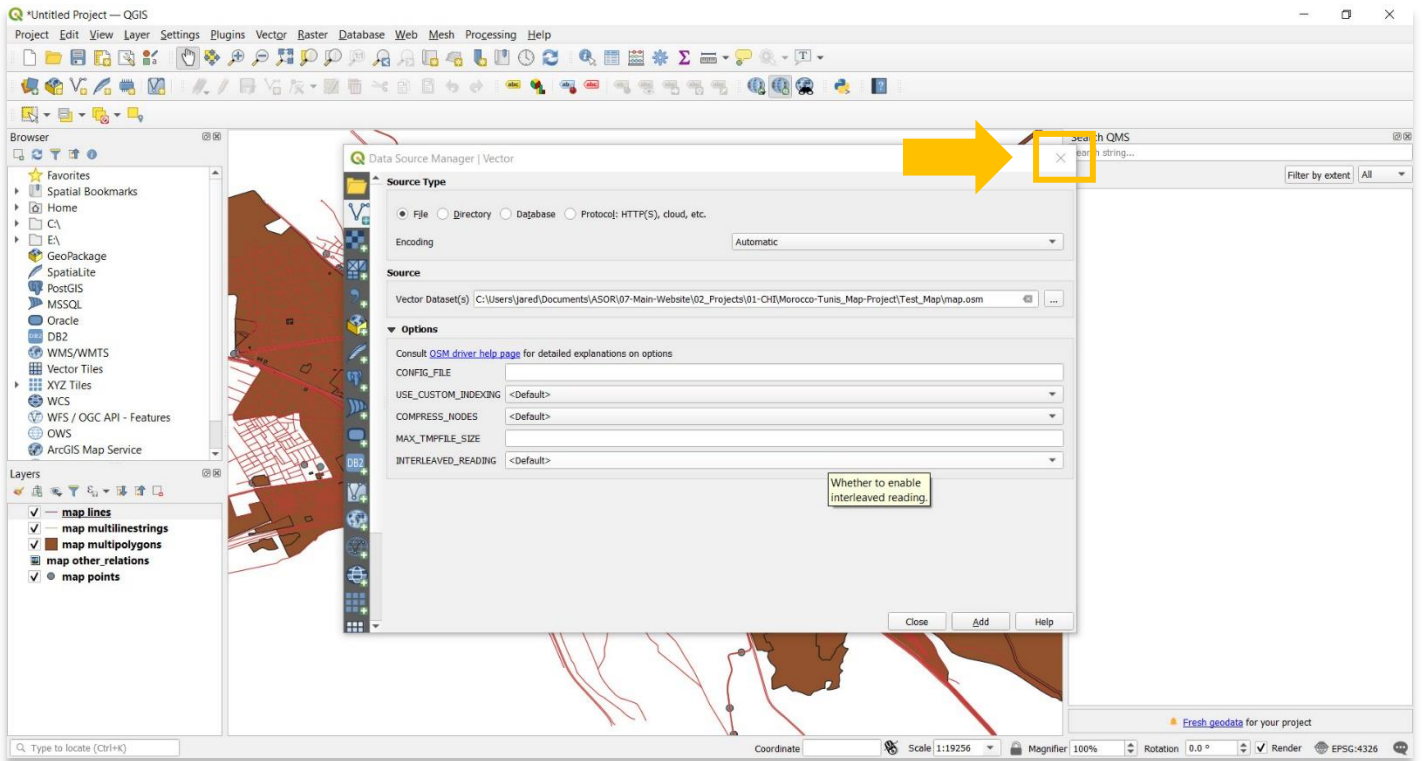
5. Check that the settings in the next pop-up match what is seen in the screenshot below, then press the **Add** button.



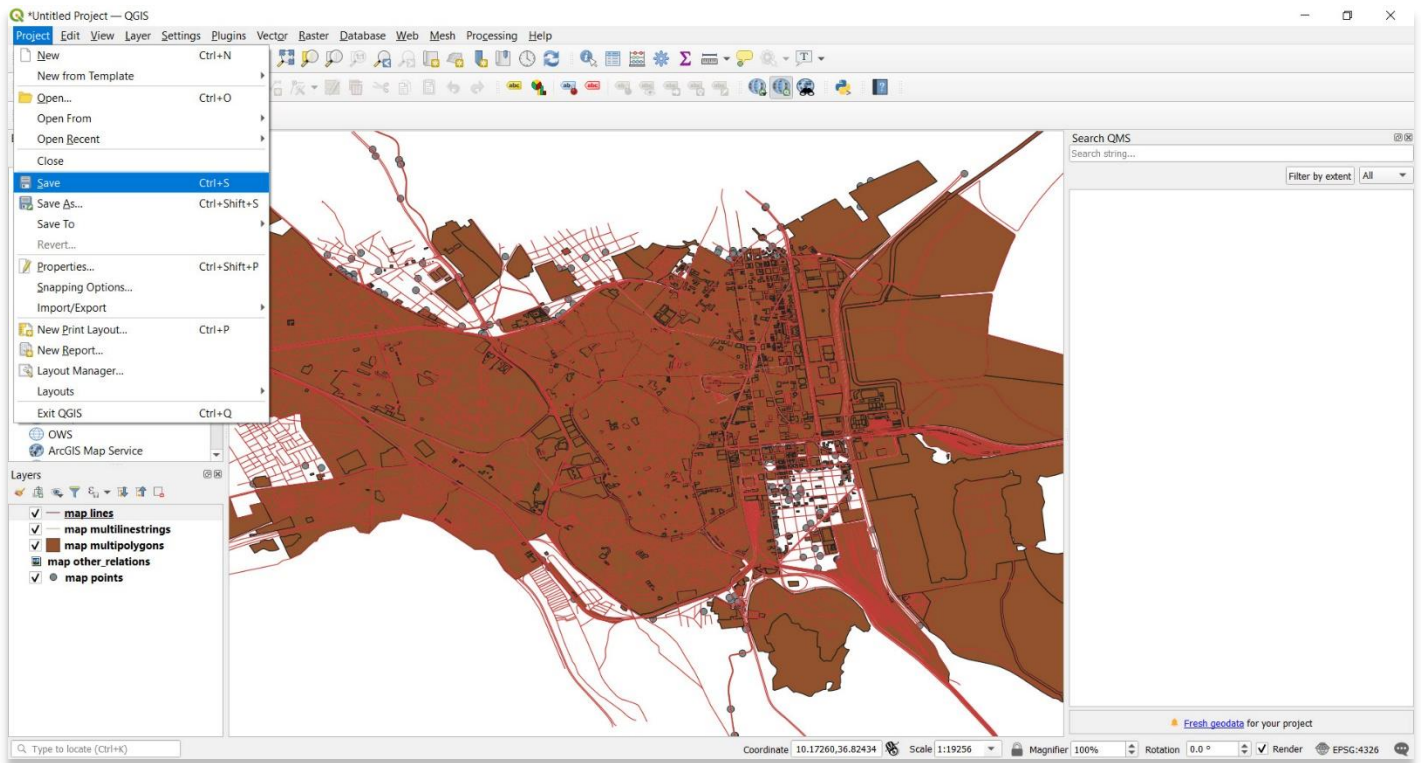
6. A new pop-up will appear that includes a list of all the types of data that are included in the OpenStreetMap .osm file that you exported during [ASOR Tutorial 02.06 \(Accessing and Downloading Data from OpenStreetMap\)](#). Ensure that all layers are highlighted in blue. Next press **OK**.



7. You will now notice that the OpenStreetMap data appears behind the pop-up box. This means that you have successfully added the map.osm file to your QGIS project. You can close the Data Source Manager pop-up to view your data.



8. Save your QGIS project within the same folder that you used for your OpenStreetMap data. To save, select **Project > Save** in the top menu bar.



For more detailed information on anything within this tutorial, please visit QGIS Documentation:  
<https://docs.qgis.org/3.16/en/docs/index.html>



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