

## Imaging procedure for GCOM-C(SHIKISAI) product by using QGIS

Appendix : How to change the color scheme of "color ramp"

# How to change the color scheme of "color ramp".

Layer Properties - gcom-c\_sst | Symbology

▼ Band Rendering

Render type: Singleband pseudocolor

Band: Band 1 (Gray)

Min: 10 Max: 14

► Min / Max Value Settings

Interpolation: Linear

Color ramp: [Color Ramp]

Label unit suffix:

Value	Color	Label
10	[Red]	10
10.52	[Orange]	10.52
11.04	[Yellow]	11.04

Mode: Continuous Classes: 5

Classify [+] [-] [Refresh] [Folder] [Save]

Clip out of range values

If checked, any pixels with a value out of range will not be rendered

▼ Color Rendering

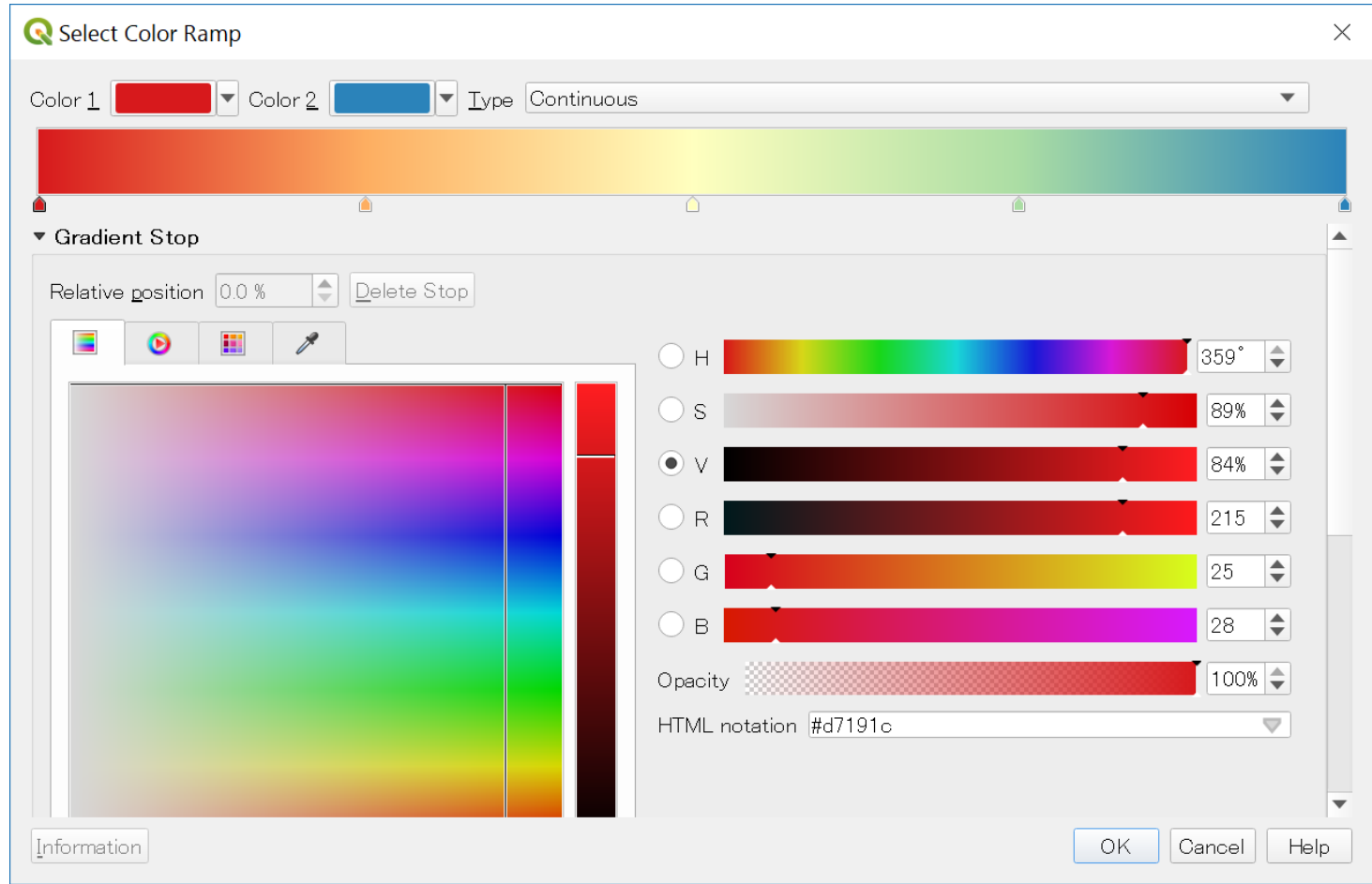
Blending mode: Normal [Reset]

Brightness: [Slider] 0 Contrast: [Slider] 0

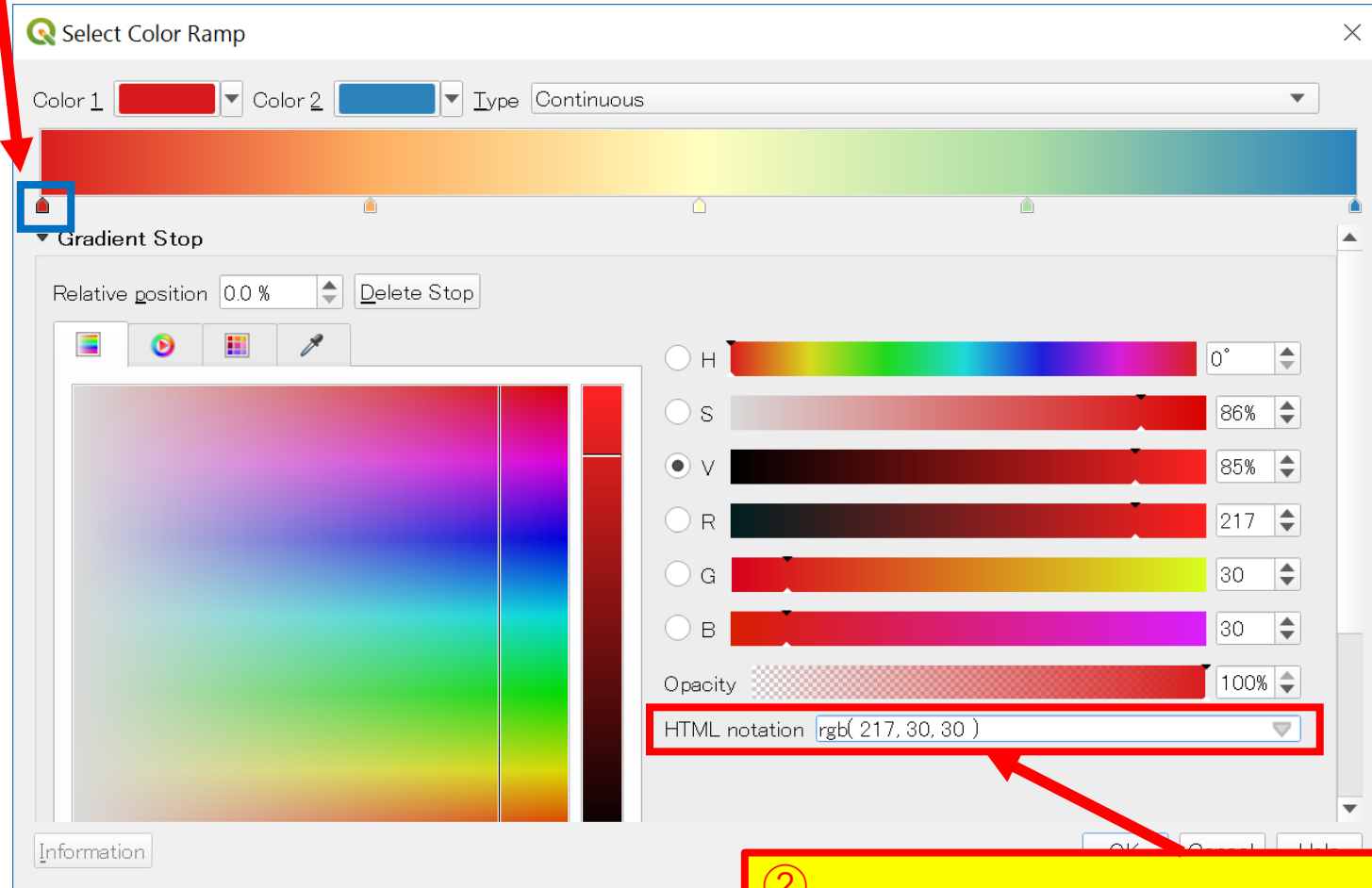
Saturation: [Slider] 0 Grayscale: Off

Style ▼ [OK] [Cancel] [Apply] [Help]

A screen for setting the color will be displayed like this.

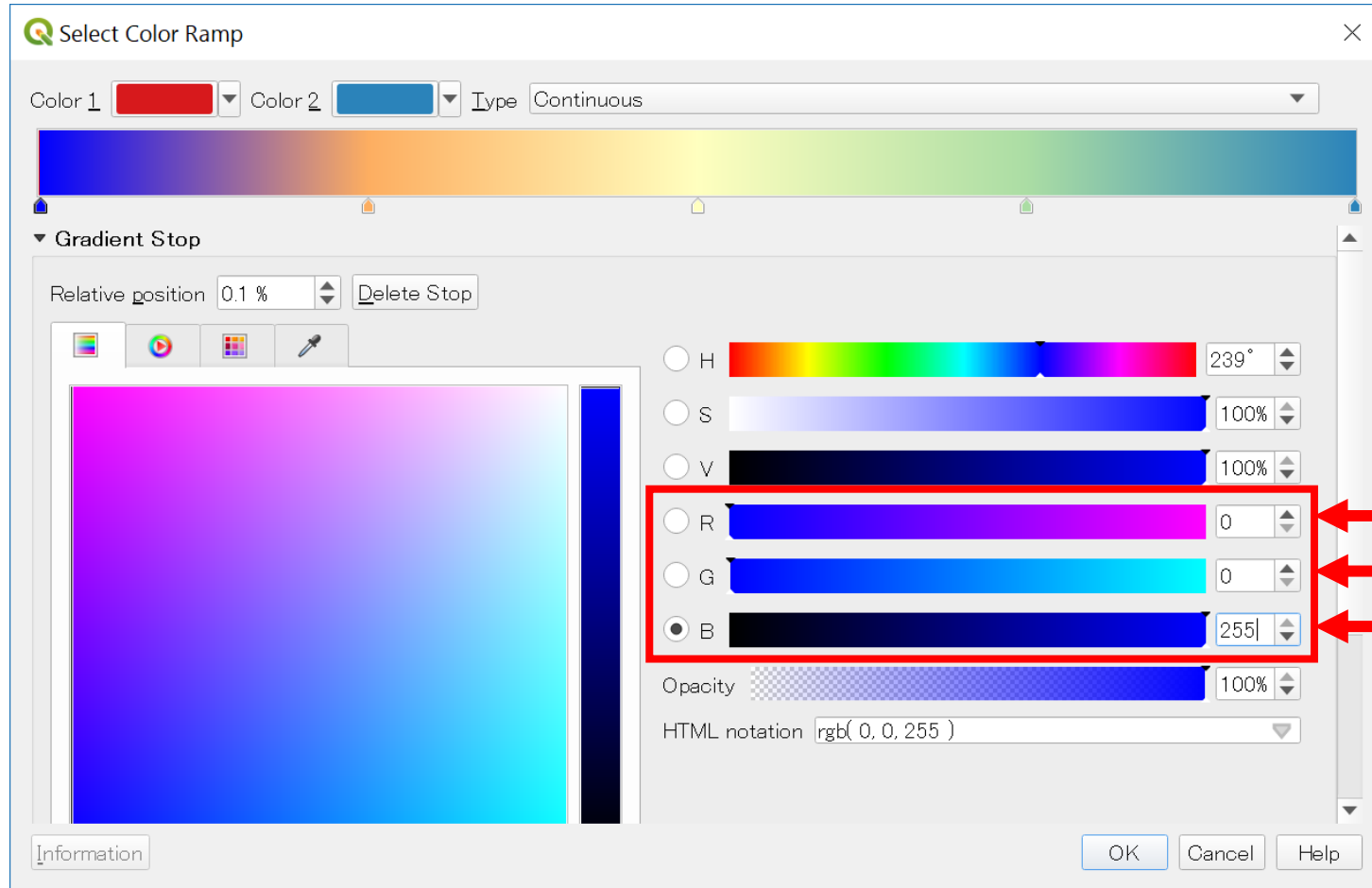


① Click here (▲)

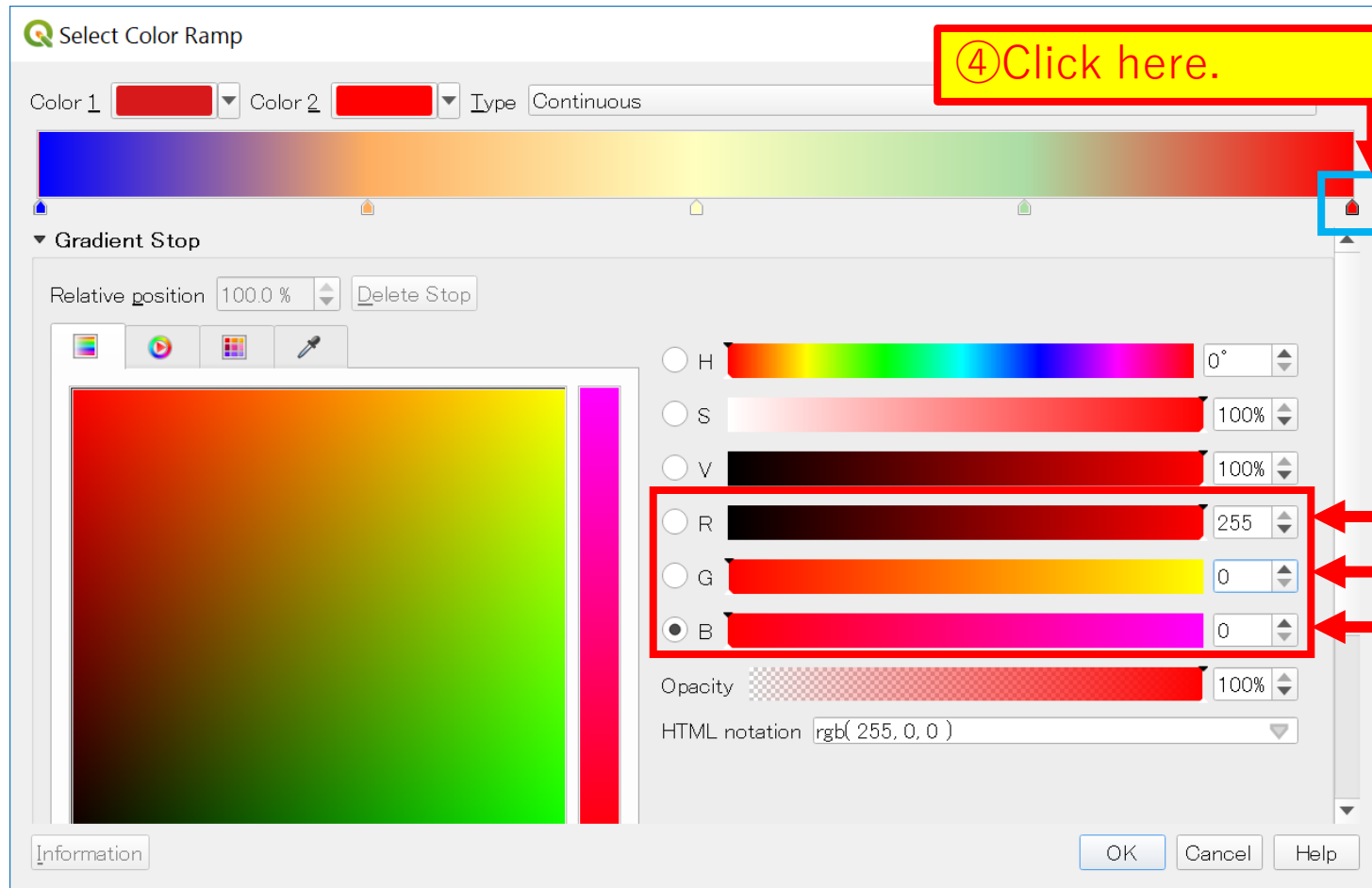


②

Make sure that this is "rgb (number, number, number)". If not, click to select.

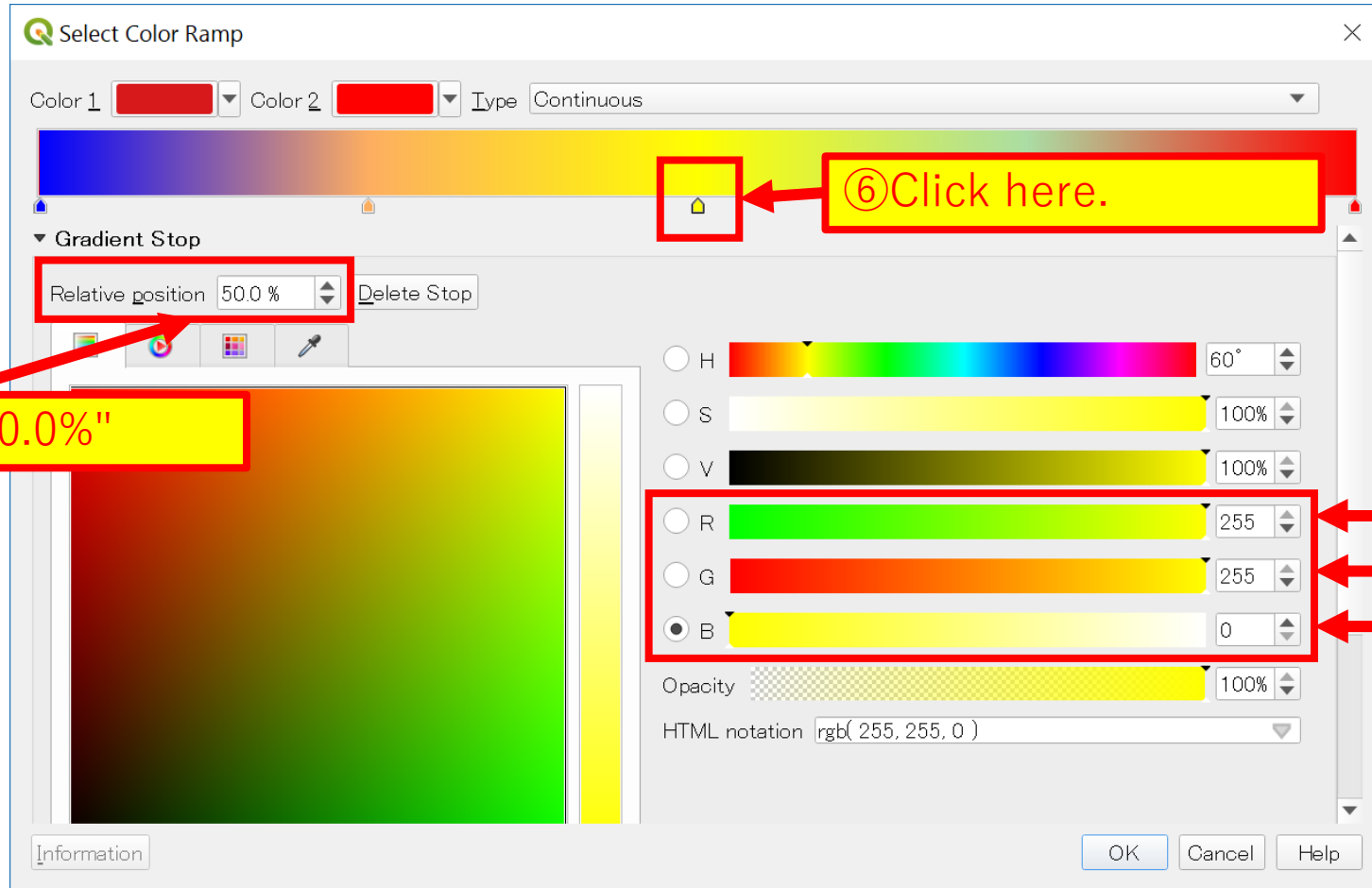


③ Enter the following values.  
R:0  
G:0  
B:255



④ Click here.

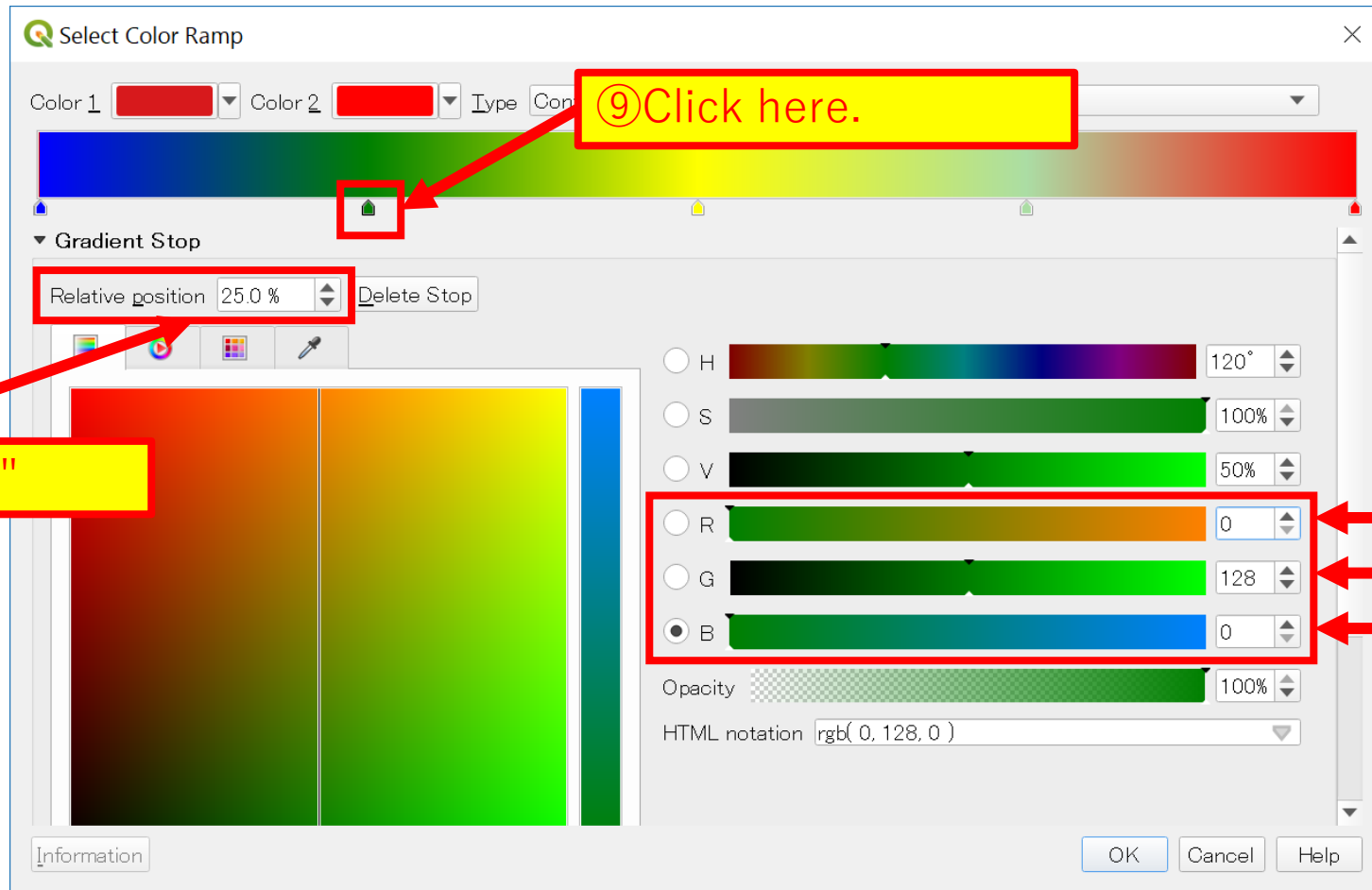
⑤ Enter the following values.  
R:255  
G:0  
B:0



⑦ Click to set "50.0%"

⑥ Click here.

⑧ Enter the following values.  
R:255  
G:255  
B:0

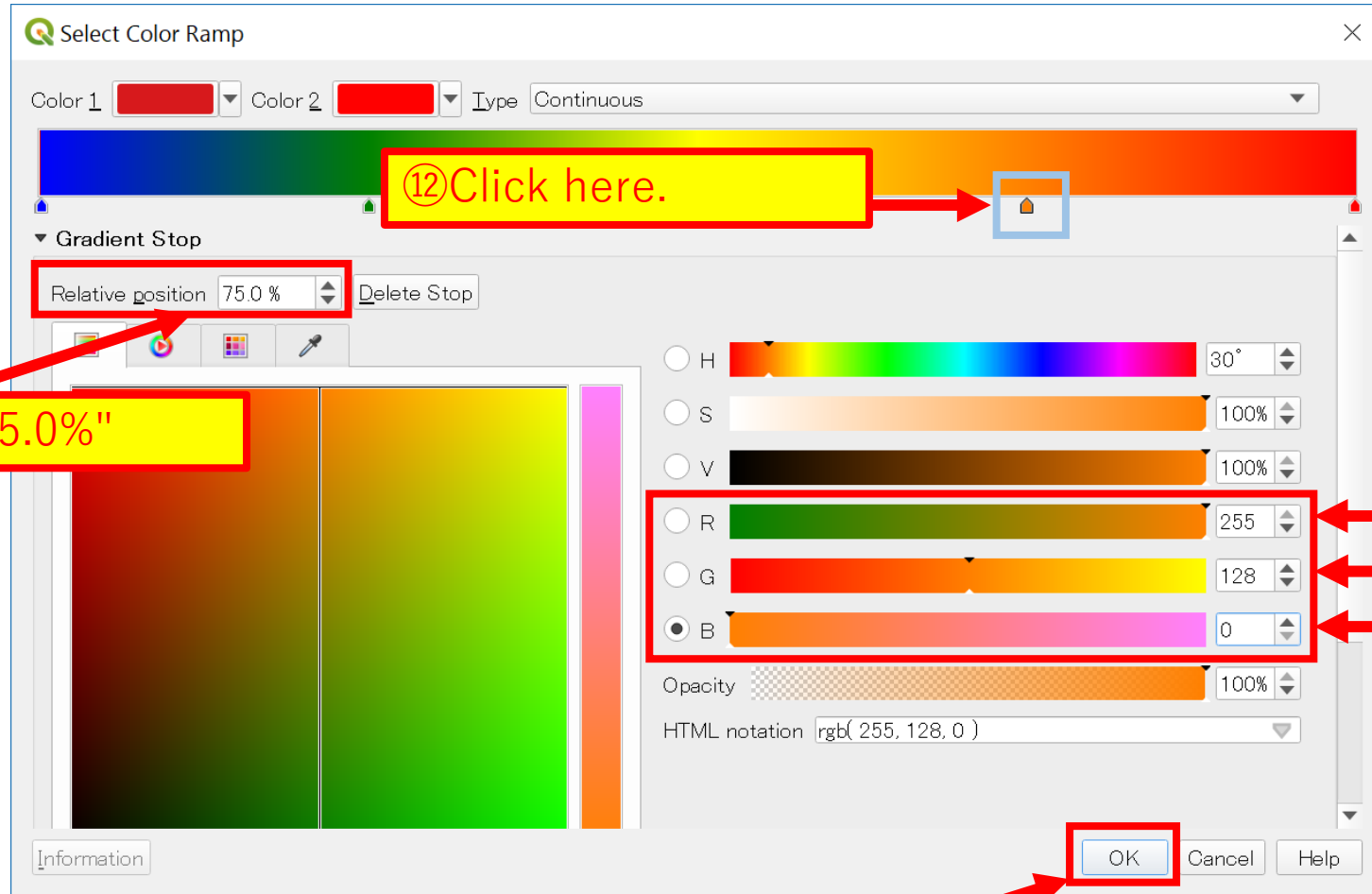


10) Click to set "25.0%"

9) Click here.

11) Enter the following values.  
R:0  
G:128  
B:0





13 Click to set "75.0%"


15 Click to "OK".

14 Enter the following values.  
R:255  
G:128  
B:0




Layer Properties - gcom-c\_sst | Symbology

Min / Max Value Settings

Interpolation: Linear






Color ramp: 

Label unit suffix:

Value	Color	Label
10		10
10.52		10.52
11.04		11.04

Mode: Continuous


Classes: 5


Classify     

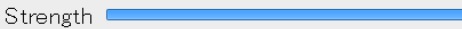
Clip out of range values

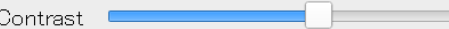
If checked, any pixels with a value out of range will not be rendered

Blending mode: Normal

Brightness:  0

Saturation:  0

Hue:  Colorize  Strength

Contrast:  0

Grayscale: Off

Reset

Resampling

Zoomed: in Nearest neighbour out Nearest neighbour Oversampling 2.00

Style

OK Cancel Apply Help

⑩Put a check mark.

Color will be customized.

⑪Click "Apply" and then "OK".

The image is displayed with the set color ramp.

