New Places and Layers Formatting Requirements

UN Biodiversity Lab

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To streamline the process of getting your data included and published to the UN Biodiversity Lab (UNBL) platform quickly and correctly, please ensure that your data matches the following recommendations as closely as possible:

- **Please Select Latest Data Only.** Selecting archived or extraneous data that you do not need included will slow down the process.
- **For Vector Data, Please Make Sure:**
  - Each location shape is a **single-feature polygon or single-feature multipolygon file**. Please no multi-feature vector files containing multiple locations; each location must be exported to its own file
  - Data for each feature is the highest resolution possible while staying **under 2MB in size**. To greatly enhance performance, file sizes under 1 MB are highly recommended
  - File format is in **geojson (.geojson)** . ESRI Shapefiles and other vector formats can be converted using [QGIS](#), [ArcGIS Pro](#), [ArcGIS desktop](#), or [command line operations](#). We recommend limiting file accuracy to **no more than 6 decimal places** (accuracy up to 0.11 m). If you do not simplify your geojson to this degree, the UNBL support team may do it for you.
  - CRS is in **EPSG 4326 (WGS84)**
  - Data **only contains latitude/longitude (x/y)** information, **no height (z)** information is supported at this time
  - **No feature covers more than 1,000,000 sq km and/or has more than 1,000,000 vertices**
- **For Raster Data:**
  - **If you have a publicly accessible Google Earth Engine asset,** you can use that asset ID in creating your layer config file (see the UN Biodiversity Lab Private Workspace Guidance)).
    - Please note that the platform currently only supports **single band ee.Image assets**. Image Collections and multi-banded raster data must be split into individual Image assets. The documentation link provided above gives further guidance on how to create multi-component layers.
  - **If you have a private Google Earth Engine asset,** contact support@unbiodiversitylab.org.
  - **If you do not have your raster data as a Google Earth Engine asset and require our assistance**, please contact us at support@unbiodiversity.org. We will guide you to share your data with us using the file sharing option of your choice (e.g. Dropbox, Google Drive, WeTransfer, OneDrive, WMS/WMTS link, etc). We will then copy your asset into our private and secure Earth Engine storage bucket. Your data is only accessible to the UN Biodiversity Lab technical team in order to assist you in creating your layer.
    - **GeoTIFF (.tif/.tiff) format is highly preferred**, but if needed we can

assist in converting any raster format such as NetCDF, HDF, ASCII, etc.
- Please limit raster files to 1 GB in size and 2,147,483,648 pixels. If your raster exceeds these amounts, please use smaller gridded components.
  - ① **All raster and ee.Image assets must be in WGS84 coordinate system (EPSG 4326)**
- **Additional Data:** Please include all metadata (relevant names of features, resolution of pixels, units per feature/pixel, owner of file, etc.) as a comma-separated values (.csv) table or plain text (.txt) file with the same name as the corresponding geojson and/or raster files being sent. Metadata can also be included within the file itself, but must also be sent as a separate external file. Please use this google sheet template.

For any questions or concerns, please contact support@unbiodiversitylab.org.