SnapshotSafari Camera Trap Metadata Guidelines

REFERENCE SHEET FOR **SnapshotSafari_Field_Metadata.xlsx**
Information to collect from each site when installing or moving a camera

PICTURES

At every camera trap, take a photo facing away from the camera trap in each cardinal directions and one photo of the camera trap itself. Name the images *[SiteID]_N, [SiteID]_S, [SiteID]_E, [SiteID]_W*, and *[SiteID]_CT* (e.g., "B04_E", "C03_CT"). In a folder named "Field_Metadata", save each set of images in folders named *[SiteID]_IMG* (e.g., "B04_IMG").

GENERAL

- Site_ID   *Unique site identifier*
- Date   *Date camera placed or repositioned*
- Time   *Time camera placed or repositioned*

LOCATION

- GPS_X/GPS_Y   *Camera trap coordinates*

CAMERA

- Brand   *Make and model of camera trap*
- Flash   **IR** *for infrared or* **ICF** *for incandescent flash*

PLACEMENT

- Height   *Height (cm) to the bottom of the installed camera*
- Fixture   *What camera attached to;* **TREE** *or* **POLE**
- Drxn   *Direction camera trap facing, e.g., NW, N, E, SE…*

HABITAT CHARACTERISTICS

- Habitat   *Classification of habitat at camera site; send list of habitat characterizations used and brief description of each when returning metadata*
- Shade   *Categorical ranking of shade over camera trap;* **0-4** *(4 highest)*
- VIS_1-3   *Visibility at camera trap; to capture this metric, place the rangefinder 1.0 m above the ground in front of the camera trap. Take three readings out from the camera trap into the surrounding brush: one reading directly pointing out in front of the camera trap and two slightly angled to either side.*

DISTANCE TO NEAREST TEN TREES

- *Record distance in meters to ten of the nearest trees to the camera trap; if no trees are present, enter at "1500 m"*

DISTANCE TO NEAREST

Determine with rangefinder or extract from GIS layers; record in meters

- Road   *Distance to nearest road*
- Water   *Distance to the nearest source of water (waterhole, river, etc.)*
- Outcrop   *Distance to the nearest rocky outcropping*
- Trail   *Distance to the nearest game trail, if known*