

# Coastline datasets

In OpenStreetMap the primary division of the earth surface into land and water is mapped through ways tagged with *natural=coastline*. For rendering a map however you usually need land or water polygons representing continents and islands in the former or oceans on the latter case.

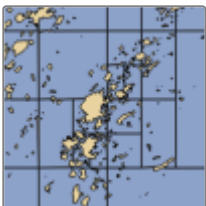
Assembling these polygons from the coastline ways in OpenStreetMap is done with a specialized processing tool (OSMCoastline). [Learn more about the coastline processing...](#)

The results of this can be downloaded here.



## Land polygons

Polygons for all land areas in the world, ie. continents and islands. Large polygons are split into smaller overlapping chunks that are easier and faster to work with.



## Water polygons

Polygons for oceans and seas. These polygons are split into smaller overlapping chunks that are easier and faster to work with.



## Coastlines

Linestrings for coastlines. Long linestrings are split into smaller chunks that are easier and faster to work with.

This service was created by *Jochen Topf* and *Christoph Hormann* for the OpenStreetMap community and the general public.



Jochen has been an active member of the OSM community since 2006. He works as a freelance consultant and software developer specializing in geodata and OpenStreetMap. More

information about Jochen can be found on [jochentopf.com](http://jochentopf.com)

Christoph is working as a freelance geovisualization designer with focus on large area maps and 3d visualizations. You can find out more about Christoph on [imagico.de](http://imagico.de).





## Generalized coastlines

Coastlines and corresponding polygons generalized for rendering well readable maps at coarse scales.

Not what you're looking for? There are other OpenStreetMap data sources where you might find what you need. Or you can commission us to develop new data processings.

[Find out more](#)