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Subject: Re: Need help in IDLgrSurface and vertical exaggeration  
Posted by [David Streutker](#) on Fri, 17 Mar 2006 17:31:37 GMT  
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I'm not sure about the depth perception/perspective issue, but my (possibly incomplete) understanding of the vertical exaggeration is as follows:

The scaling factor is set by the [XYZ]COORD\_CONV keywords. Right now, your horizontal scaling is:

$1.0/(800*25) = 0.00005$  (in inverse meters)

while your vertical scaling is:

$1.0/3500 = 0.00029$

The ratio of these two is about 5.7, which should be your vertical exaggeration. In order to remove the exaggeration, the second element of the [XYZ]COORD\_CONV keywords needs to be consistent for all dimensions.

-David

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