
Subject: Re: shaded relief

Posted by [Paolo Grigis](#) on Fri, 19 Jan 2007 10:29:23 GMT

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Have you tried fiddling around with {x,y,z}range keywords in shade_surf to get the right aspect ratios for the axis?

Ciao,
Paolo

greg michael wrote:

- > I want a method to generate fast shaded relief views from a surface
 - > elevation grid (pixel for pixel orthogonal views which overlay)
 - >
 - > I tried using direct graphics with something like:
 - >
 - > shade_surf,dtm,image=sh,az=0,ax=90,position=[0,0,768,768],tick=0,xstyle=1,ystyle=1
 - >
 - > This works, except that the z-scale is auto-scaled producing an
 - > unrealistic exaggeration. shade_surf doesn't take an /isotropic
 - > keyword.
 - > [...]
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