Subject: Re: How to plot shaded relief image
Posted by JMB on Wed, 09 Jan 2008 20:28:57 GMT
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Hi all,

I have to correct my precedent post.
The "kind of shading matrix" I introduced before is NOT the shading given by a source of light incident on the DEM,
It is a directional gradient of the DEM. High positive values correspond to high slopes in uphill direction, low negative values correspond to high slopes in downhill direction, zero values correspond to flat areas. The 3x3 matrix operator defines the direction of the gradient of interest.

I will try to give in a few days a better algorithm to compute shading on a dem from an incident light defined by a 3D vector.

Cheers,

Jerome