
Subject: Re: Find pixel based on latitude/longitude.
Posted by [Fabzi](#) on Thu, 26 Jan 2012 10:17:35 GMT
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On 01/26/2012 07:53 AM, Craig Markwardt wrote:
> David's method is "nearest neighbor" interpolation. If you want to
> get slightly fancier, use linear interpolation with INTERPOLATE().

Fancier, yes, but not allways scientifically valid ;-) It depends on the spatial validity of your grid points and the kind of data you are looking at. For SST, linear should more or less do the job...
