Subject: Re: stereo triangulation in IDL
Posted by Klemen on Tue, 18 Sep 2012 08:45:17 GMT
View Forum Message <> Reply to Message

In short it is something like described in that link. You convert your pixel coordinates to lon,lat and then into 3D Cartezian geocentric coordinates. Once you have also coordinates of satellites you generate two lines, intersect them and convert the XYZ coordinates back to lon,lat,h. Basics geodesy...

Another approach based only on zenith angles is described by Prata:
Prata, A.J. & Turner, P.J. 1997. Cloud-top height determination using ATSR data. Remote Sensing of Environment, 59, 1–13.