Subject: Re: shaded surface
Posted by Achim Hein on Tue, 18 Mar 1997 08:00:00 GMT
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Struan Gray wrote:
>
> Achim Hein, hein@nv.et-inf.uni-siegen.de writes:
>
>> First: this problem is a trivial one, so it seems to be that I am an
>> absolute beginner.
>
>   no.
>
>> Second: this problem can not be soluted and everyone (with the exception
>> of me) knows this as fact.
>
>   almost.
>
>   6000 x 28000 x floating point is a *big* array. I'd be interested to know
> how you are printing this: assuming 150dpi true colour, you are printing 1m x
> 5m fine-art posters as your 'normal' output. Admittedly this is not unheard
> of in the graphics business, but it's a specialised job and it'd be fun to
> hear how you go about it.
At the moment it is a little bit utopian to print images that largeness
because before printing this picture you have to process it and
processing means a kind of filtering in two dimensional frequency domain
- I think you know the fouriertransformation problem of such a large
array (but we get one of the new Digital alpha machines with 2 GByte, so
we can process these pictures completely)
We are processing and printing the images the way you suggest - in
pieces of 2Kx4K.
You are right if you say the plots are growing up to x meter posters but
that's the way to plot exact maps and before asking an cartograph to
plot my files I want to know how to generate them.
There is another reason to get these large shaded images. It will be a
phantastical presentation effect if you are able to show a 3 dimensional
1m x 1m plot of an interesting area. In our case we could show an 3
dimensional map made by remote sensing data simply received by flying
over the surface and not generated by pixelwise surveying.

Thanks

Achim
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Please have a look at our Web-Sites:

http://www.nv.et-inf.uni-siegen.de/pb2/

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