
Subject: Re: shaded surface

Posted by [Achim Hein](#) on Tue, 18 Mar 1997 08:00:00 GMT

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David Fanning wrote:

>

> Achim Hein <hein@nv.et-inf.uni-siegen.de> writes:

>

>> Here is my problem:

>> I have got two files, one contains the surface backscattering data, the

>> other file contains the corresponding height information. Both files

>> are floating point arrays of dimension 6000 x 28000 pixel.

>> If I want to print these files fully resolved - means every pixel will

>> be printed - I can do it by printing in *.pcl or *.ps format.

>> Any image compression ruins the information in the picture - so it is

>> forbidden to compress anyway.

>> But what is the way to get similar resolutions in shaded surface

>> interpretation?

>

> Surely your joking, Mr. Hein! :-)

>

You make me feel insecure!

There are now two opportunities of interpreting.

First: this problem is a trivial one, so it seems to be that I am an absolute beginner.

Second: this problem can not be solved and everyone (with the exception of me) knows this as fact.

How shall I put it?

Is there a way to print an 3-d-image in shaded representation and nearly full resolution or how can I print a 6000x28000 window or should I forget about it?

I try to plot a topography map including height data and surface condition and in shadesurfing it in a 1000x1000 window, you can't see nothing.

Cheers

Achim

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