
Subject: Issue with displaying 3D using surface()
Posted by [Puneeth Shankar](#) on Tue, 14 Jul 2015 18:17:07 GMT
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Hi Group,

Please notice --> <https://www.dropbox.com/s/79ggsywr66j3ftp/issue.PNG?dl=0>

Context:

- 1).Both DSM and texture image's arrays were obtained by reading tiff files (yup I've rotated the tiff image accordingly[using ROTATE()], no issues with that)
- 2).Also tried scaling the texture image using BYTSCL (no use!)
- 3) I Did play with Z range

I require :

- * A 3D surface that looks like the left image(refer URL)
- * An output of 300X300 is sufficient !! The large sized, high resolution graphic is very slow. Would someone happen to know how to bring down the resolution

Please let me know your thoughts on this.

Regards,
Puneeth
