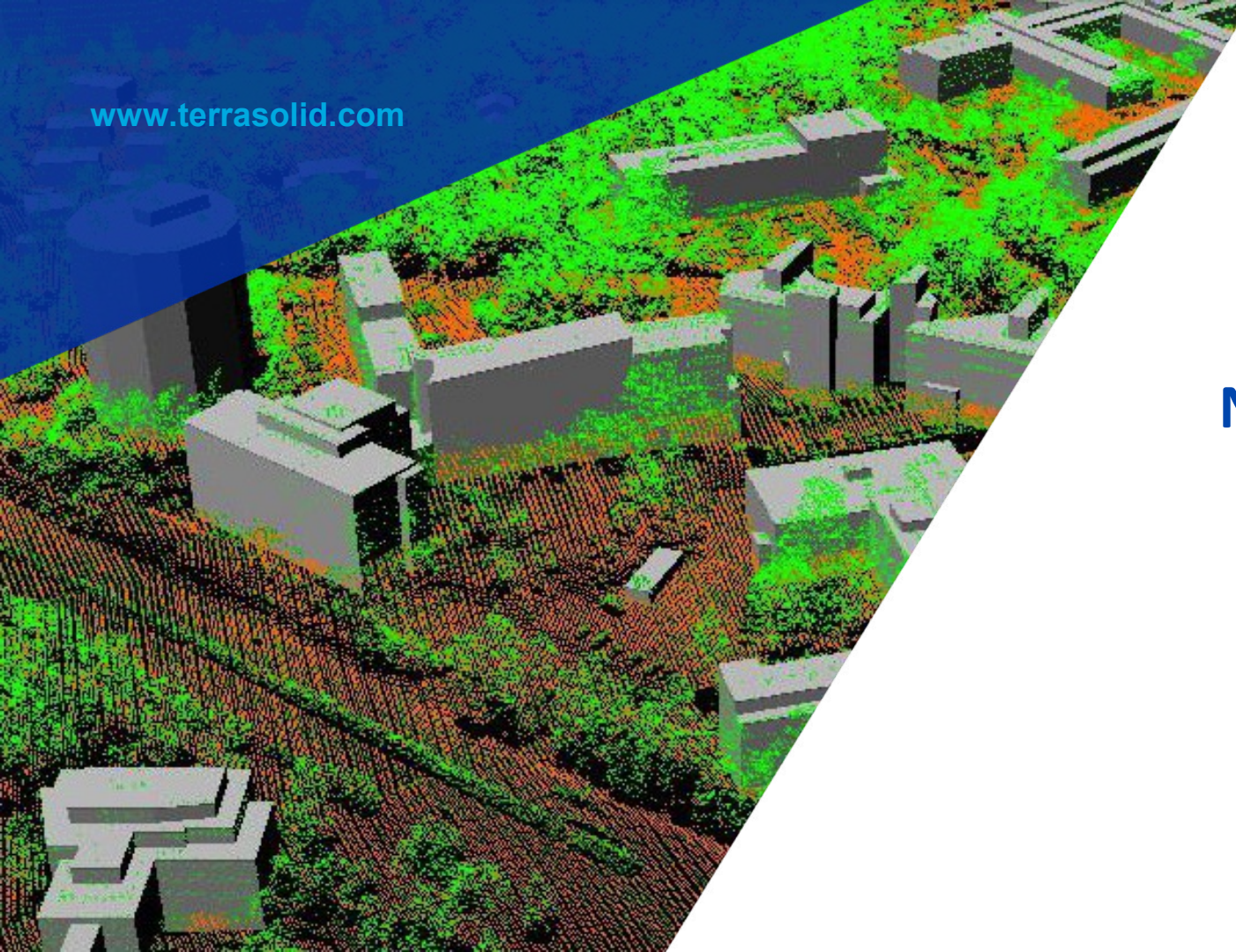


[www.terrasolid.com](http://www.terrasolid.com)



# TerraPhoto New Features

Arttu Soininen 23.01.2018



## Tie Point Report Improvements

- Shows average mismatch always (=fast)
- Better xyz shift recommendation in **Known point comparison**
- Shift values per group in **Known point comparison**
  - Needed if mission has multiple regions with different xyz shifts

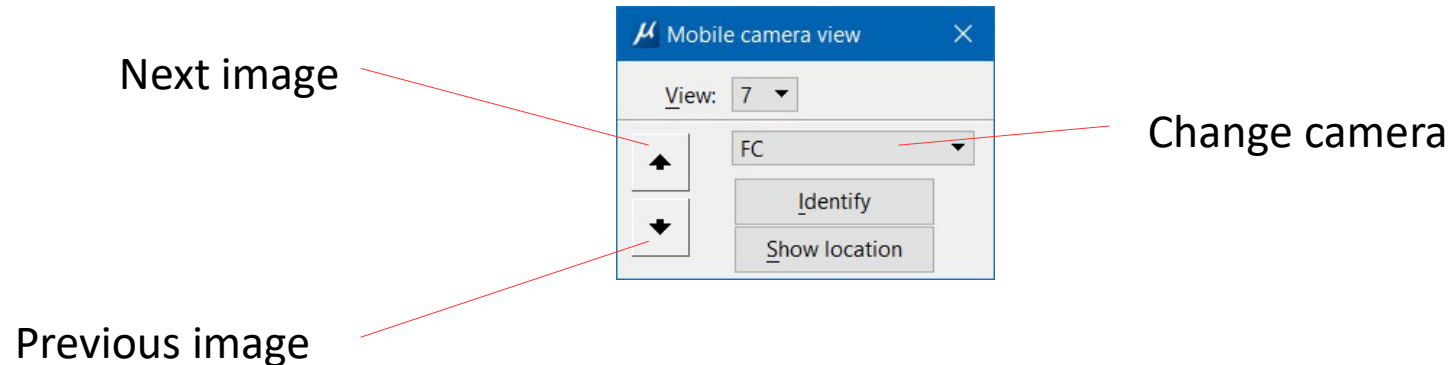
## Orima Tie Point Import

- **File / Open** menu command can read Orima file format
- Tested with Agisoft output

DSC01304.JPG	0	-9.482	-0.962	0	M
DSC01304.JPG	1	-10.942	-1.157	0	M
DSC01304.JPG	2	-6.422	-3.055	0	M
DSC01304.JPG	4	-0.001	7.873	0	M
DSC01304.JPG	5	-0.519	7.425	0	M
DSC01304.JPG	6	-0.031	7.168	0	M
DSC01304.JPG	7	-8.842	6.613	0	M
DSC01304.JPG	8	-9.814	6.357	0	M
DSC01304.JPG	10	-1.635	6.205	0	M
DSC01304.JPG	11	4.877	6.200	0	M

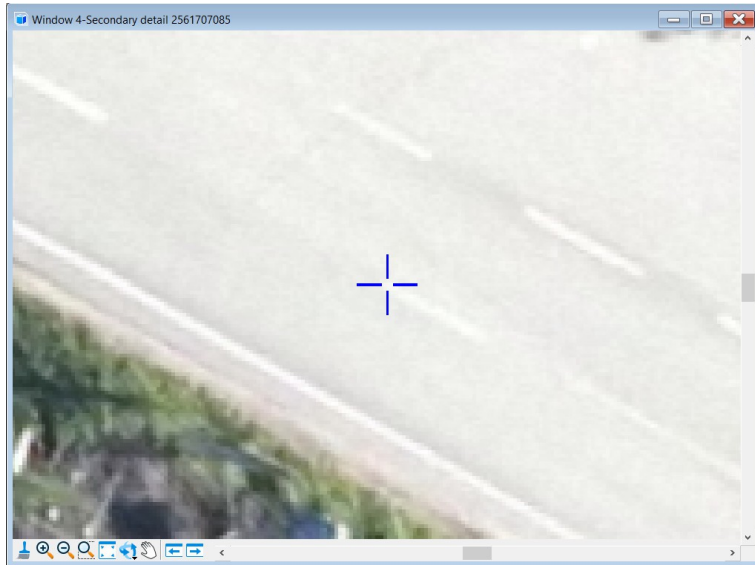
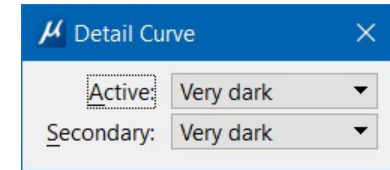
## Camera View with Mobile Images

- View control for
  - Changing to another camera
    - Chooses closest image in time to active image
    - Works nicely when all cameras collect an image at the same location
  - Moving to next or previous image



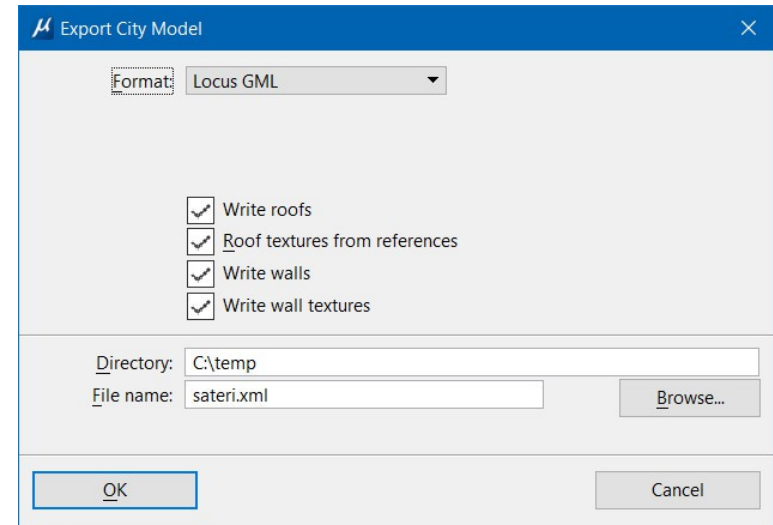
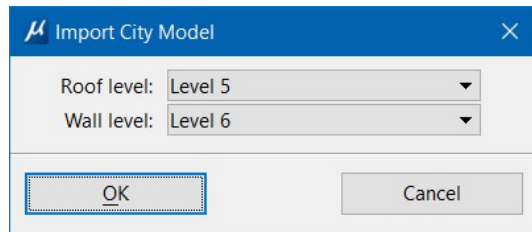
## Detail Curve in Tie Points

- **View / Detail curve** menu command in tie points lets you control brightness curve for detail view display in orthophoto mode
- Useful when images are very dark or very bright



# Building Texturing for Locus Database

- **Import City Model** tool reads building models from Locus database
- **Rectify / Rectify wall rasters** computes textures for walls
- **Export City Model** writes textured building models for Locus to read and can build roof textures from orthophotos



## BigTIFF Support

- Read & write support for BigTIFF – appears as TIFF for user
- TIFF is limited to 4GB file size
- Software automatically writes BigTIFF instead of normal TIFF if file size would exceed 4GB
- When running **Rectify mosaic** with tile size:
  - 3\*8 bit & 25 000 \* 25 000 pixels → 1.8 GB, normal TIFF
  - 3\*8 bit & 40 000 \* 40 000 pixels → 4.8 GB, BigTIFF
  - 3\*16 bit & 30 000 \* 25 000 pixels → 4.5 GB, BigTIFF