


GeoCue Integrating the Geospatial Workplace

New Features in TerraPhoto

What's New in Terrasolid v014?
Webinar
13 February 2014


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Raster References Detach Inside/Outside Fence

- **File / Detach / Outside fence** detaches raster references completely outside fence or selected shape
- **File / Detach / Inside fence** detaches raster references completely inside fence or selected shape



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Delete / By criteria in Tie Points

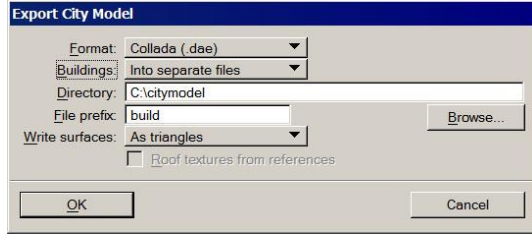
- Can delete pixels exceeding given mismatch distance

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Export City Model




- Writes out city model information in Collada format
 - Building vector models
 - Wall textures
 - (Optional) Build roof textures from orthos
- You should transfer ground model separately
- You should transfer orthophoto separately

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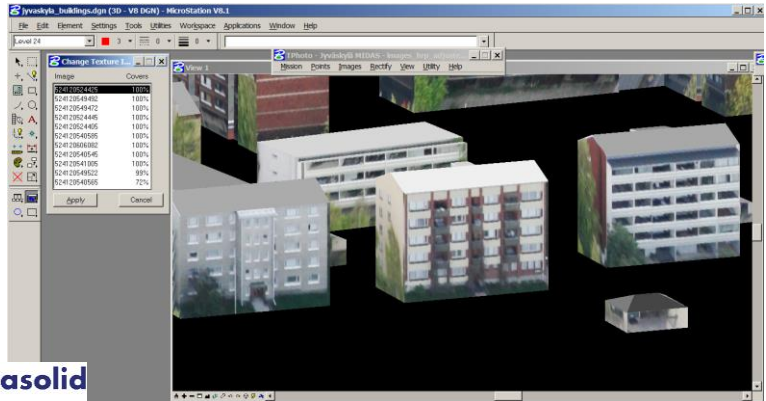
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Change Texture Image


- Tool for choosing raw image to rectify a new wall raster
- Identify wall element → software gives a list of images which see the wall
- Select row → displays wall rectified using selected image
- **Apply** replaces current wall raster file with a new one



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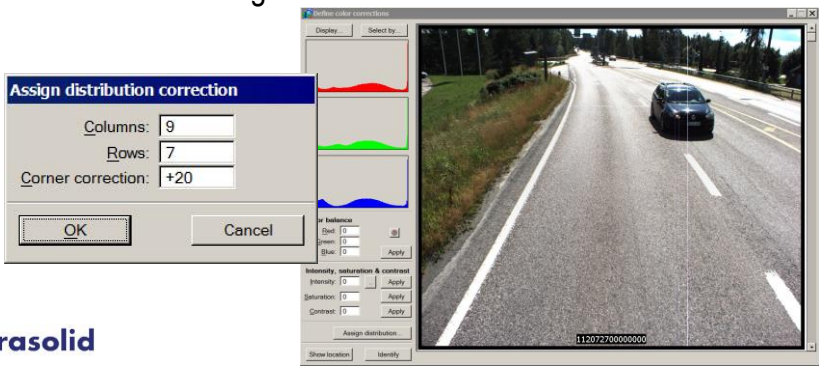


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Radial Intensity Correction

- **Radial intensity** in **Define color corrections** assigns a radial intensity correction to selected images
- User enters correction percentage at image corners:
 - Corners become 20 % brighter
 - Center of image becomes darker



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Color Point Improvements

- **Filter bad** dialog shows how many color points and how many observations current settings will remove
- **Image quality** display mode
- **Quality** setting added to **Change Image Rectify Setting**

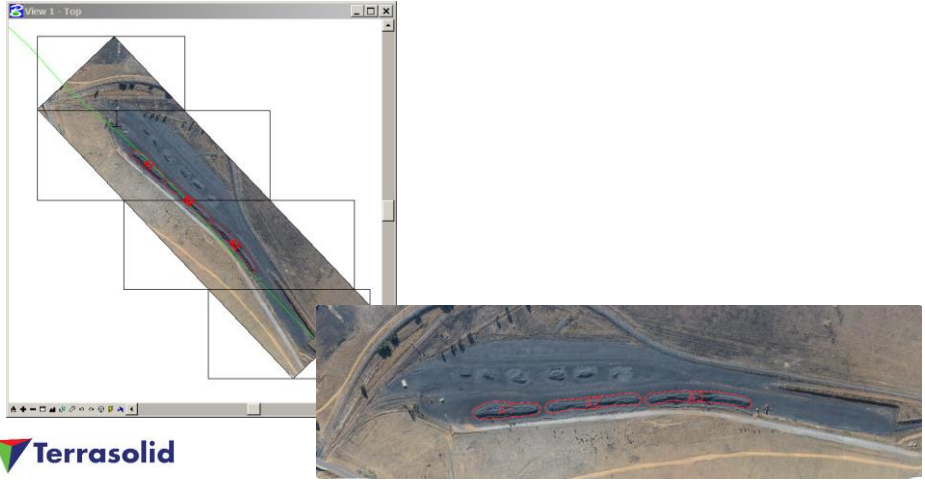
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Retile Images

- Retile images can burn design file vectors into output raster and can produce a raster for a rotated tile



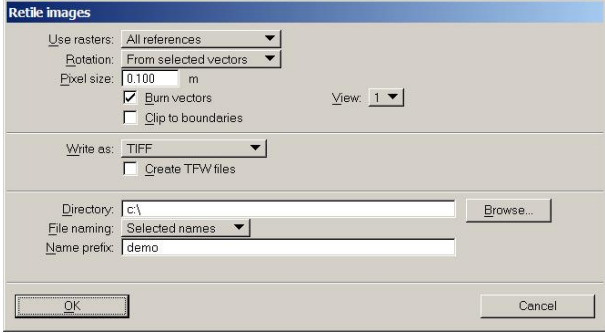
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Retile Images

1. Attach source raster references
2. Draw polygon to define output tile
3. Draw line to define direction of x axis
4. Setup one view which has only those elements visible which you want to burn into output raster



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Known Depth Tie Point Type

- Requires XYZ control measurement
- Depth map makes tie point full XYZ observation from each image
→ full XYZ correction on positioning
- Possible mobile workflow:
 1. Solve and apply scanner misalignment correction
 2. Solve camera misalignment angles
 3. Compute image depth maps using points from same drive pass only (by time difference limit)
 4. Collect **Known depth** tie points on control measurement
 5. Collect **Depth point** tie points on paint marking corners
 6. Solve fluctuating xyz correction and apply
 7. Search flat ground tie lines from laser data
 8. Solve fluctuating z correction and apply

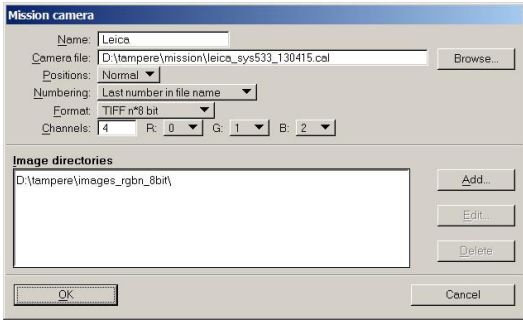

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Support for Multi Channel Images

- Software can use more than three channel images in orthorectification workflow
- Supported for TIFF images only
- Max 10 channels
- You can select which channels to display in place of red, green and blue channel

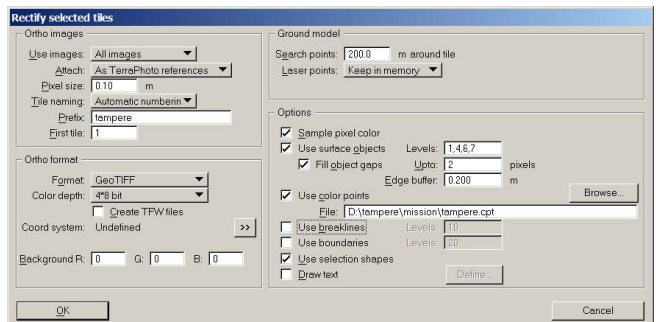

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Support for Multi Channel Images

- **Rectify / Rectify mosaic** can produce an orthomosaic with:
 - 1*8 bits per pixel
 - 3*8 bits per pixel
 - 3*16 bits per pixel
 - n*8 bits per pixel (n = number of channels in raw images)
 - n*16 bits per pixel (n = number of channels in raw images)

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