



New Features In TerraPhoto

What's New in Terrasolid v016?

Webinar

19 February 2016

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Various Improvements

- **Set Accuracy** menu command for setting accuracy estimates of trajectory positions
- Support for LAZ as project storage format





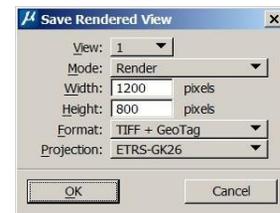
Google Earth Export



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- **Save Rendered View** can write geotags into output TIFF files (ExIF tags)
 - Perspective view: longitude & latitude of viewer position
 - Orthographic views: longitude & latitude of view center point
- Use free utility such as GeoSetter to package TIFF files into KML for Google Earth
- Use case:
 - Capture desired views at danger tree locations
 - Package into KML



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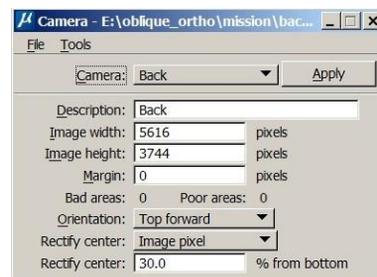
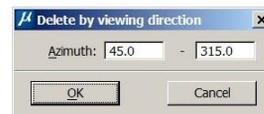


Improvements for Oblique Ortho Production



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- **Delete / By viewing direction** menu command for deleting images by viewing direction
 - Good for keeping only north/south/west/east looking images
- **Rectify center** setting in **Define Camera** lets you specify what position is regarded as best for orthophoto
 - Changes location of seamlines, good to avoid image edges as seamlines



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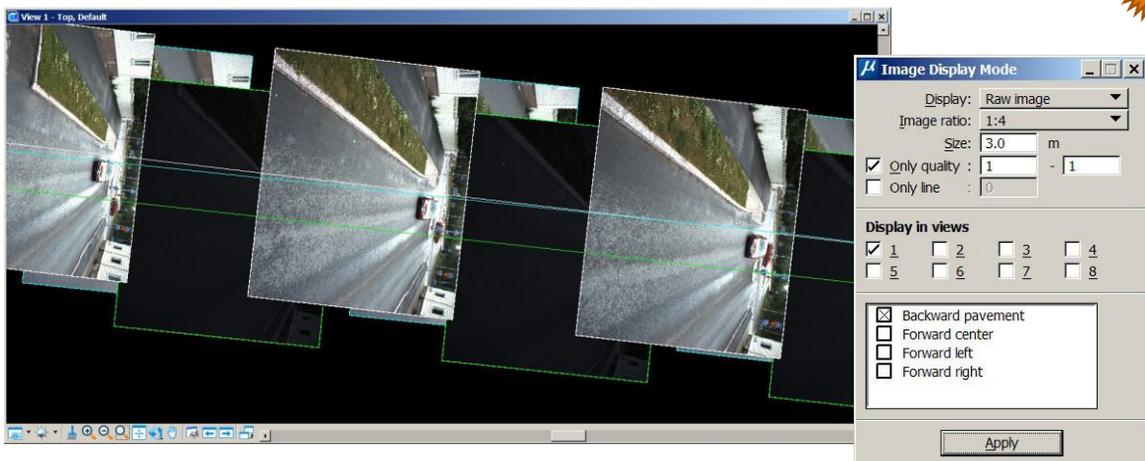
Viewing raw images and setting quality

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- **View / Display mode** command specifies how to display raw images in views
- **Set Image Quality**  tool changes quality values of images
- **Swap Visible Image Line:**  View images from different passes and decide which are lower visual quality
- View images from different passes and decide which are lower visual quality
- Better quality images will be used in coloring points or ortho production

Viewing raw images and setting quality

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Wall Textures & Mobile Images



- First support for texturing walls using mobile images
- **Rectify / Rectify walls** can use mobile images
- No seamline editing – result is good when one image sees entire wall surface



Constant Color in Change Texture Image



- Fills texture with constant color
- Constant color can be best when all images are obstructed by foreground objects





Blur Selected Polygons

- **Utility / Blur selected polygons** menu command for increasing pixel size of raw images inside selected 3D polygons.
- Use this to blur images seeing classified areas such as military buildings.