

Multiscale Terrain Representation

Andy Stauffer

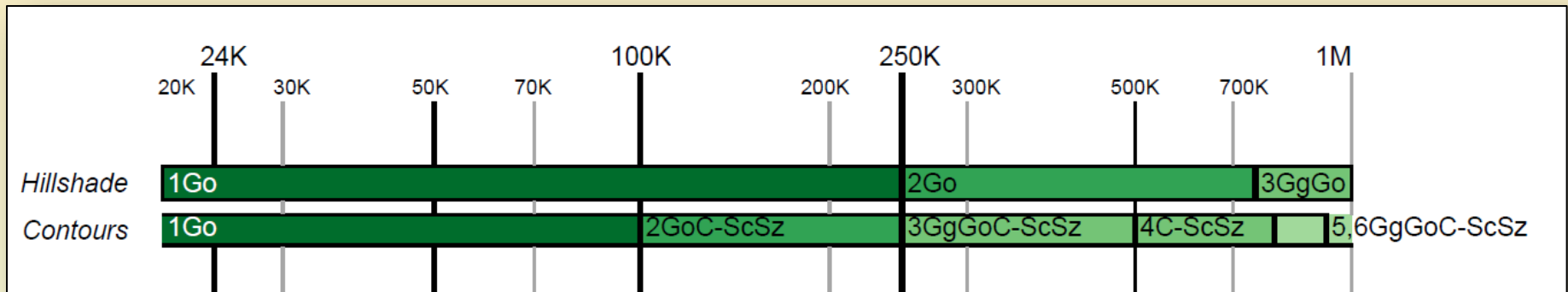
Cindy Brewer

Penn State

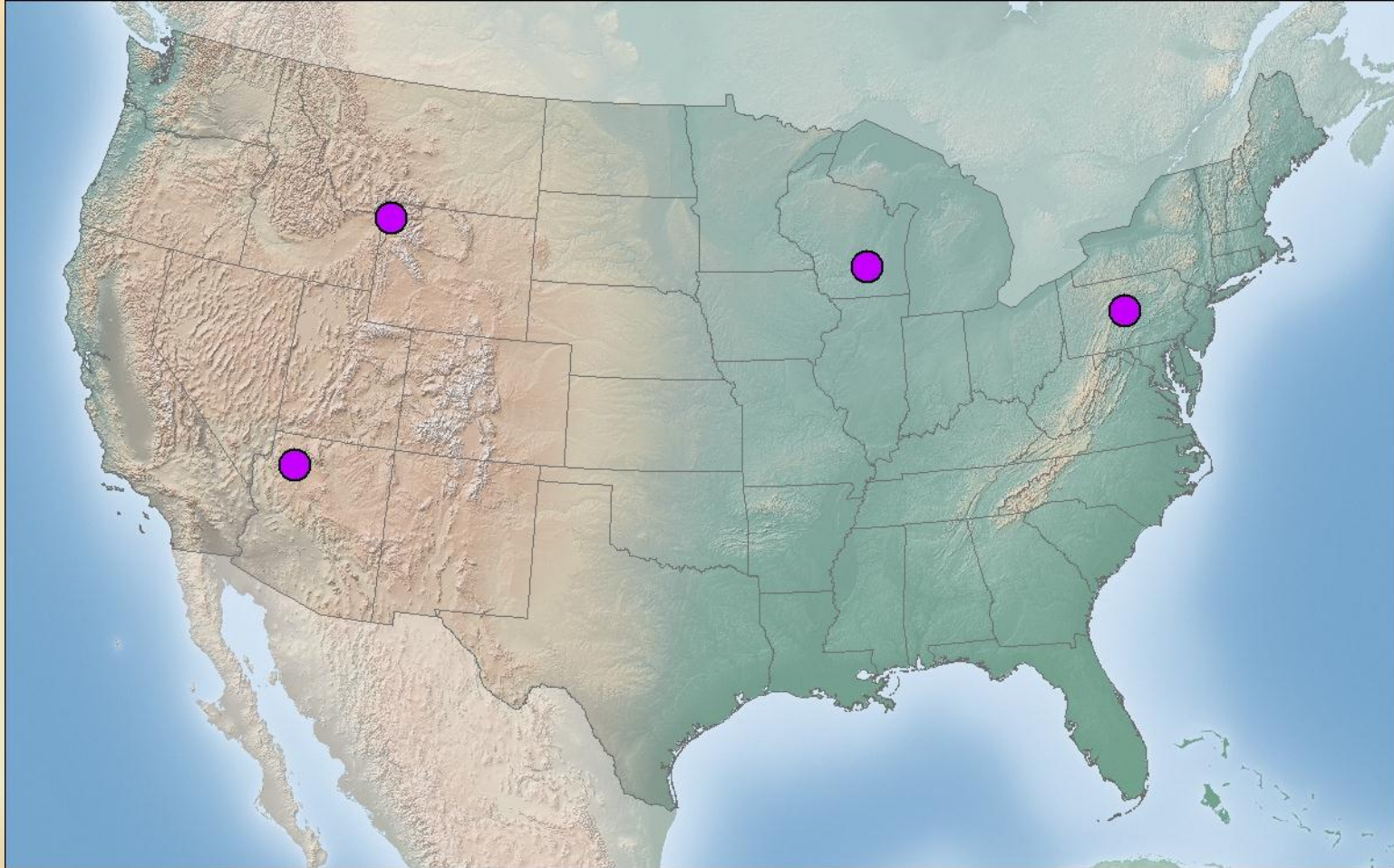
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Objectives

- Generalize terrain for multi-scale mapping
- Create contours for multi-scale mapping
- Find a solution that will work for entire US (or most of it)
- Implement in ScaleMaster



Terrain Generalization : Study Areas



Terrain Generalization : Projecting Rasters

Project Raster

Input Raster

Input Coordinate System (optional)

Output Raster Dataset

Output Coordinate System

Geographic Transformation (optional)

Resampling Technique (optional)

- NEAREST
- BILINEAR
- CUBIC
- MAJORITY

X Coordinate

Y Coordinate

OK Cancel Environments... Show Help >>

Resampling Technique (optional)

The resampling algorithm to be used. The default is NEAREST.

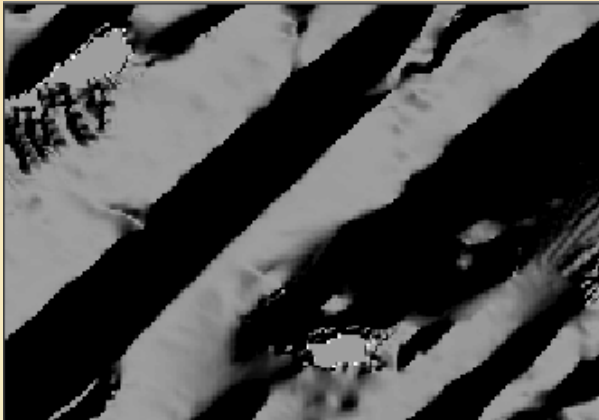
- NEAREST—Nearest neighbor assignment
- BILINEAR—Bilinear interpolation
- CUBIC—Cubic convolution
- MAJORITY—Majority resampling

The NEAREST and MAJORITY options are used for categorical data, such as a landuse classification. The NEAREST option is the default since it is the quickest and also because it will not change the cell values. Do not use NEAREST or MAJORITY for continuous data, such as elevation surfaces. The BILINEAR option and the CUBIC option are most appropriate for continuous data. It is not recommended that BILINEAR or CUBIC be used with categorical data because the cell values may be altered.

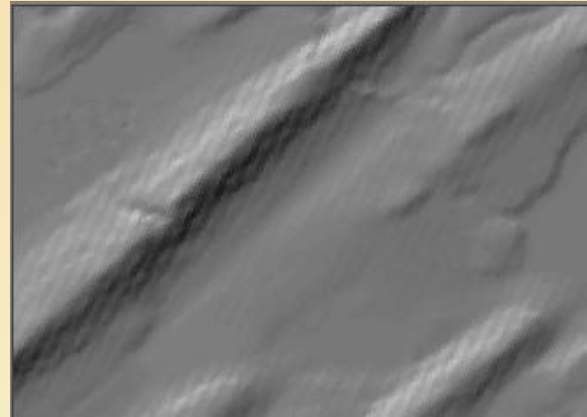
Tool Help

Terrain Generalization : Projecting Rasters

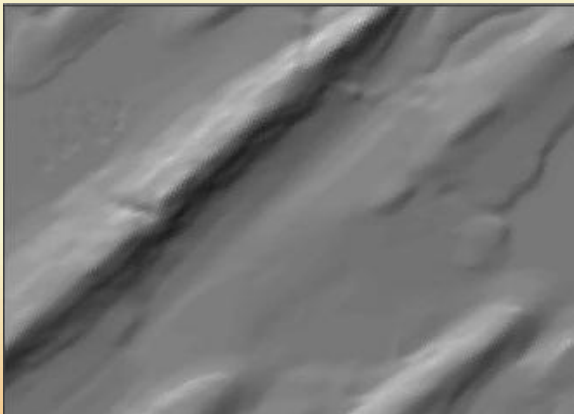
Unprojected Raster



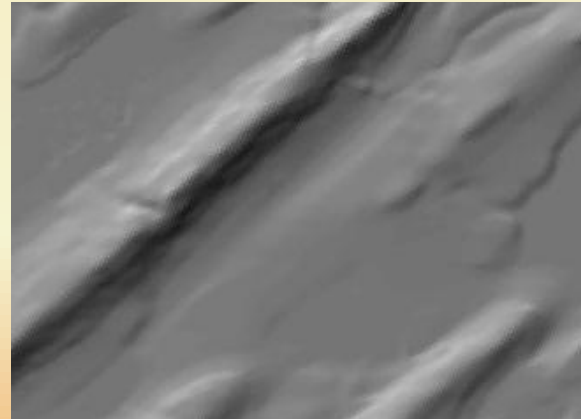
Projected, Nearest



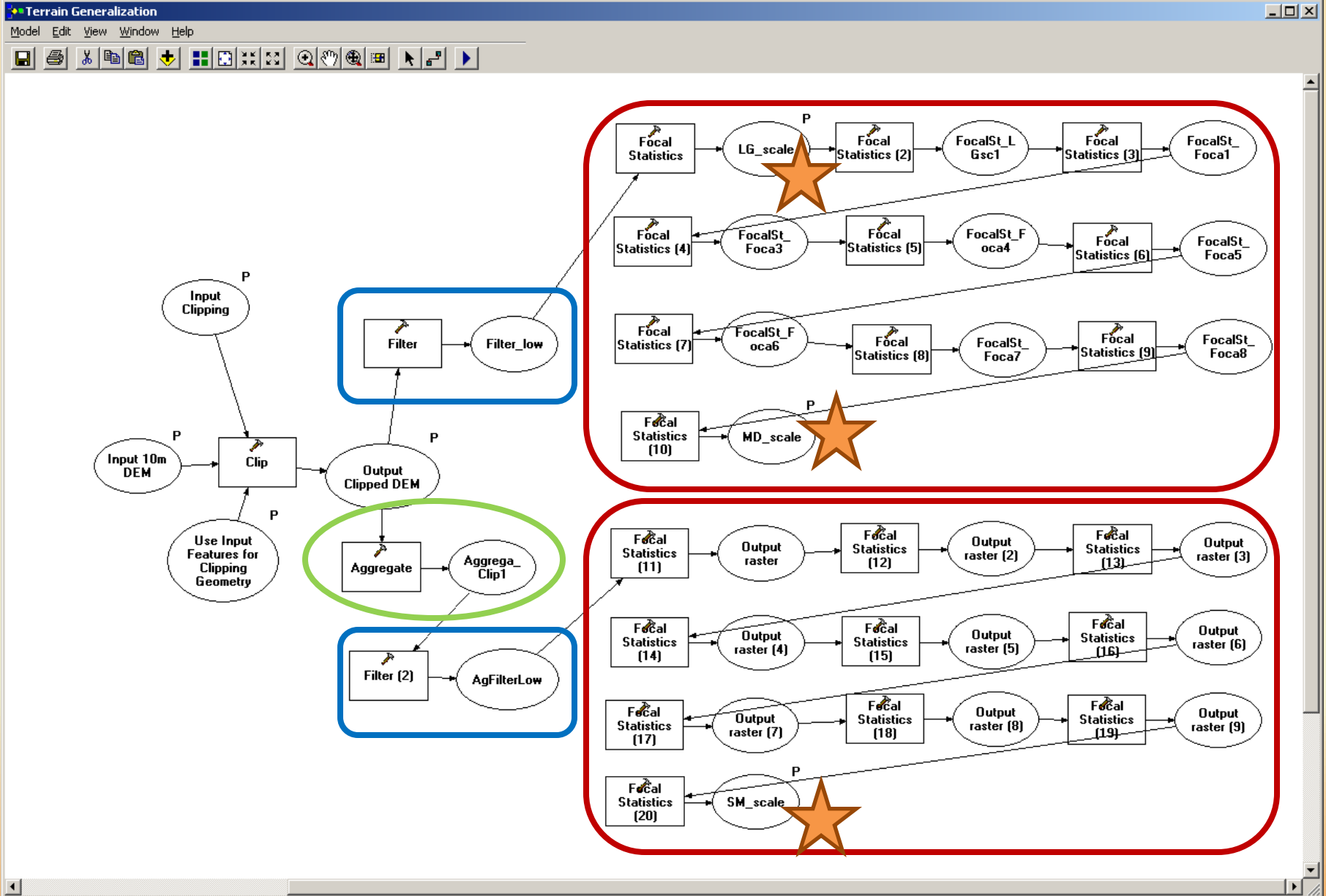
Projected, Cubic



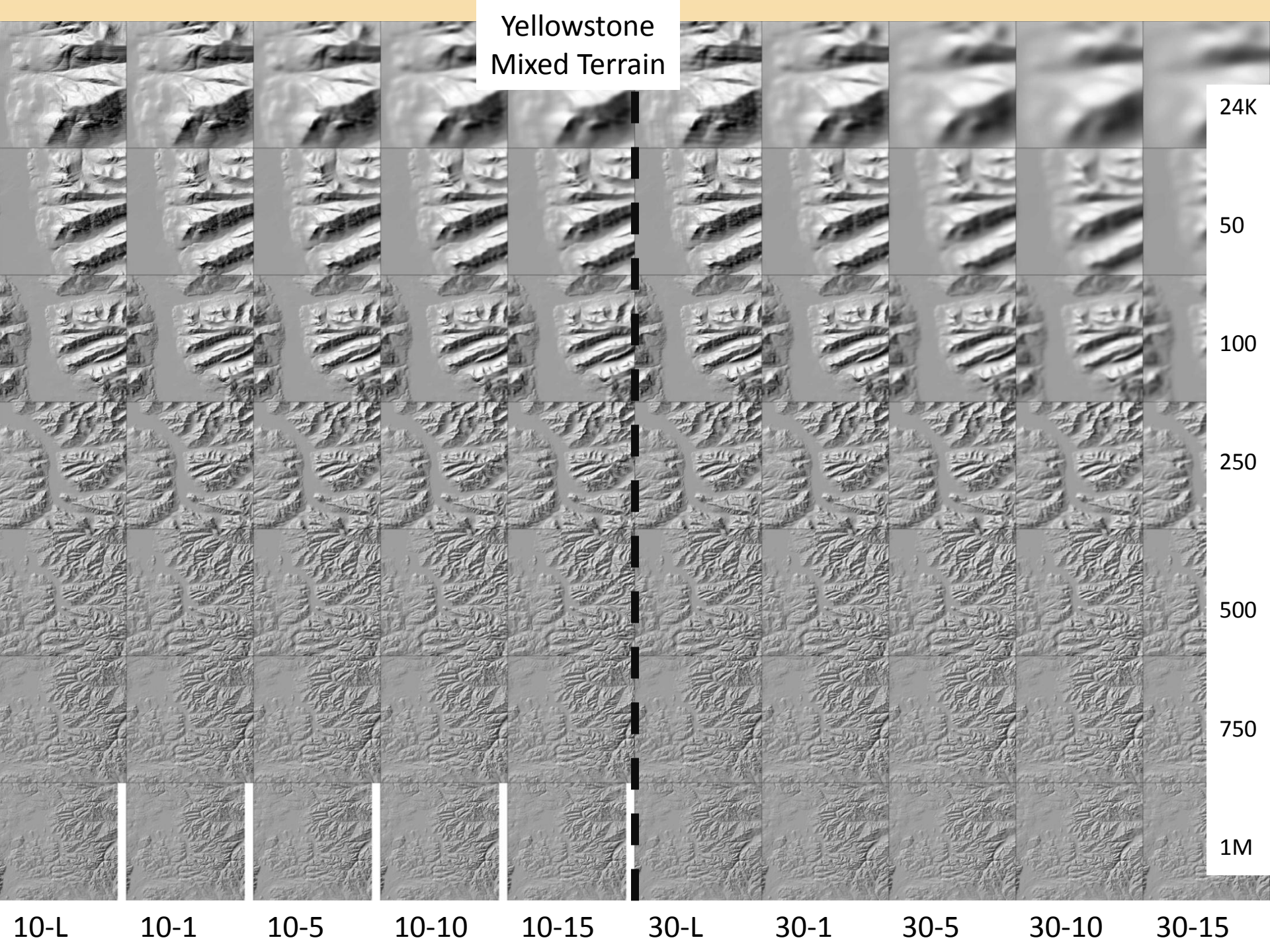
Projected, Bilinear



Terrain Generalization : Repetitive Mean filtering



Yellowstone
Mixed Terrain



24K

50

100

250

500

750

1M

10-L

10-1

10-5

10-10

10-15

30-L

30-1

30-5

30-10

30-15

Terrain Generalization : Analyzing Hillshades

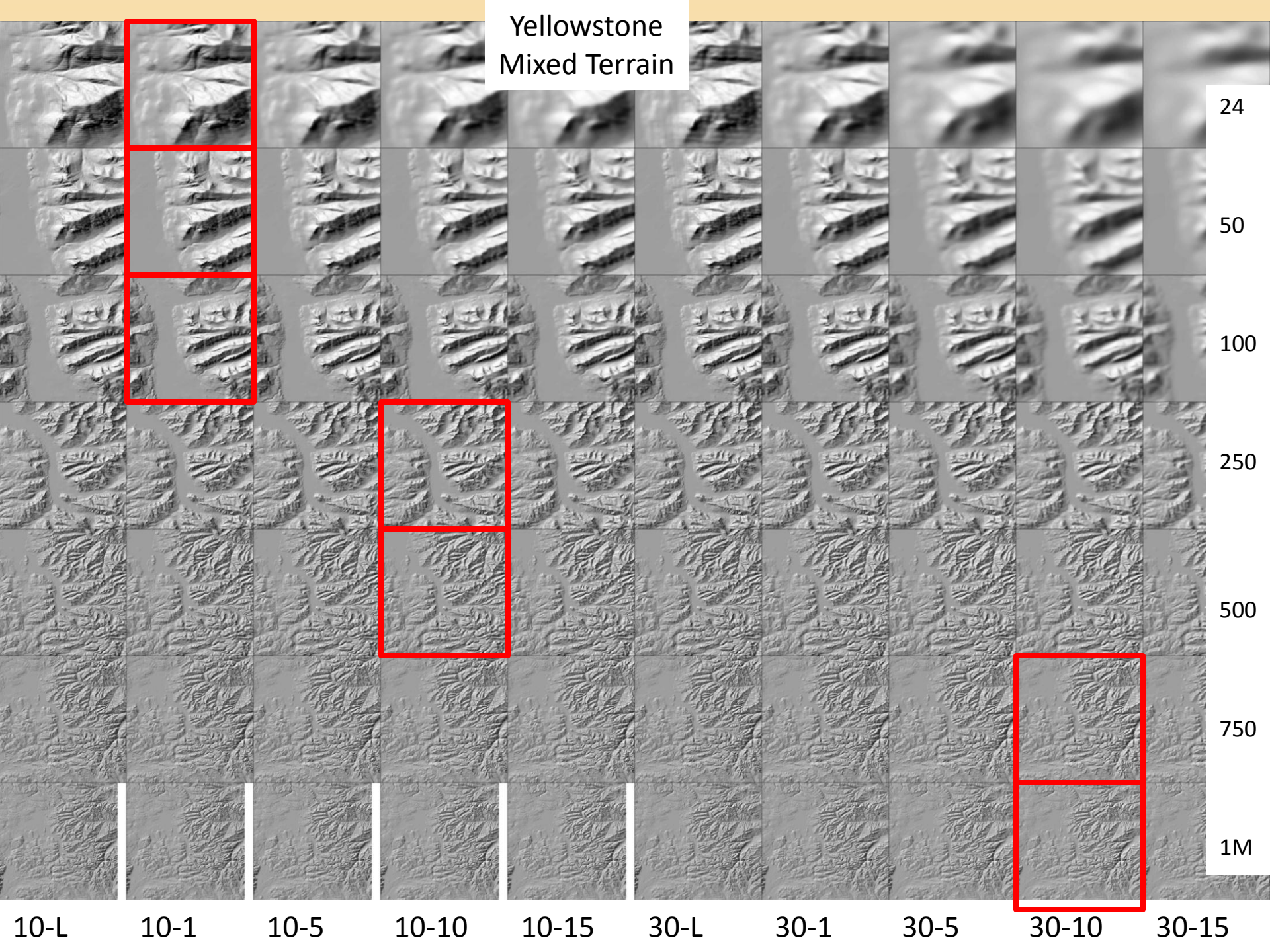
- Hillshades evaluated through **smoothing** repetition and **scale**
 - 10 (blurry) – +10 (sharp)

	10-L	10-1	10-5	10-10	10-15	30-L	30-1	30-5	30-10	30-15
24K	-2	-3	-5	-7	-10	-10	-10	-10	-10	-10
50K	0	-1	-3	-3	-5	-5	-7	-10	-10	-10
100K	1	0	-1	-3	-2	-2	-2	-7	-5	-7
250K	5	3	0	0	0	0	0	-3	-3	-3
500K	10	5	3	0	0	3	1	0	-1	-1
750K	10	10	5	3	1	3	3	0	-1	0
1M	10	10	7	5	2	7	5	2	1	0

Terrain Generalization : Recommendations

- 3 breaks
 - 24K – 250K
 - 250K – 750K
 - 750K – 1M
- Processing Steps
 - 10m DEM, smoothed once (LGDEM)
 - 10m DEM, smoothed 10 times (MDDEM)
 - 30m DEM aggregated, smoothed 10 times (SMDEM)

Yellowstone
Mixed Terrain



24

50

100

250

500

750

1M

10-L

10-1

10-5

10-10

10-15

30-L

30-1

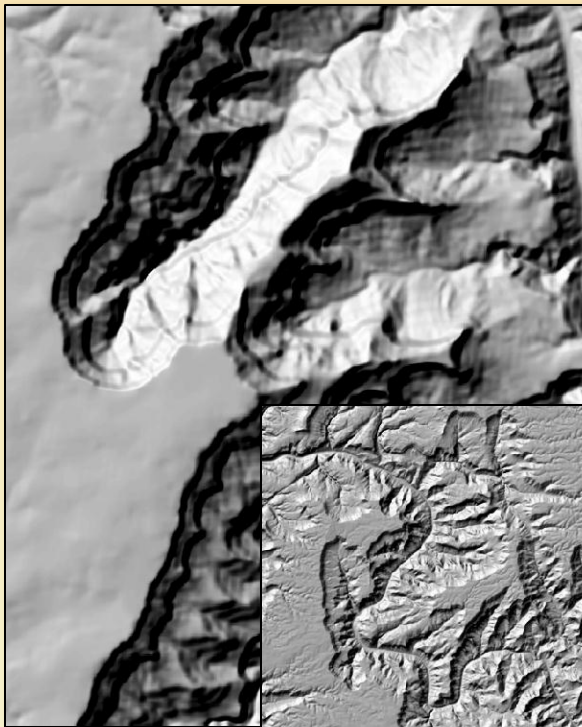
30-5

30-10

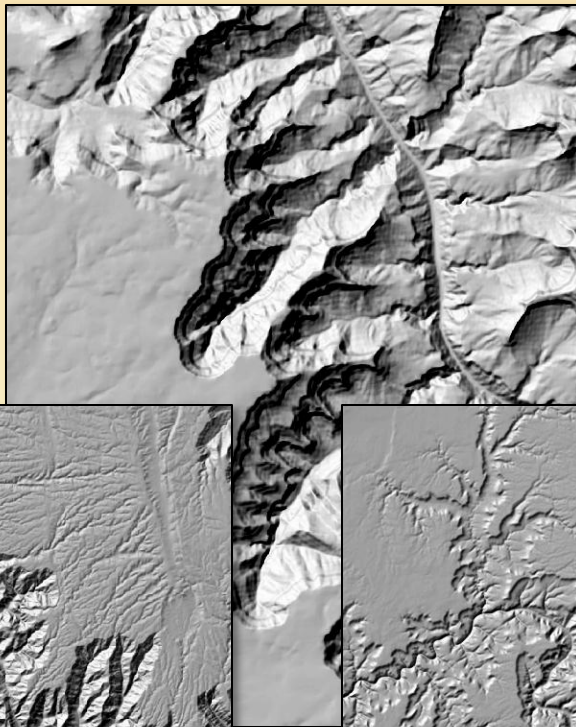
30-15

Close up Example of Decisions

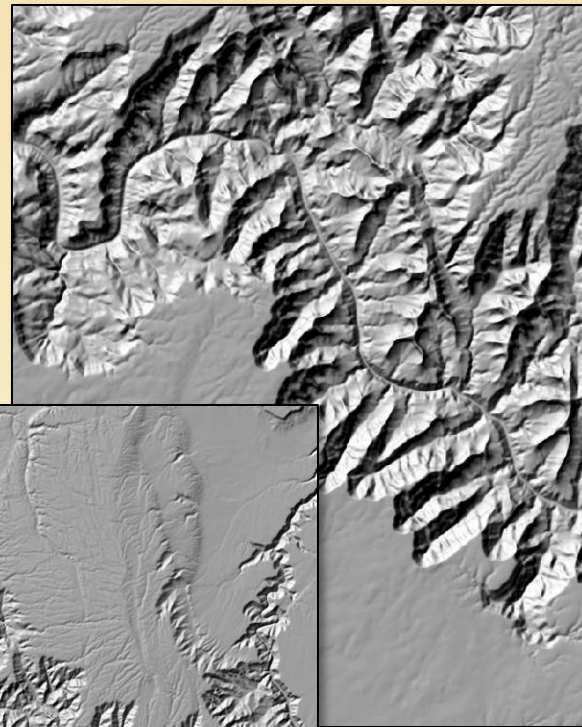
24K



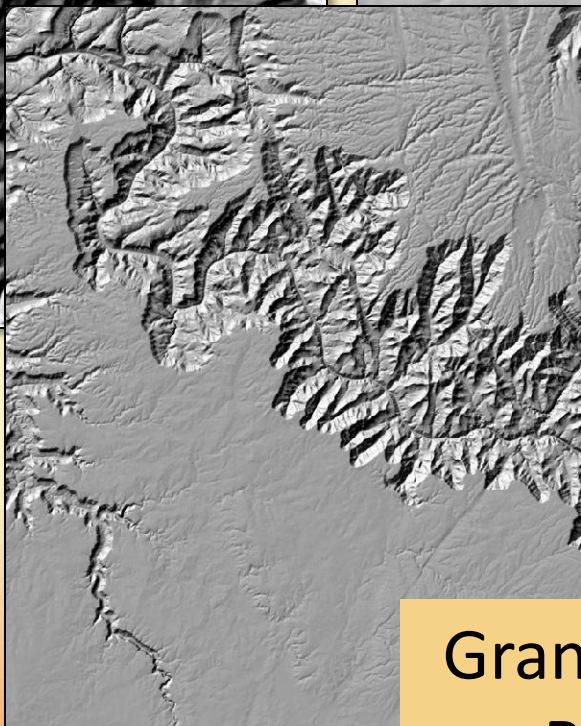
50K



250K

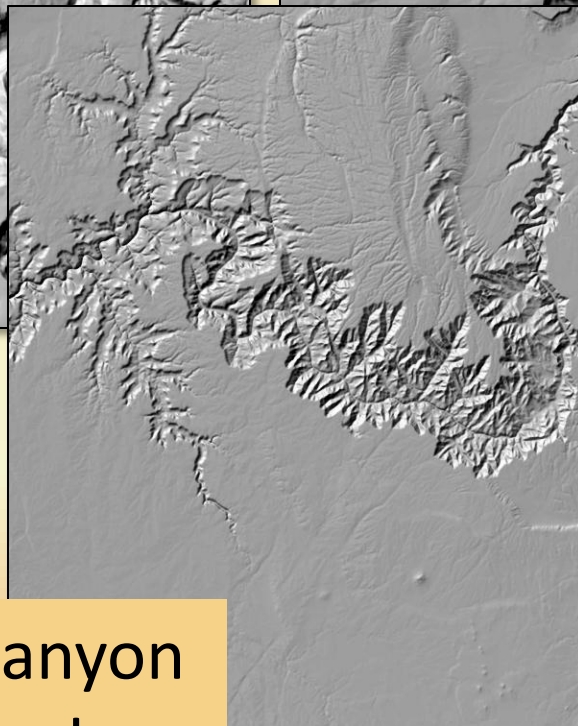


500K



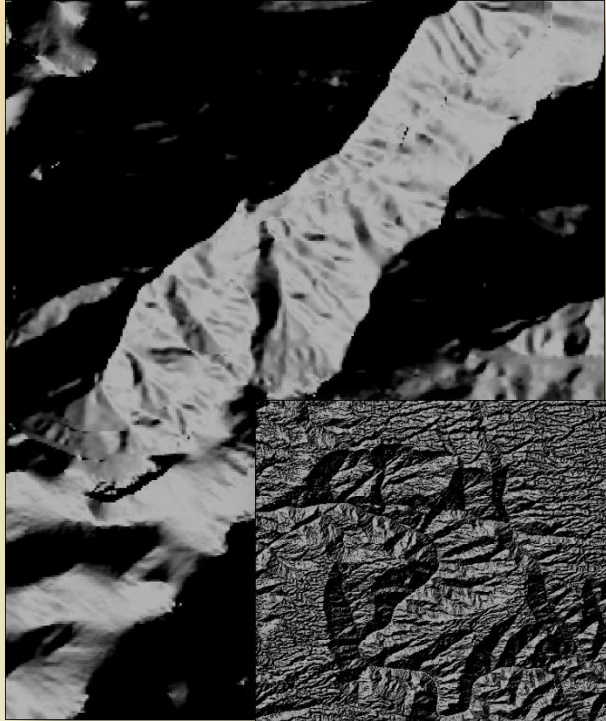
Grand Canyon
Rugged

1M



Close up Example – Unprojected, Default Hillshade

24K



50K



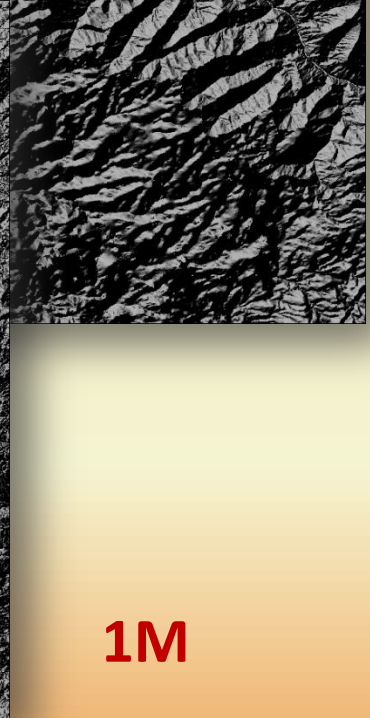
250K



500K

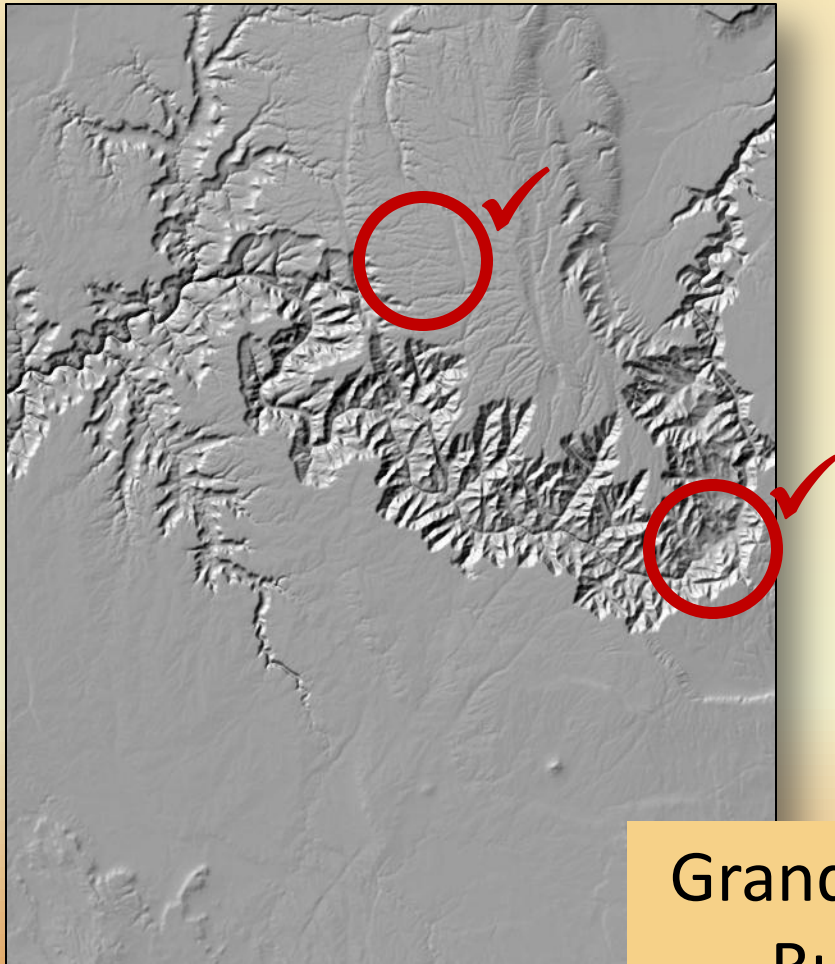


1M

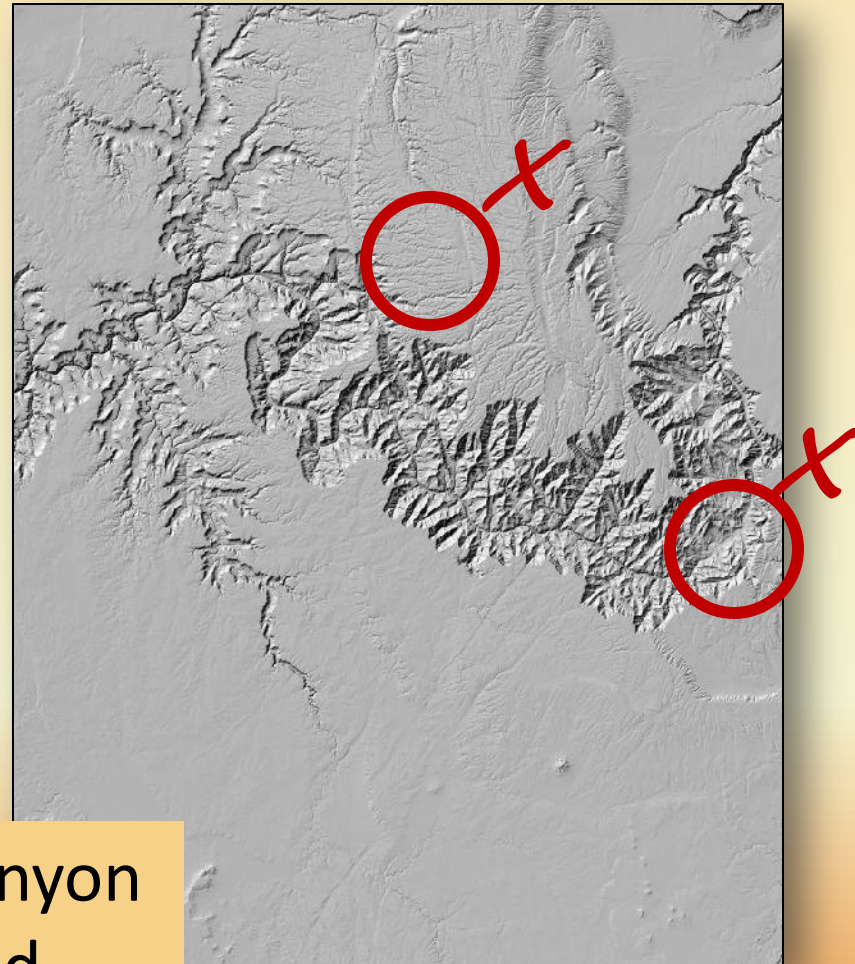


Was it Successful?

1M correct



1M using 24K processing



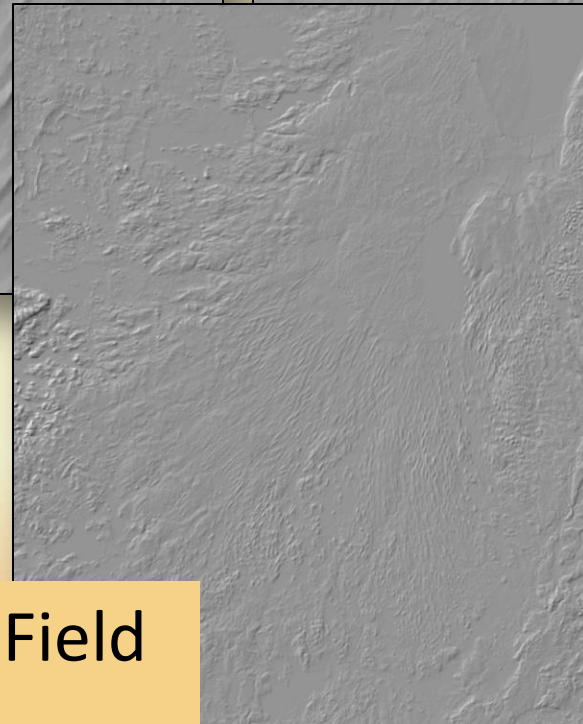
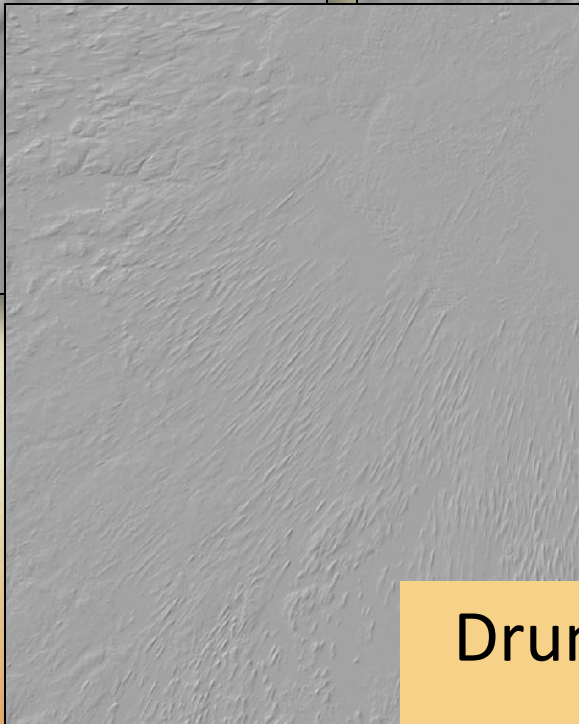
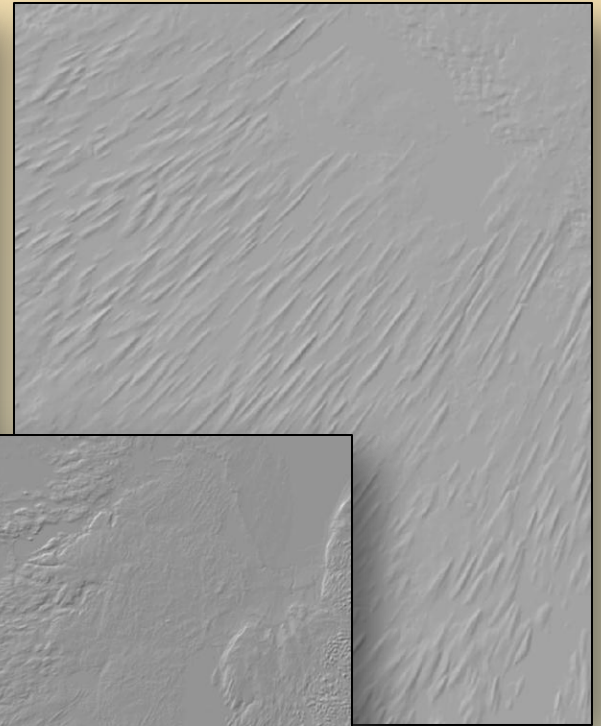
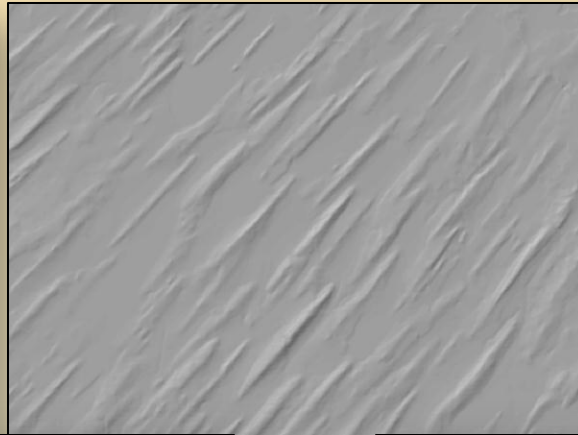
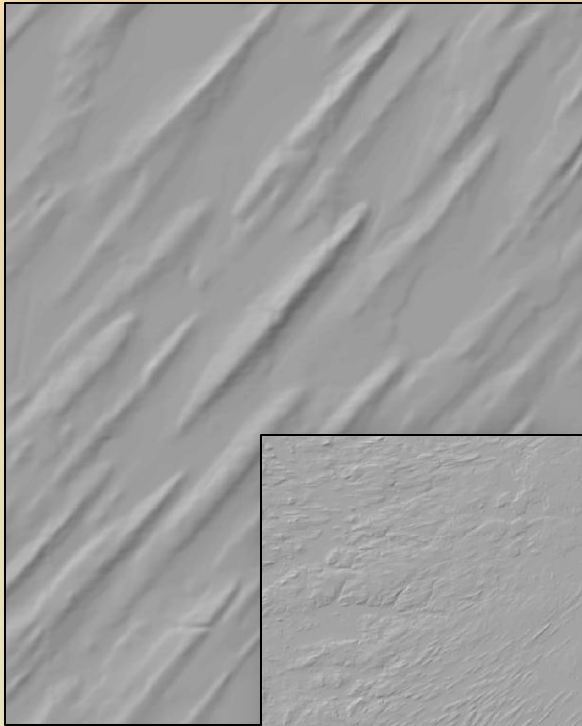
Grand Canyon
Rugged

Close up Example of Decisions

24K

50K

250K



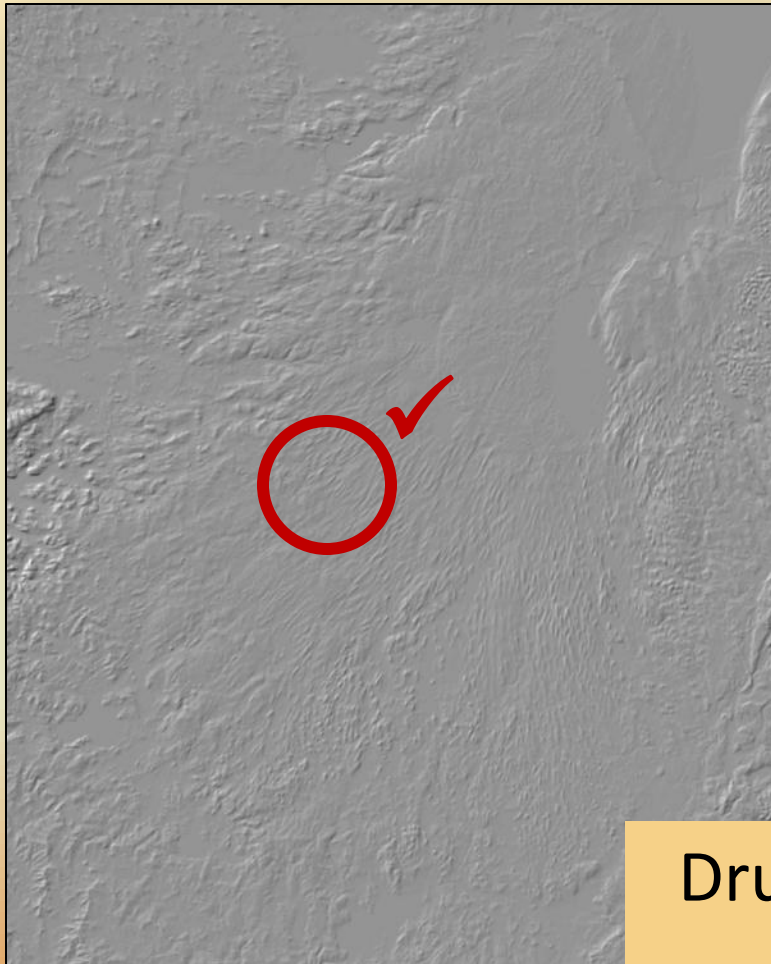
500K

Drumlin Field
Flat

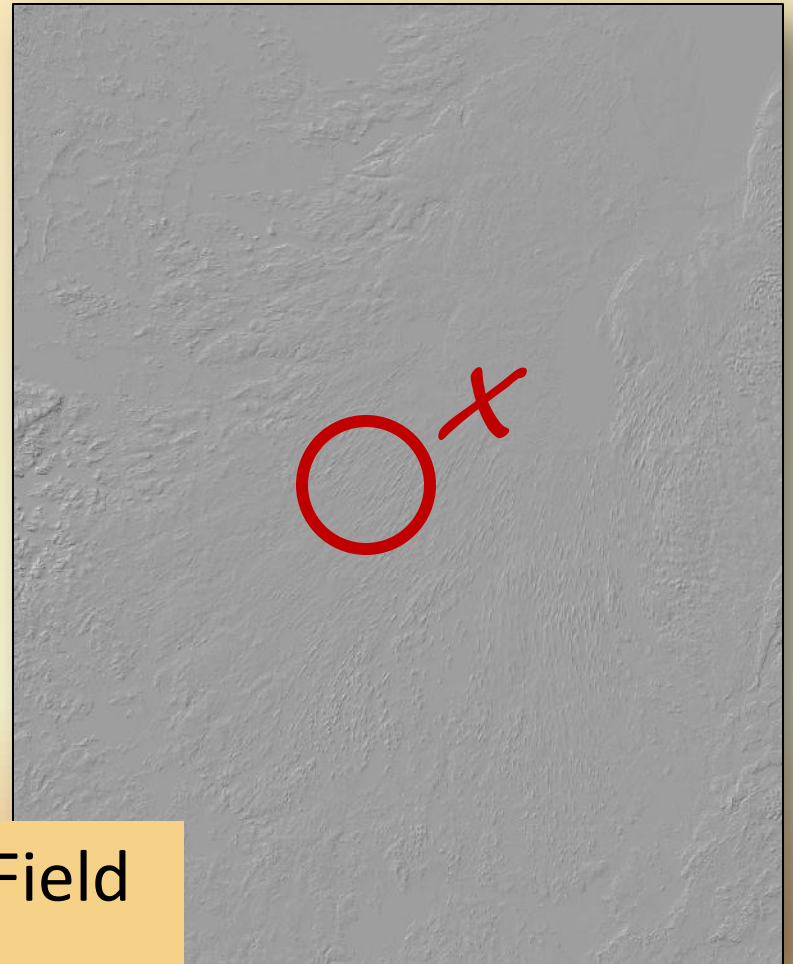
1M

Was it Successful?

1M correct



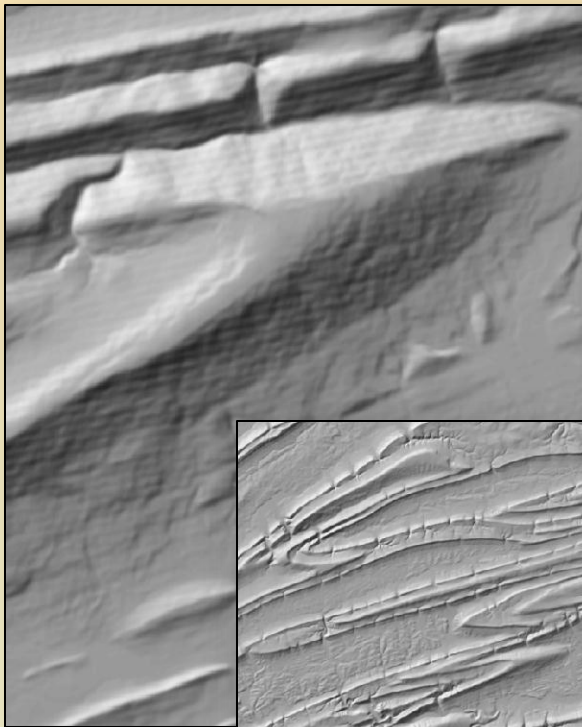
1M using 24K processing



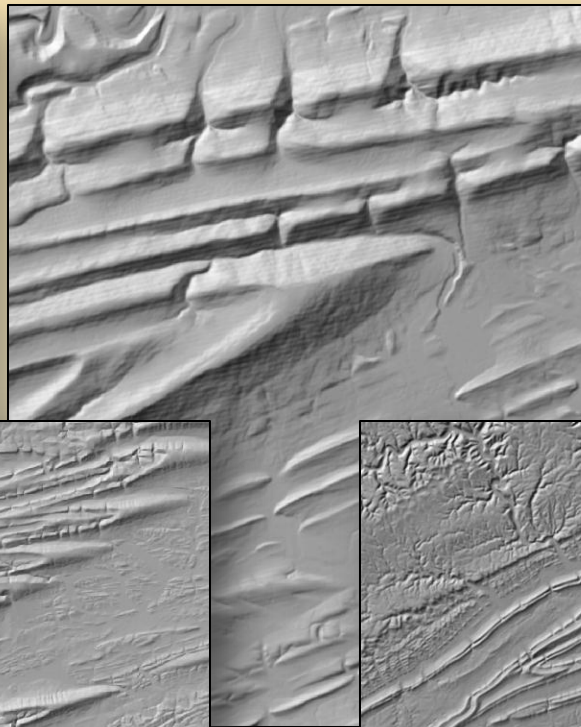
Drumlin Field
Flat

Close up Example of Decisions

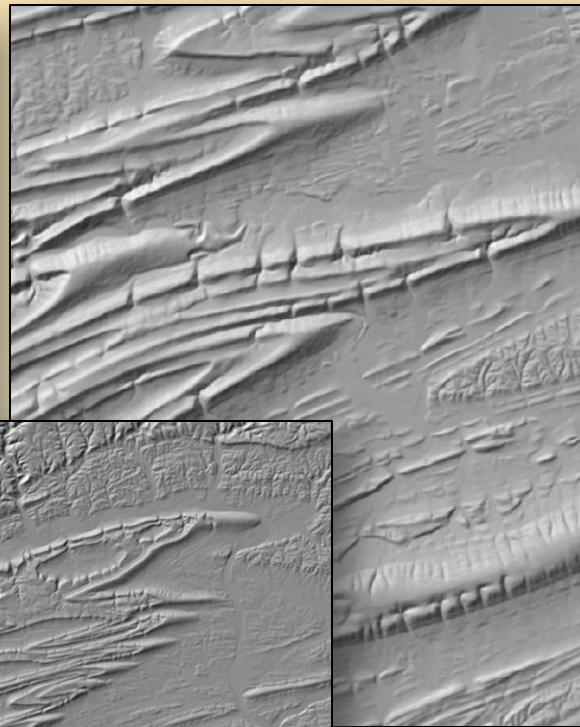
24K



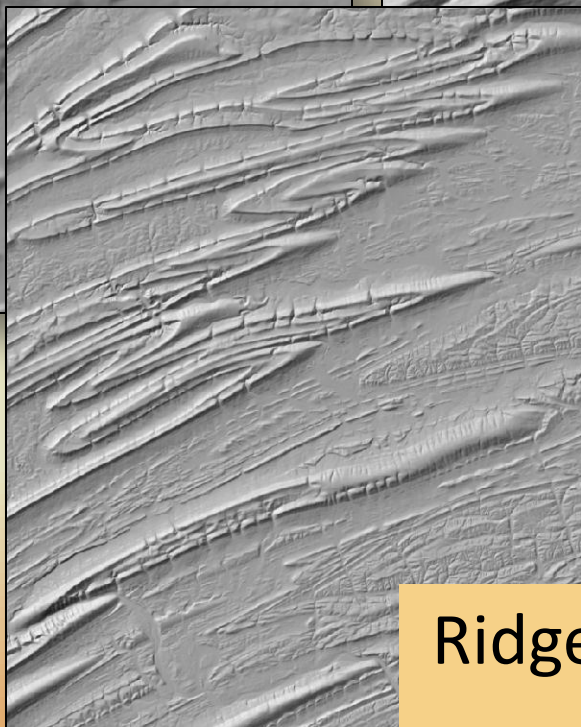
50K



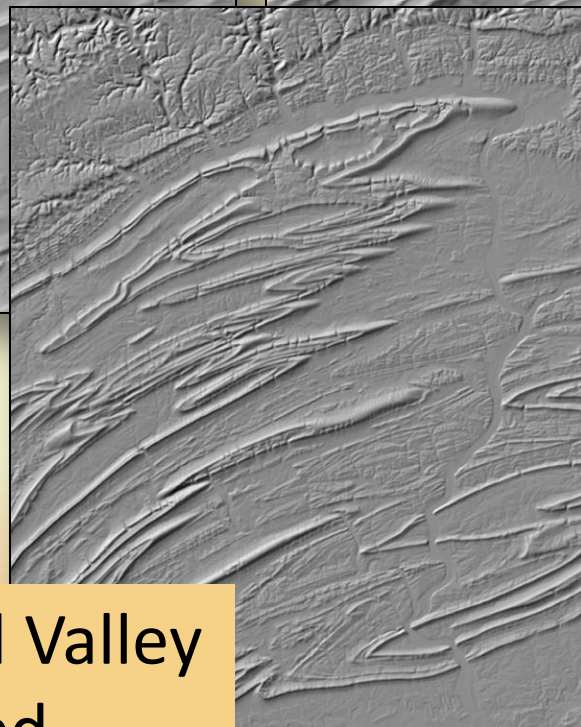
250K



500K



1M

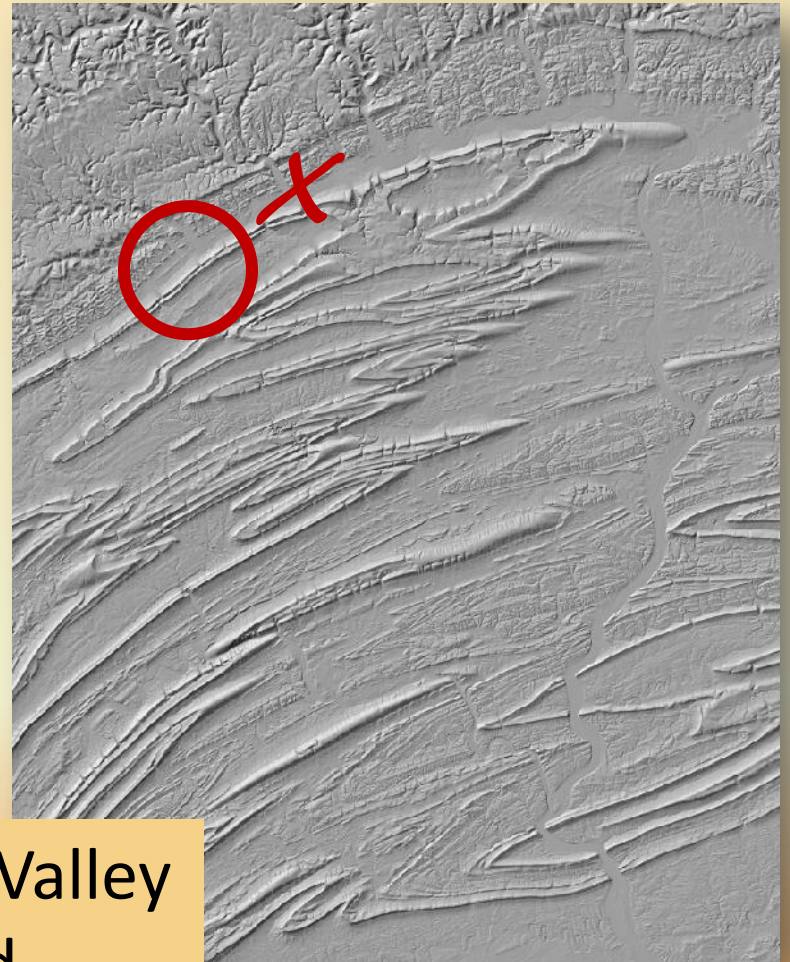
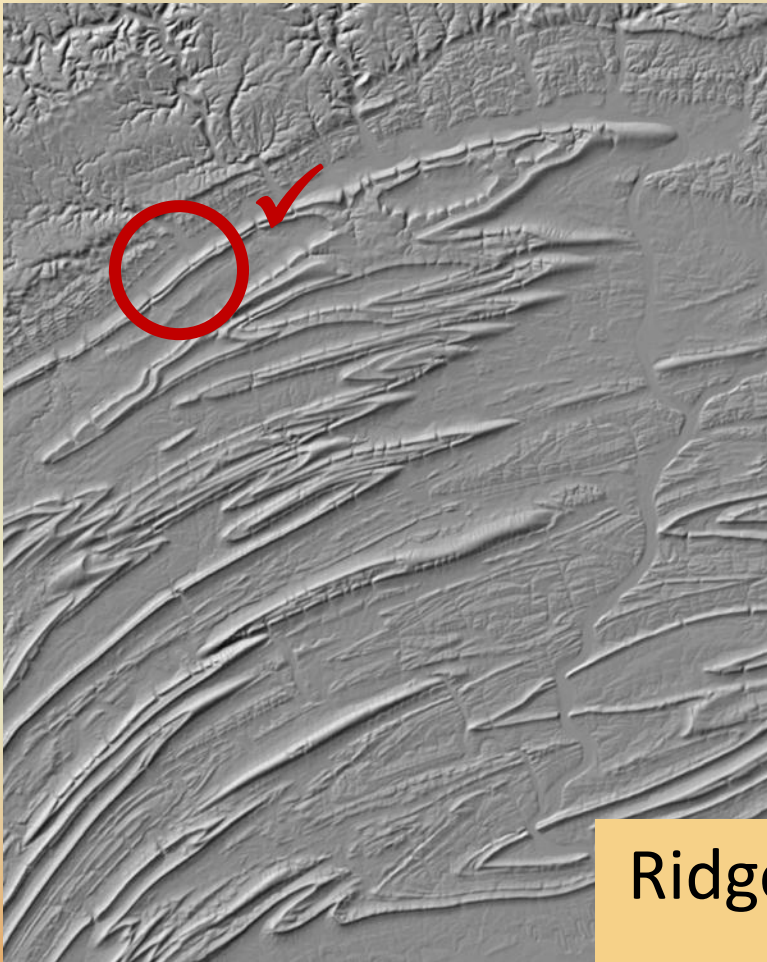


Ridge and Valley
Mixed

Was it Successful?

1M correct

1M using 24K processing



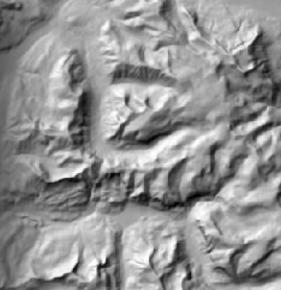
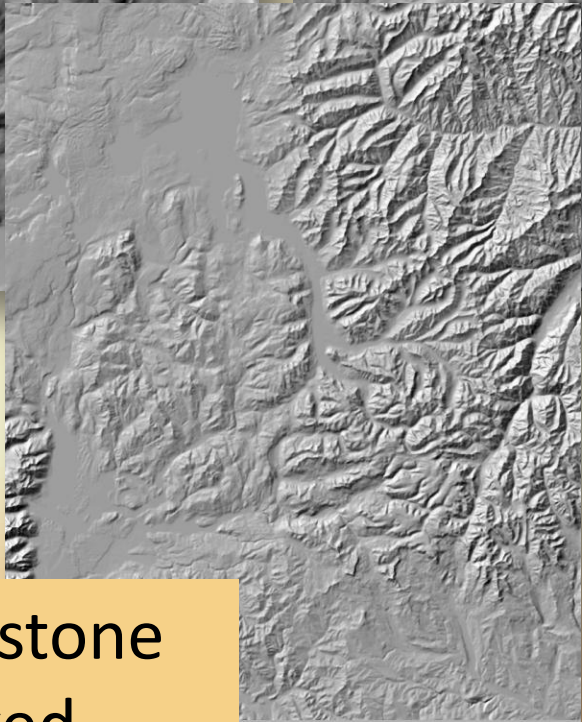
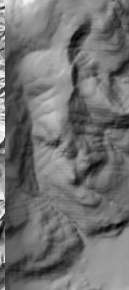
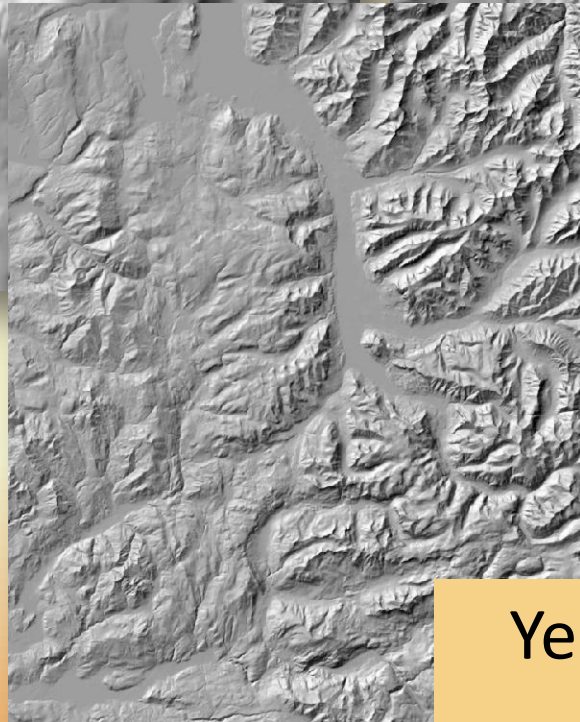
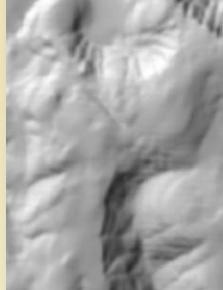
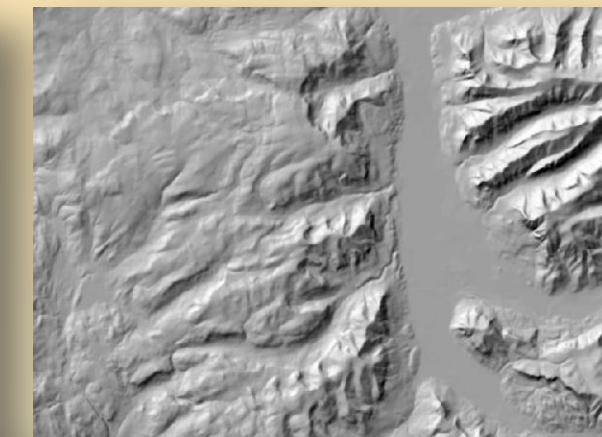
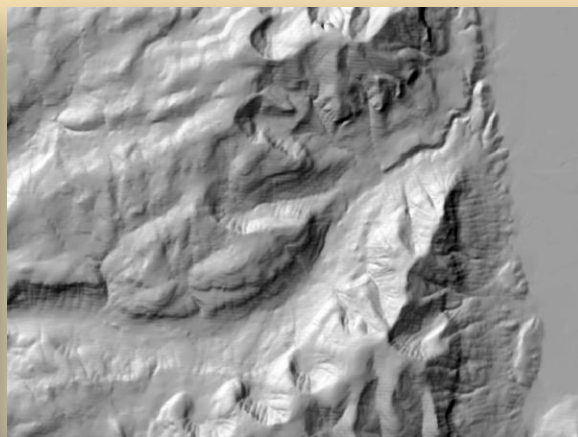
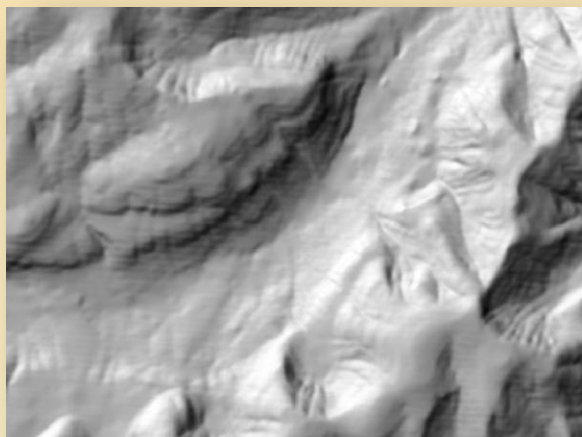
Ridge and Valley
Mixed

Close up Example of Decisions

24K

50K

250K



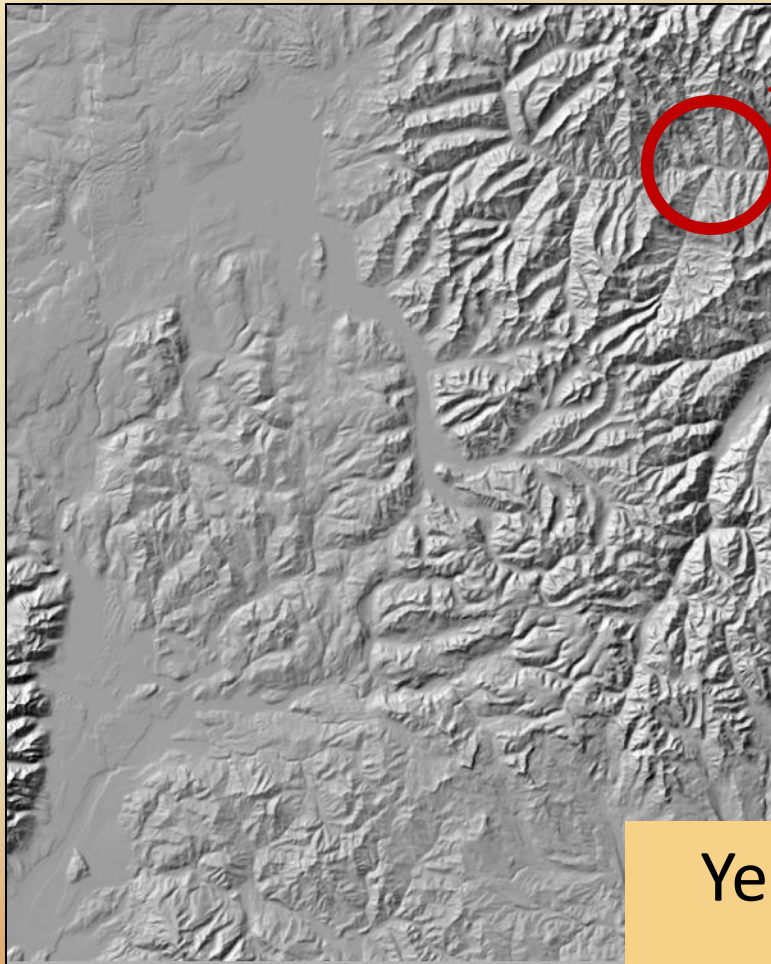
500K

1M

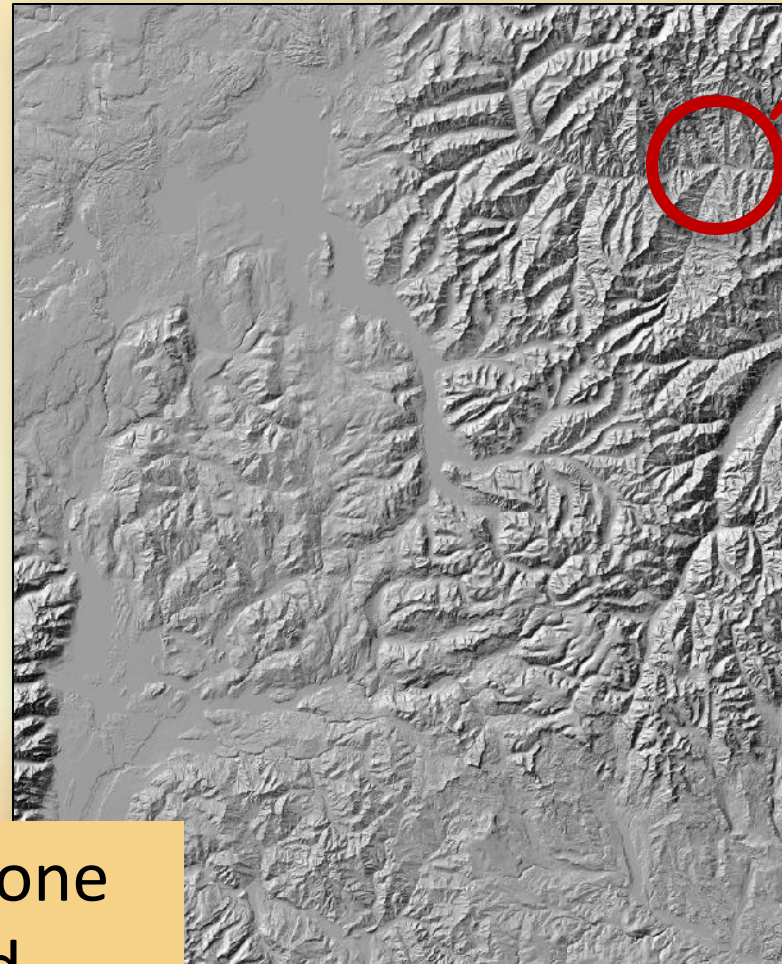
Yellowstone
Mixed

Was it Successful?

1M correct



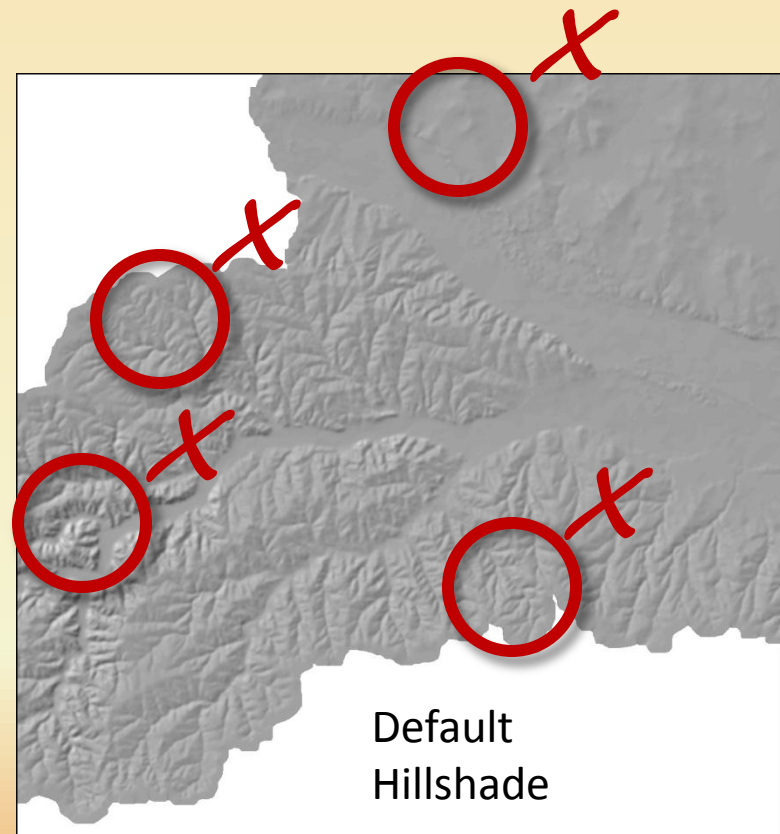
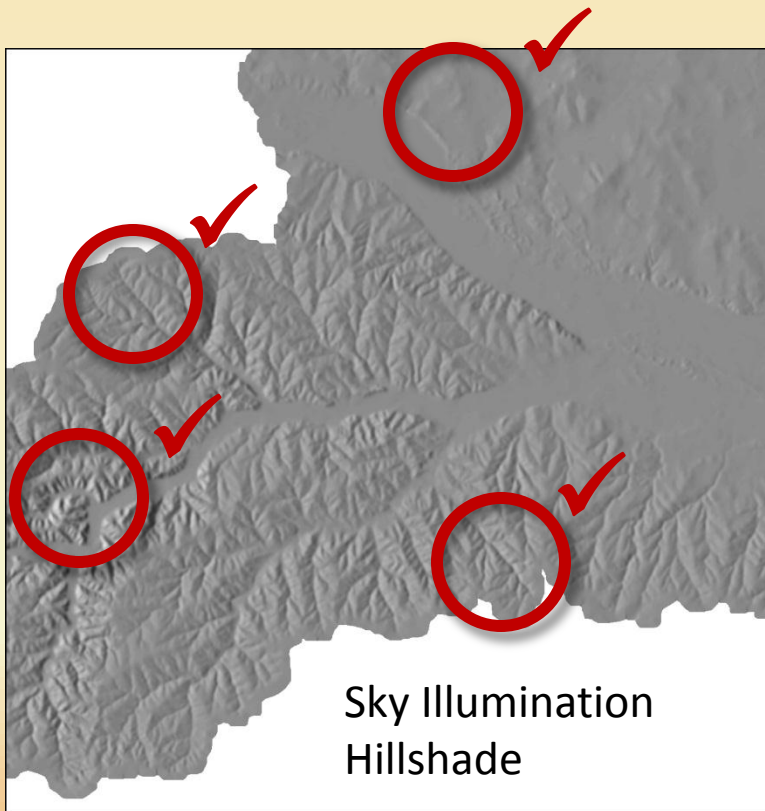
1M using 24K processing



Yellowstone
Mixed

Adjustment to Hillshading

- Sky Illumination Model hillshade (Kennelly, 2006)
 - Combine multiple hillshades with different azimuths



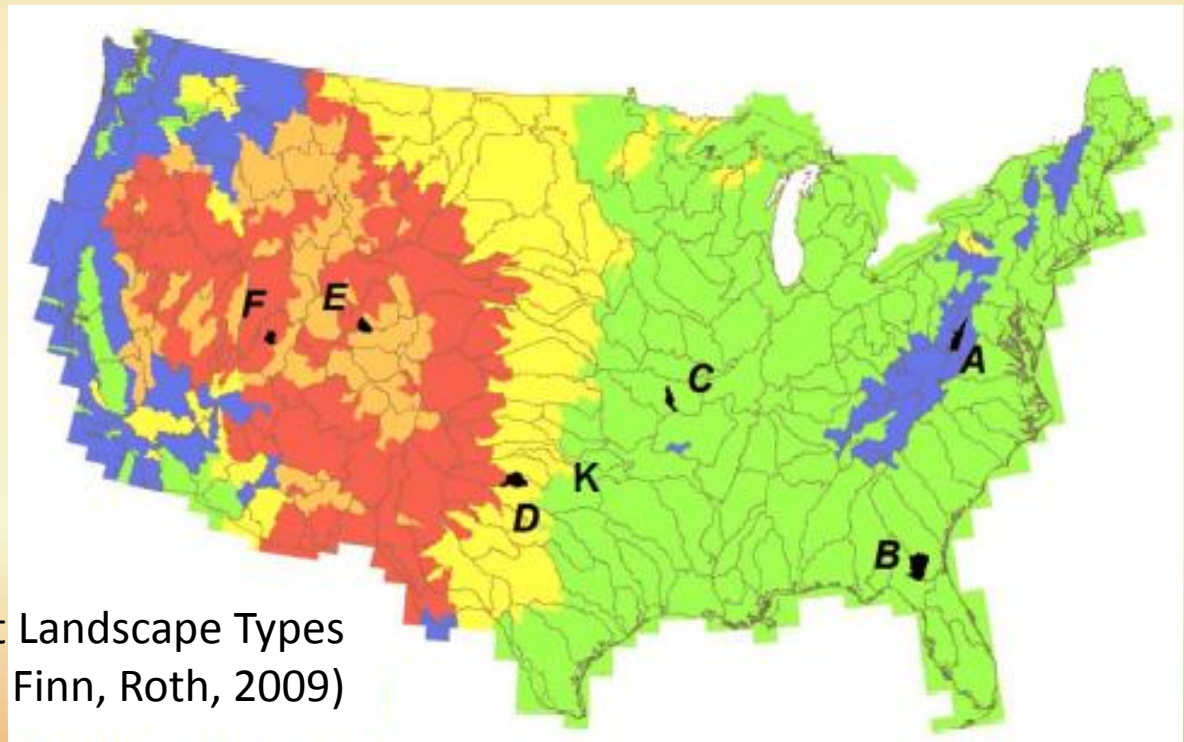
Contours : Study Areas

- 8 subbasins

- ATL
- CO
- FL/GA
- MO
- STL
- TX
- UT
- WV

- Terrain Classifications

- Mountainous
- Hilly
- Flat



Draft Landscape Types
(Stanislawski, Battenfield, Finn, Roth, 2009)

Contours : Intervals

Map Scales	Predominant Terrain Type ¹					
	High Mountains		Low Mountains		Flat or Undulating	
	Feet	Meters	Feet	Meters	Feet	Meters
1:1,000	5	1	3	0.5	1-2	0.25
1:2,000	5-10	2	5	1	2-3	0.5
1:5,000	10-20	5	5-10	2.5	3-5	1
1:10,000	20	10	10	5	5	2
1:20,000	20-40	10-20	20	10	5-10	2.5
1:25,000	20-50	10-20	20-25	10	5-10	2.5
1: 50,000	50-100	20-40	40-50	10-20	10-20	5
1:100,000	100	40-50	50-80	25	10-25	5-10
1:200,000	200-250	100	100	50	20-40	10
1:250,000	200-400	80-120	100-200	50-80	25-40	10-20
1:500,000	400-500	100-200	200-250	100	40-50	20
1:1,000,000	500-800	200	250-400	100	50-100	20-50

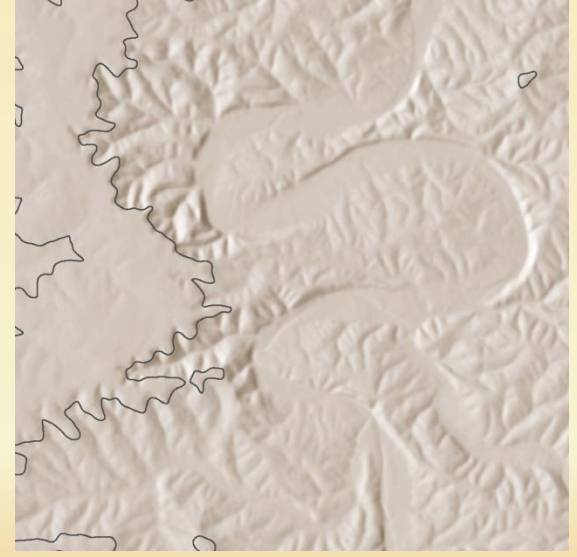
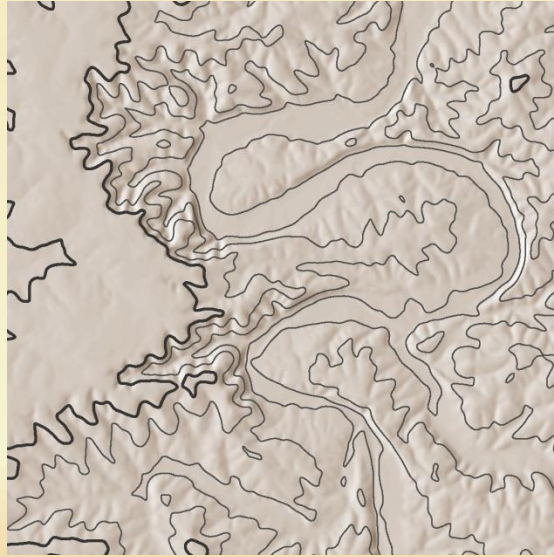
¹Predominant terrain type should be representative of over 50% of the area on a given map. When an even distribution of all three terrain types or between high mountains and flat or undulating (with a relatively low area of low mountains), then consider using supplementary contour lines as well.

Imhof, 2007 and
Frye, 2008

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Contours : Analyzing contours

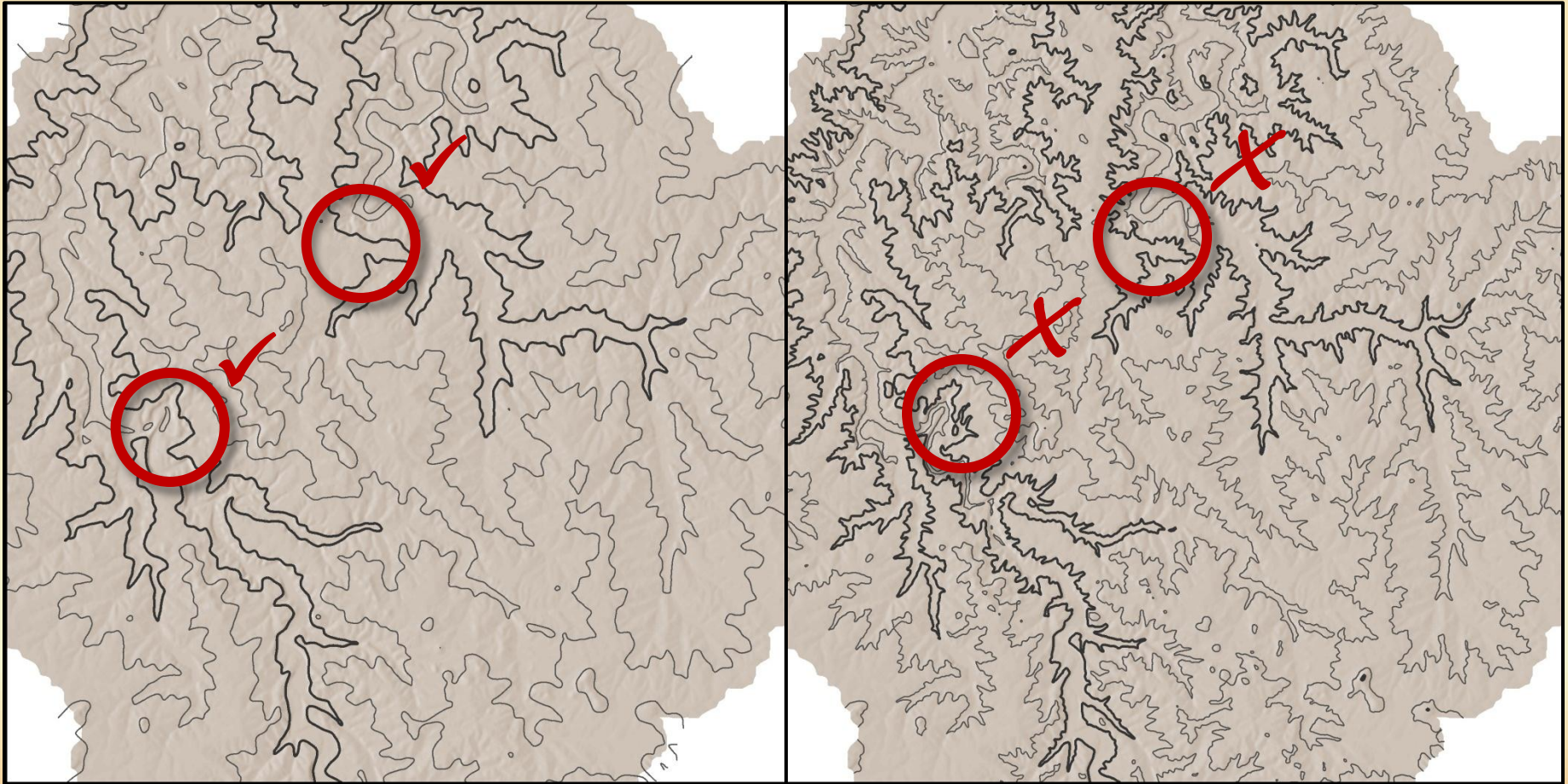
- Looked at each subbasin to determine:
 - Contour density
 - Contour complexity



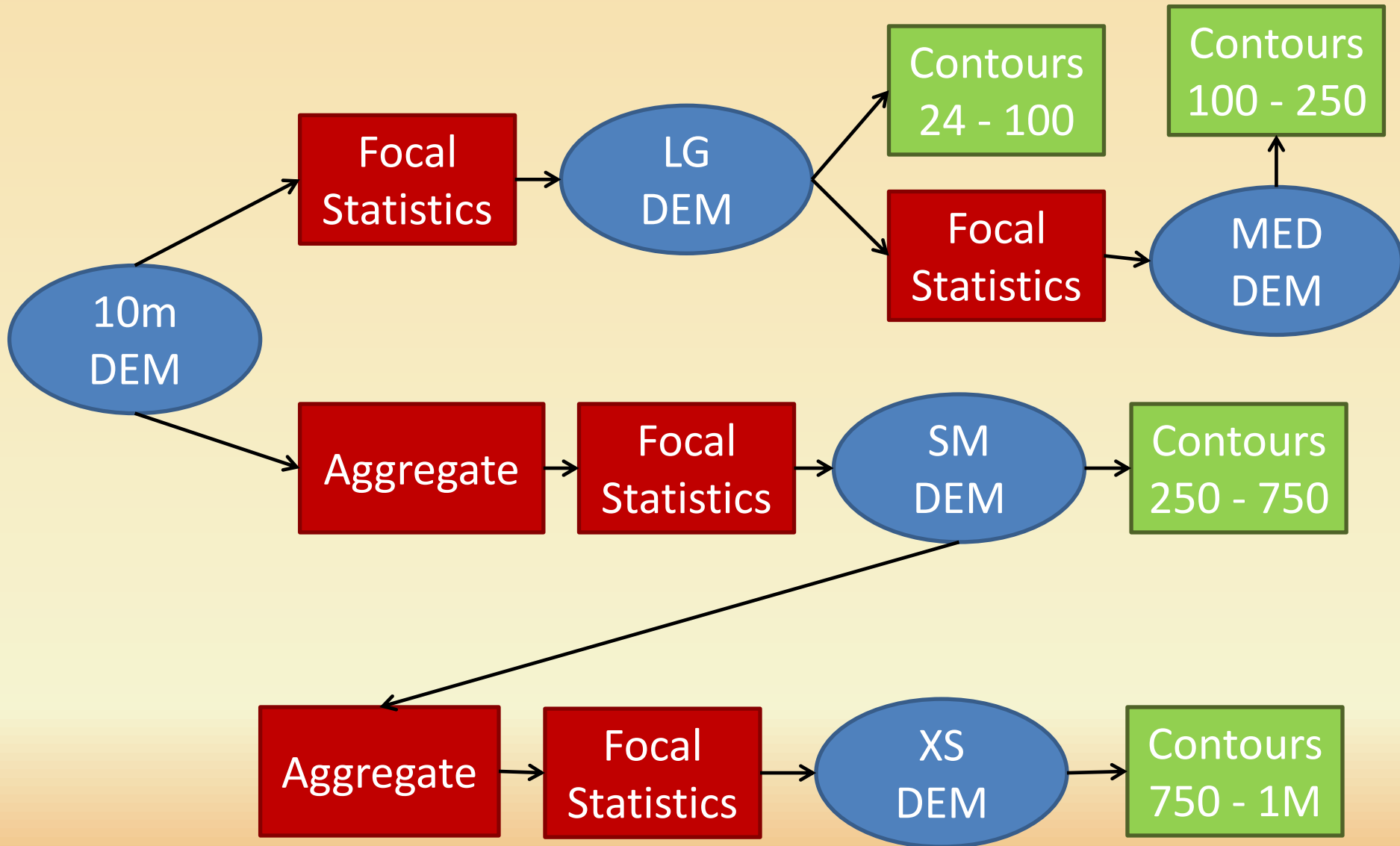
Contours : 250K, 25m intervals

Derived from sm scale DEM

Derived from md scale DEM



Contours : Creation



Contours : Recommendations

Scale	Contour Smoothing	Mountainous Contour Interval	Hilly Contour Interval	Flat Contour Interval
24K	LG DEM	25m	10m	5m
50K	LG DEM	25	10	5
100K	MED DEM	25	25	5
250K	SM DEM	100	25	25
500K	SM DEM	100	50	50
750K	XS DEM	250	100	50
1M	XS DEM	250	100	100

CO
WV

ATL
MO
STL
TX

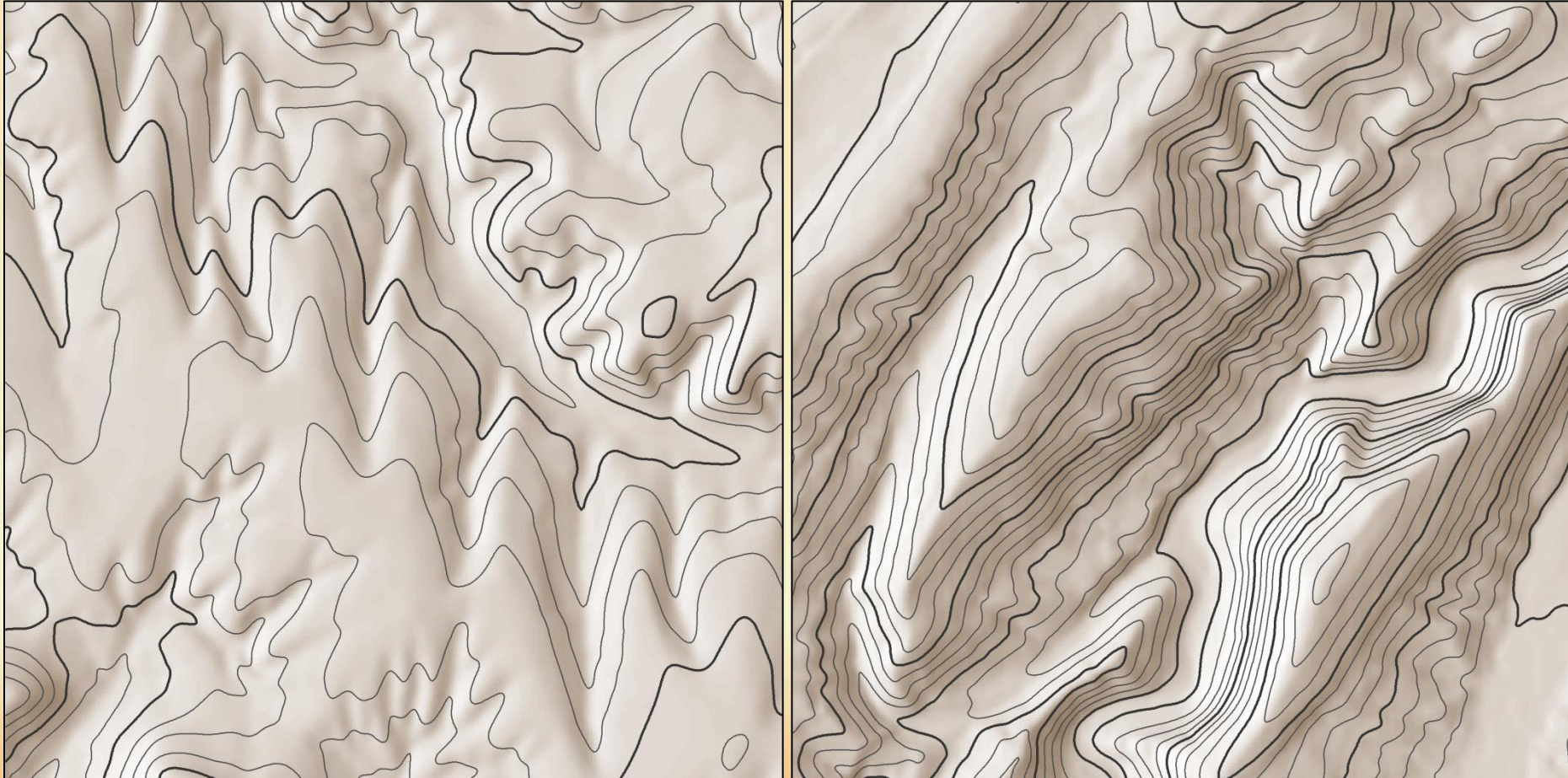
FL/GA
UT

Contours : Mountainous Results

24K, 25m intervals

CO

WV



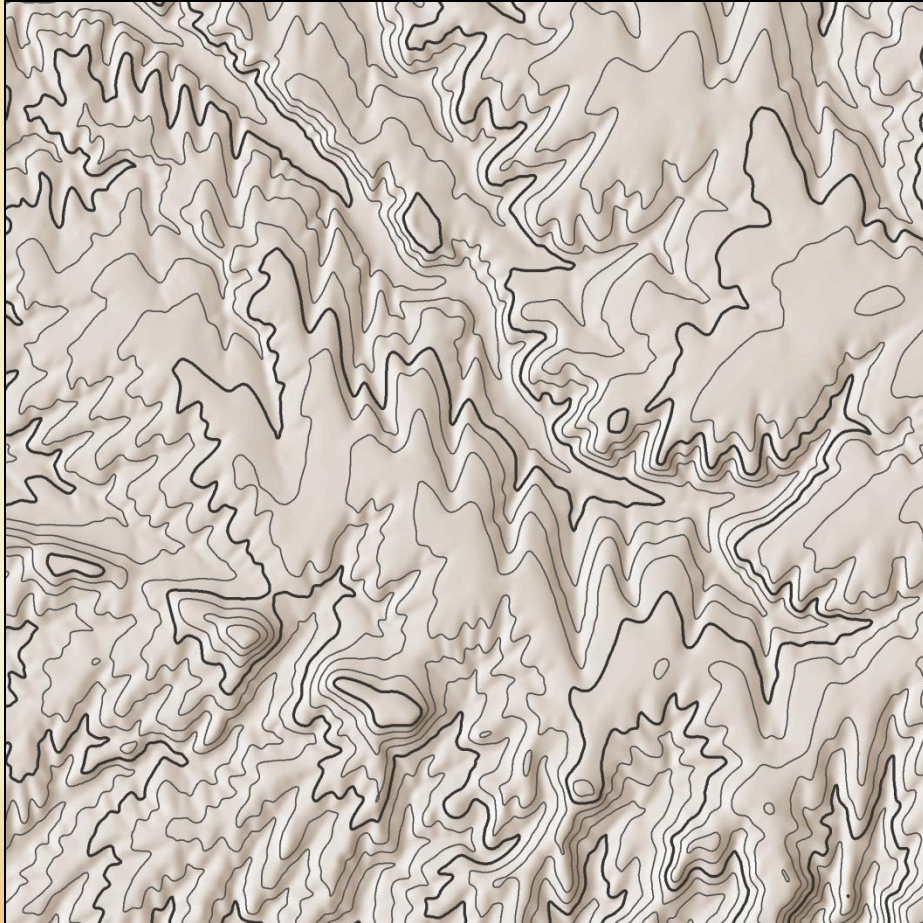
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Contours : Mountainous Results

50K, 25m intervals

CO

WV

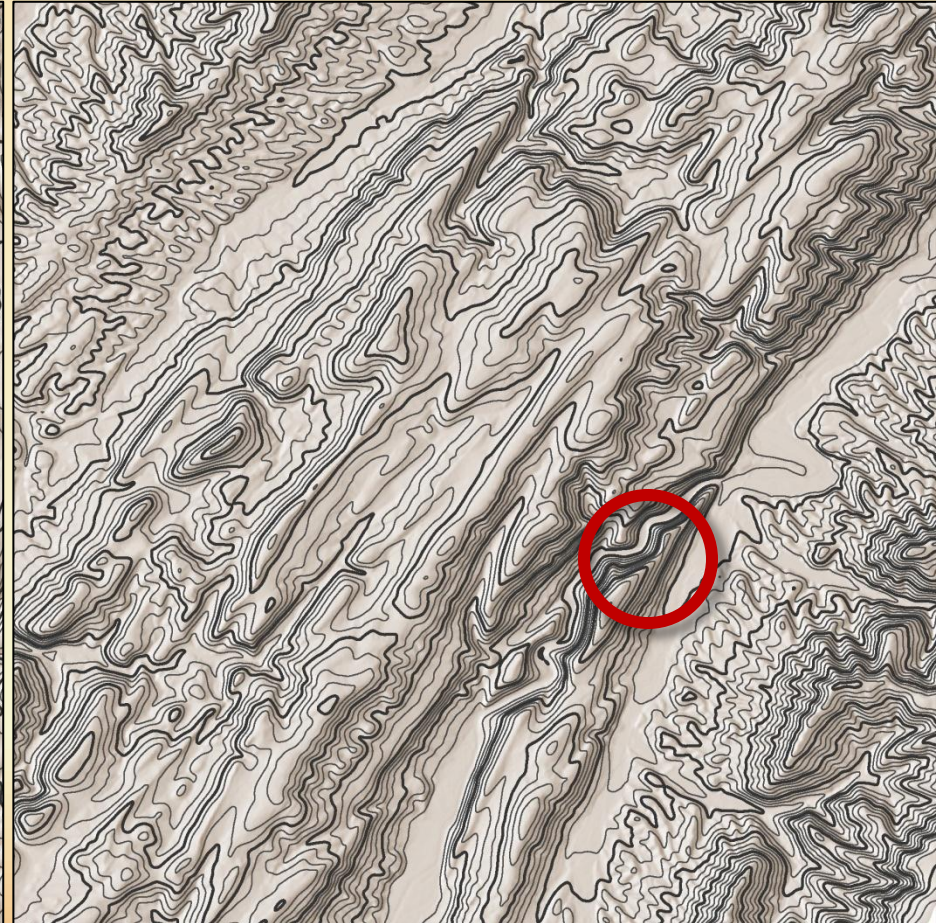


Contours : Mountainous Results

100K, 25m intervals

CO

WV



Contours : Mountainous Results

250K, 100m intervals

CO



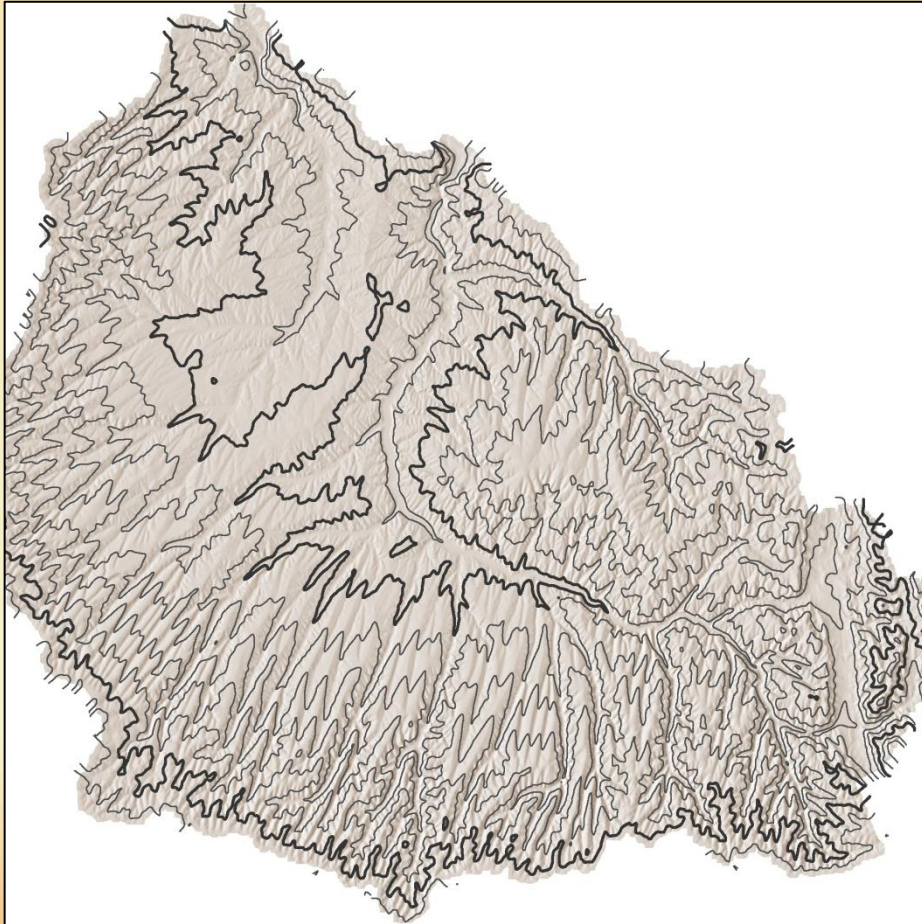
WV



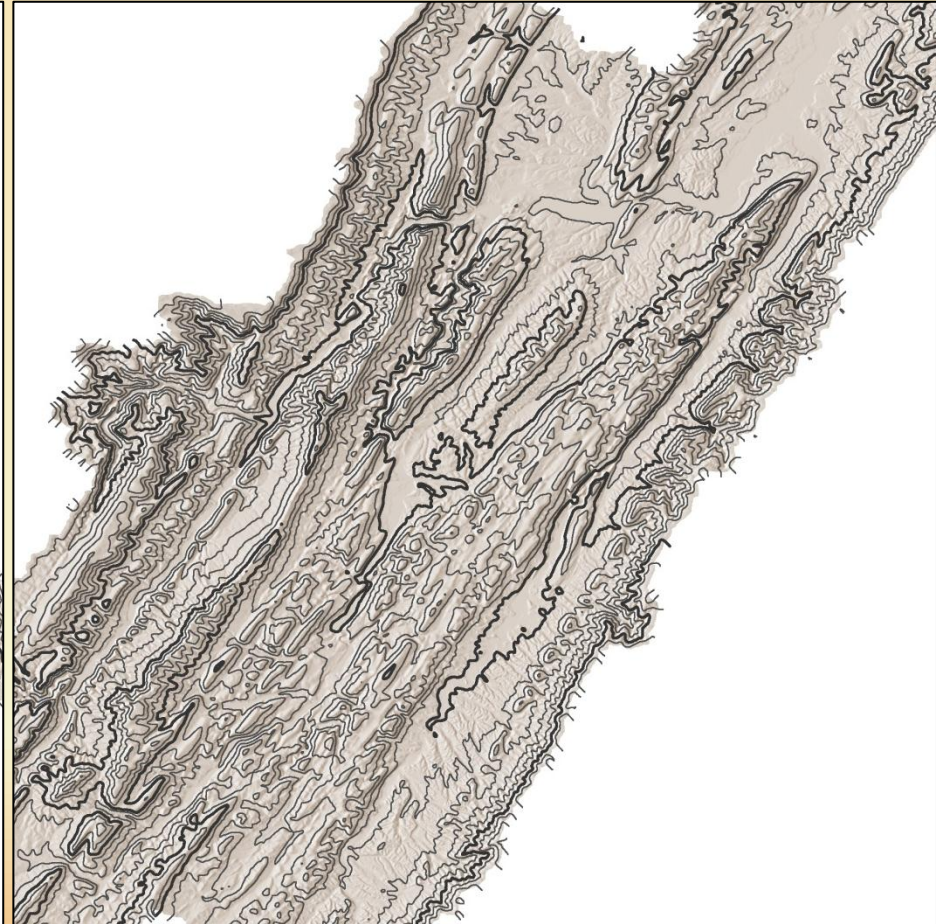
Contours : Mountainous Results

500K, 100m intervals

CO



WV



Contours : Mountainous Results

750K, 250m intervals

CO

WV



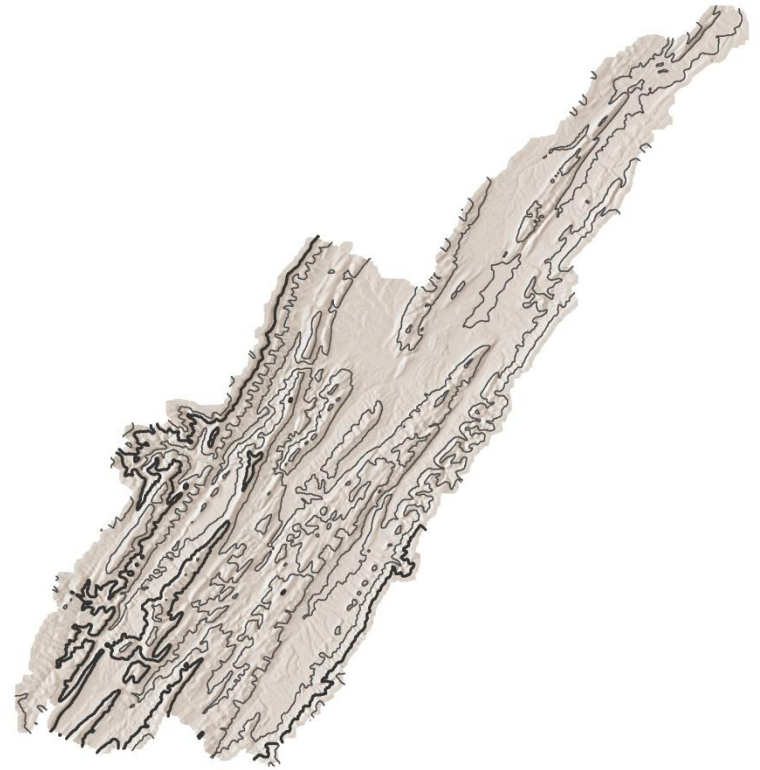
Contours : Mountainous Results

1M, 250m intervals

CO



WV



Contours : Hilly Results

24K, 10m intervals

TX

MO



NACIS October 2011

Contours : Hilly Results

50K, 10m intervals

TX

MO



NACIS October 2011

Contours : Hilly Results

100K, 25m intervals

TX

MO

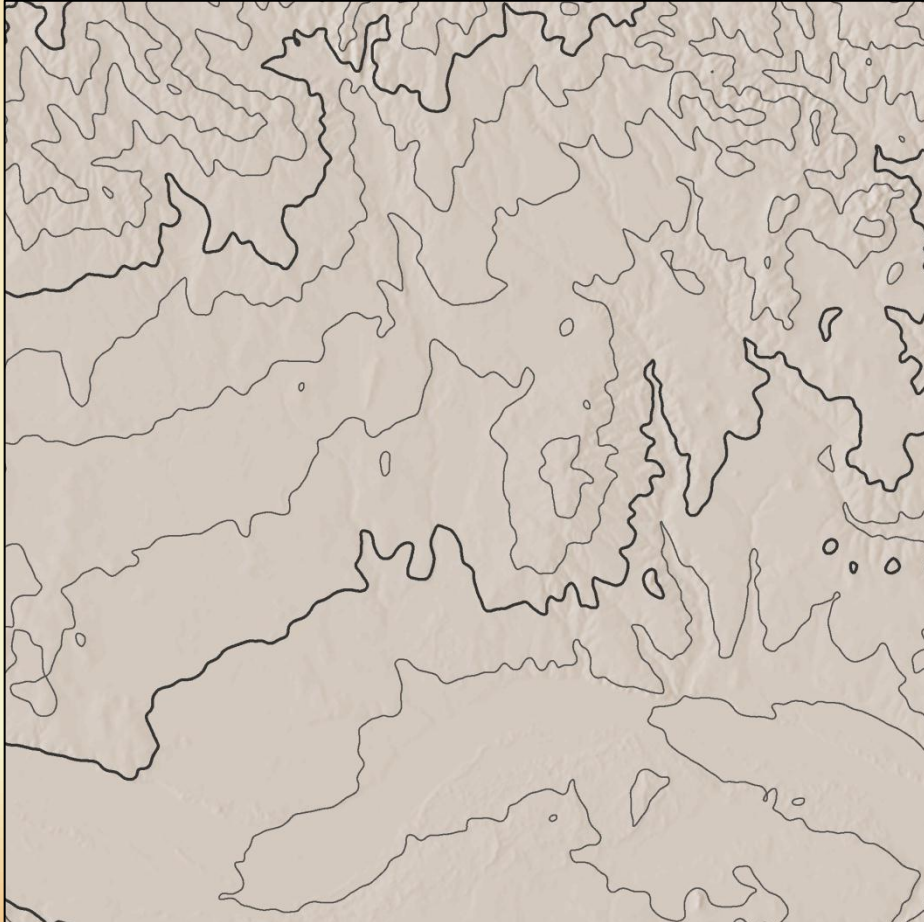


NACIS October 2011

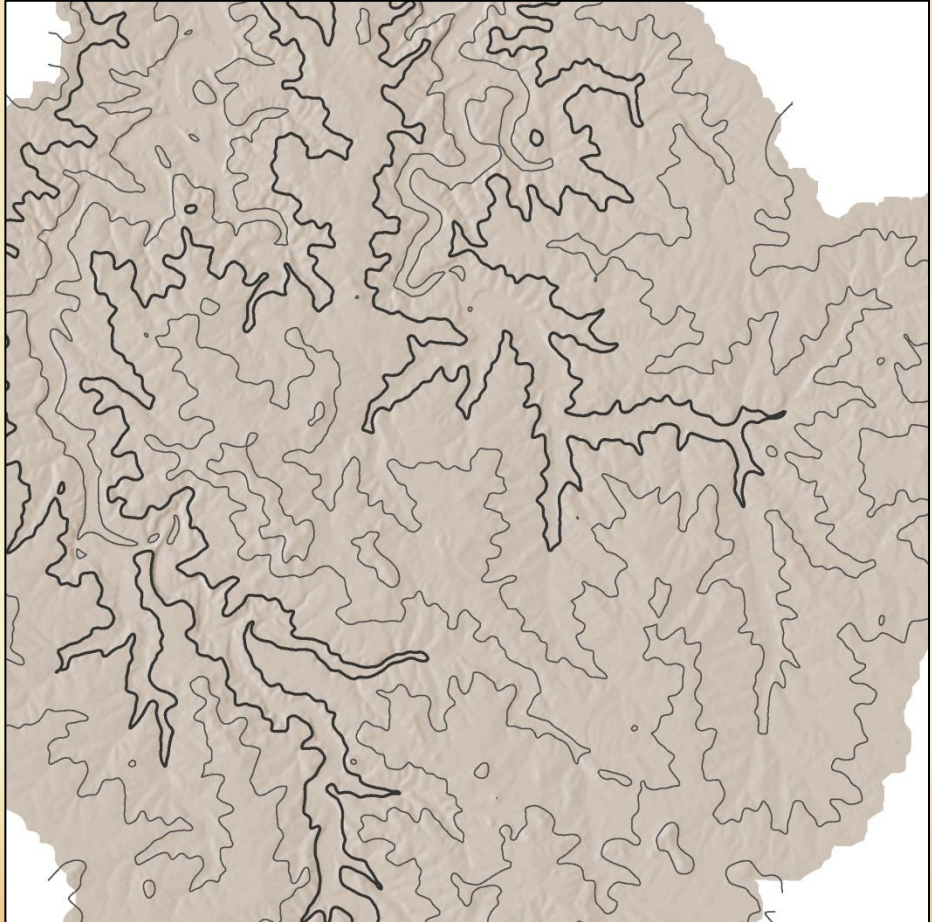
Contours : Hilly Results

250K, 25m intervals

TX



MO

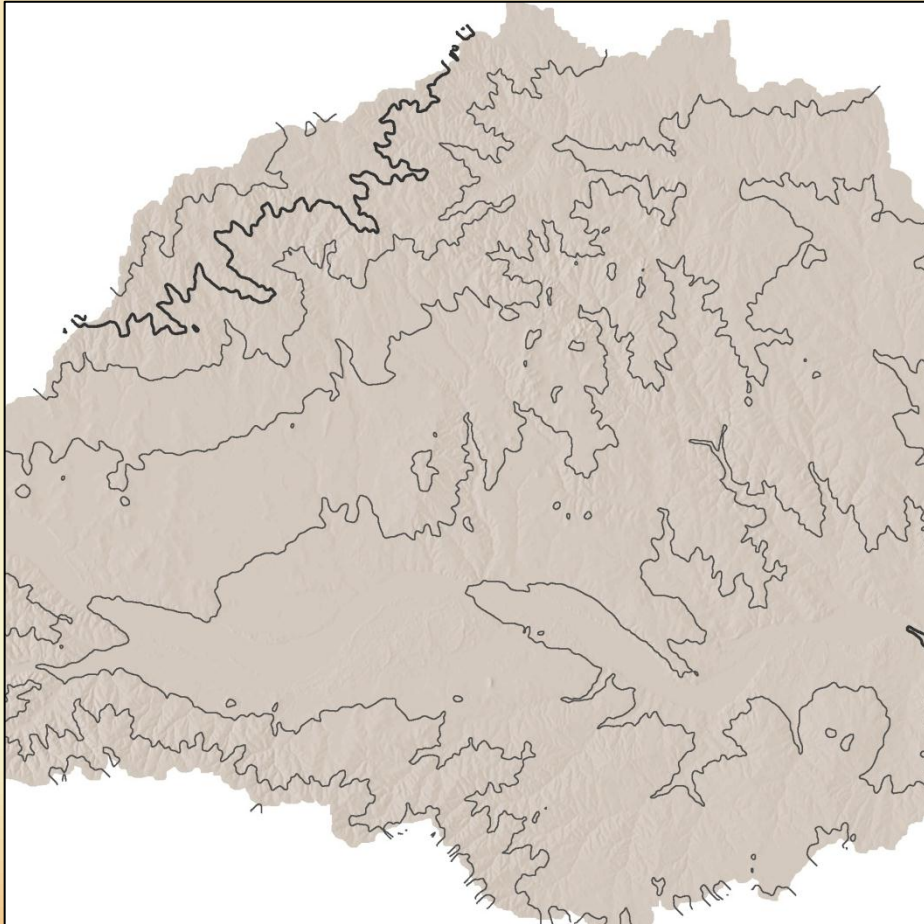


NACIS October 2011

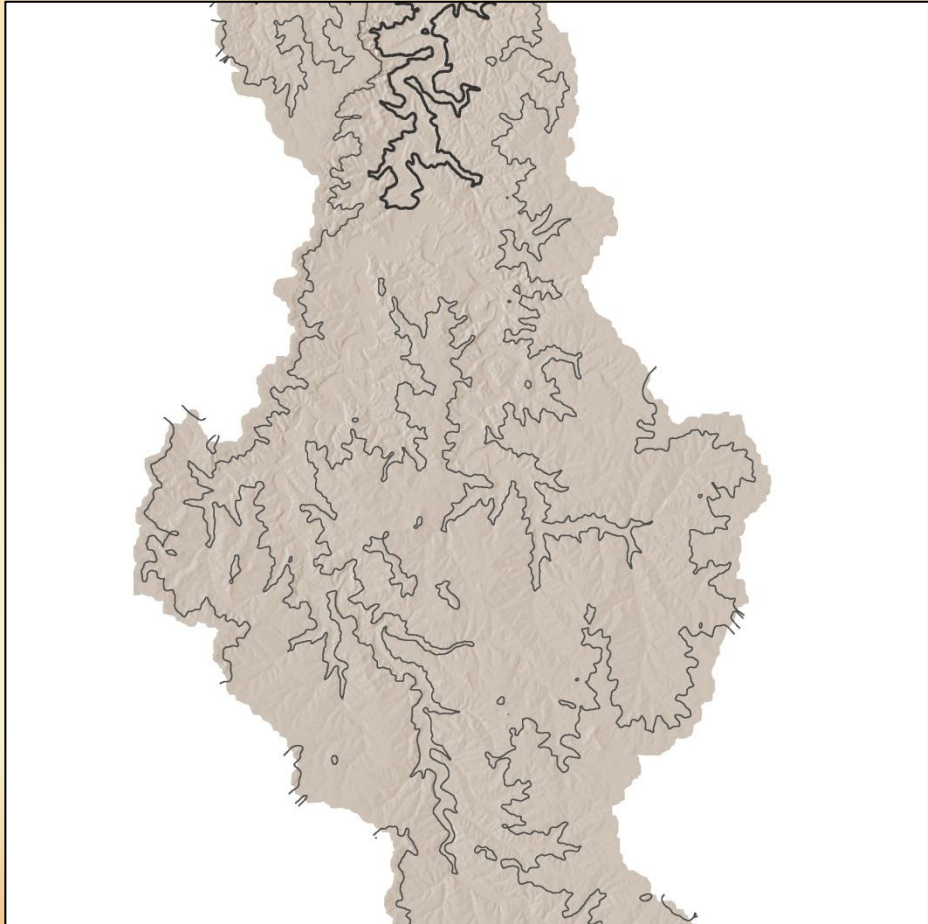
Contours : Hilly Results

500K, 50m intervals

TX



MO



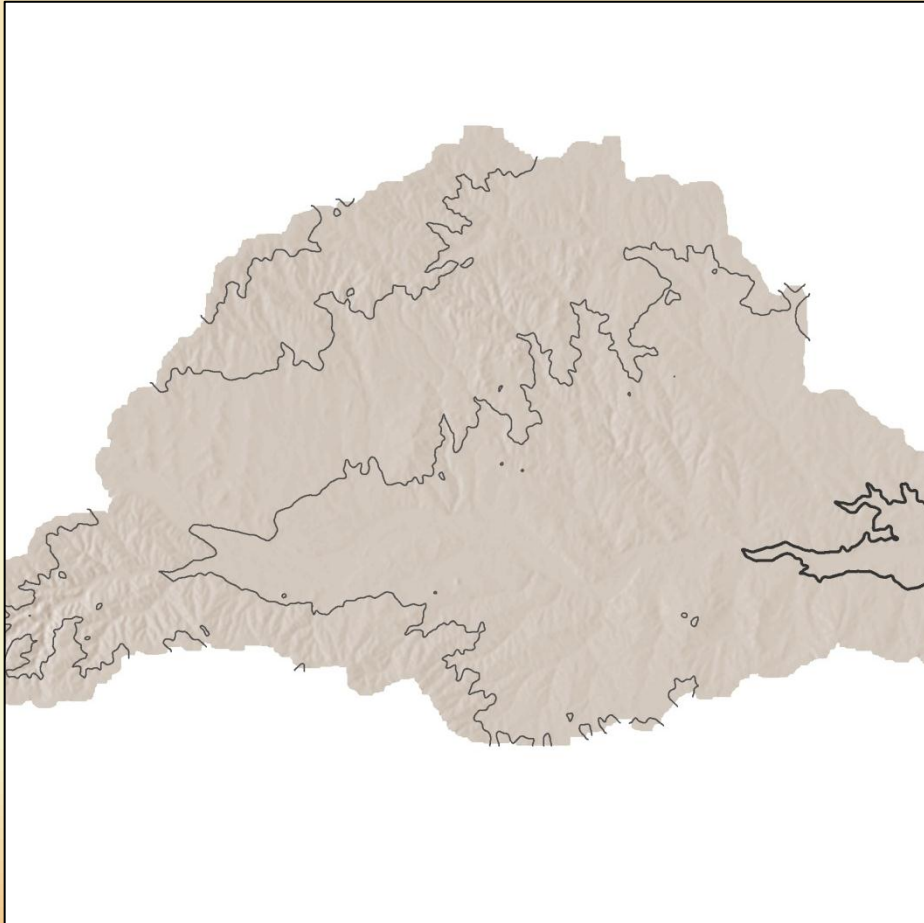
NACIS October 2011

Contours : Hilly Results

750K, 100m intervals

TX

MO

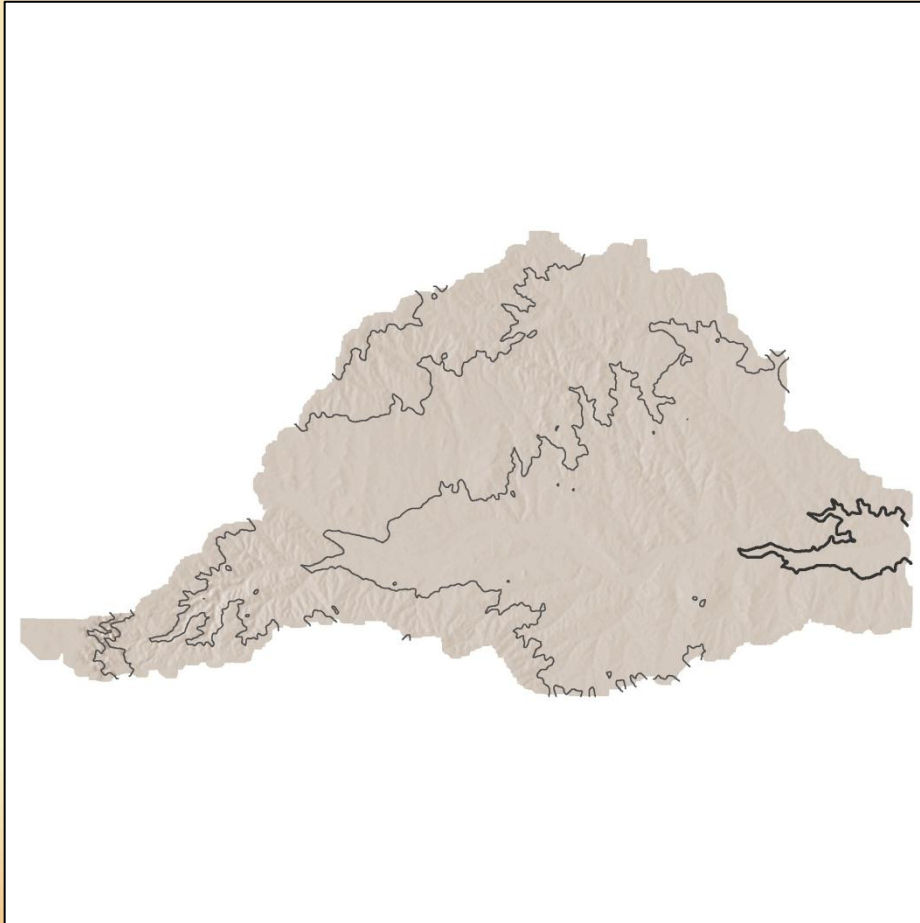


Contours : Hilly Results

1M, 100m intervals

TX

MO

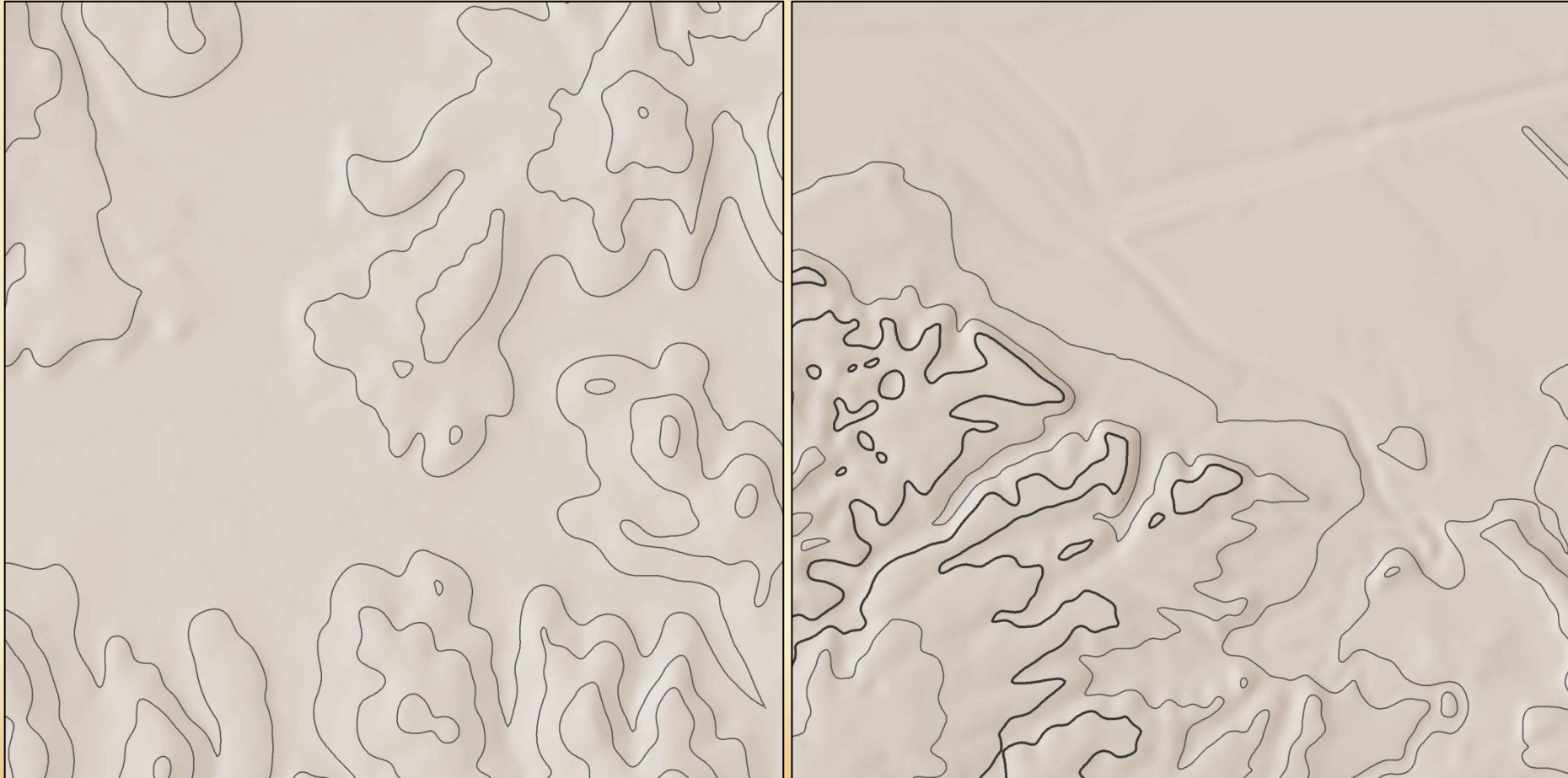


Contours : Urban (Hilly) Results

24K, 10m intervals

ATL

STL

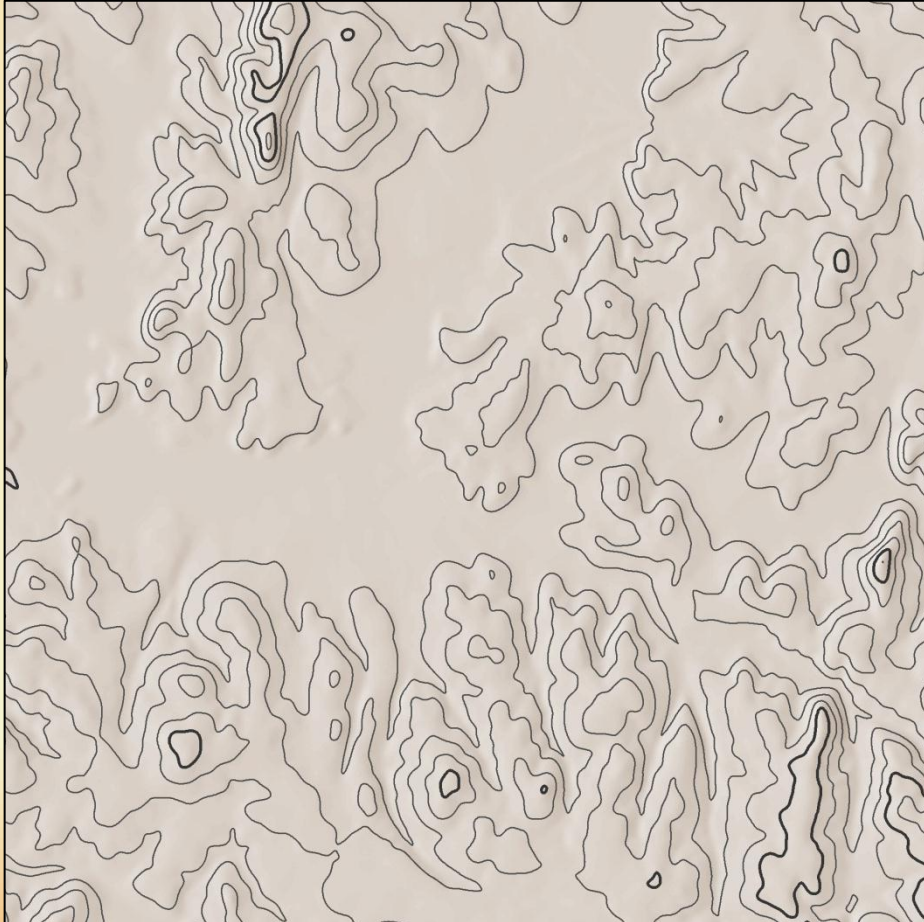


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Contours : Urban (Hilly) Results

50K, 10m intervals

ATL



STL



NACIS October 2011

Contours : Urban (Hilly) Results

100K, 25m intervals

ATL

STL



Contours : Urban (Hilly) Results

250K, 25m intervals

ATL



STL



Contours : Urban (Hilly) Results

500K, 50m intervals

ATL



STL



NACIS October 2011

Contours : Urban (Hilly) Results

750K, 100m intervals

ATL



STL



Contours : Urban (Hilly) Results

1M, 100m intervals

ATL



STL

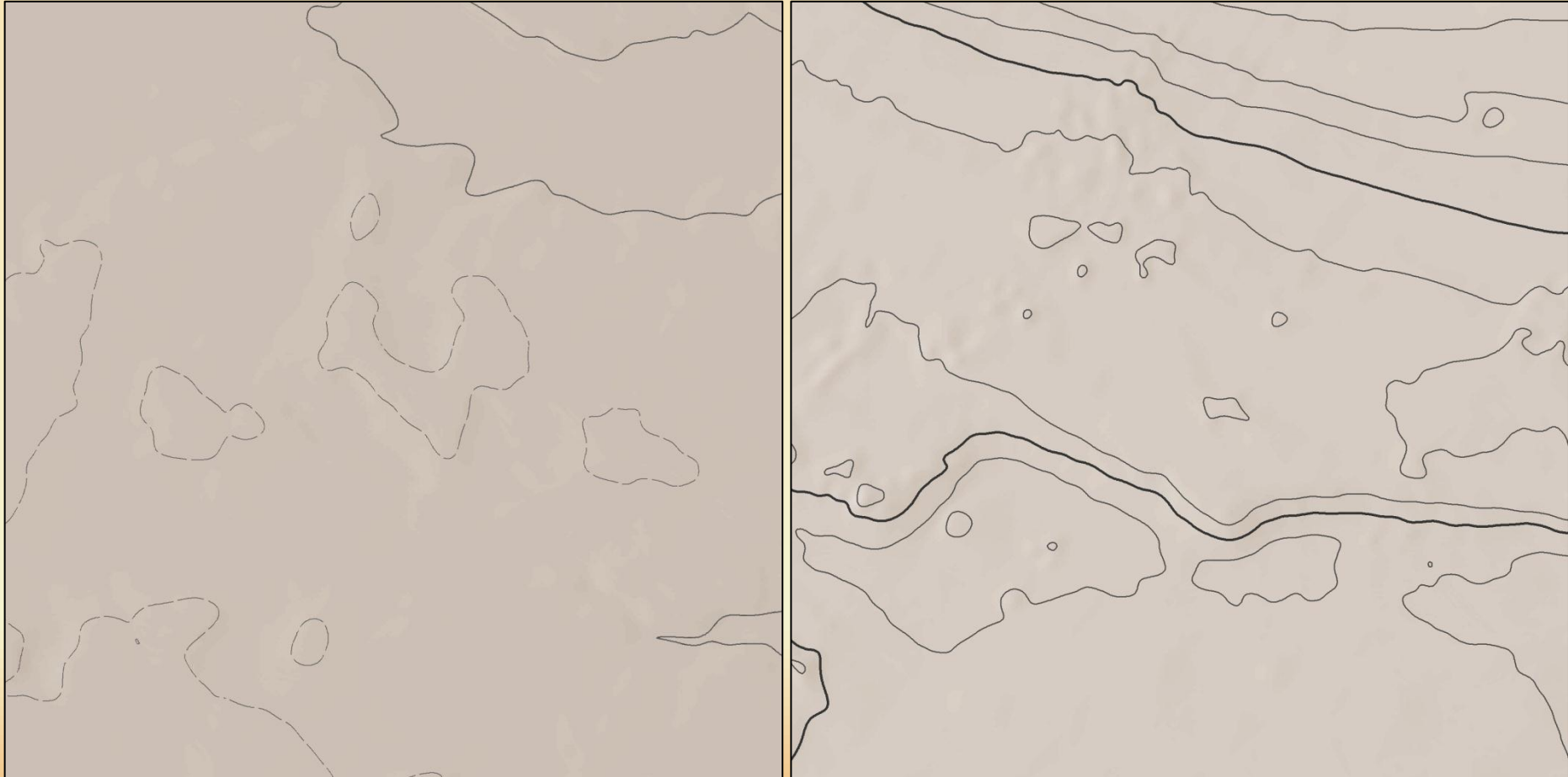


Contours : Flat Results

24K, 5m intervals

FL/GA

UT



NACIS October 2011

Contours : Flat Results

50K, 5m intervals

FL/GA



UT



NACIS October 2011

Contours : Flat Results

100K, 5m intervals

FL/GA

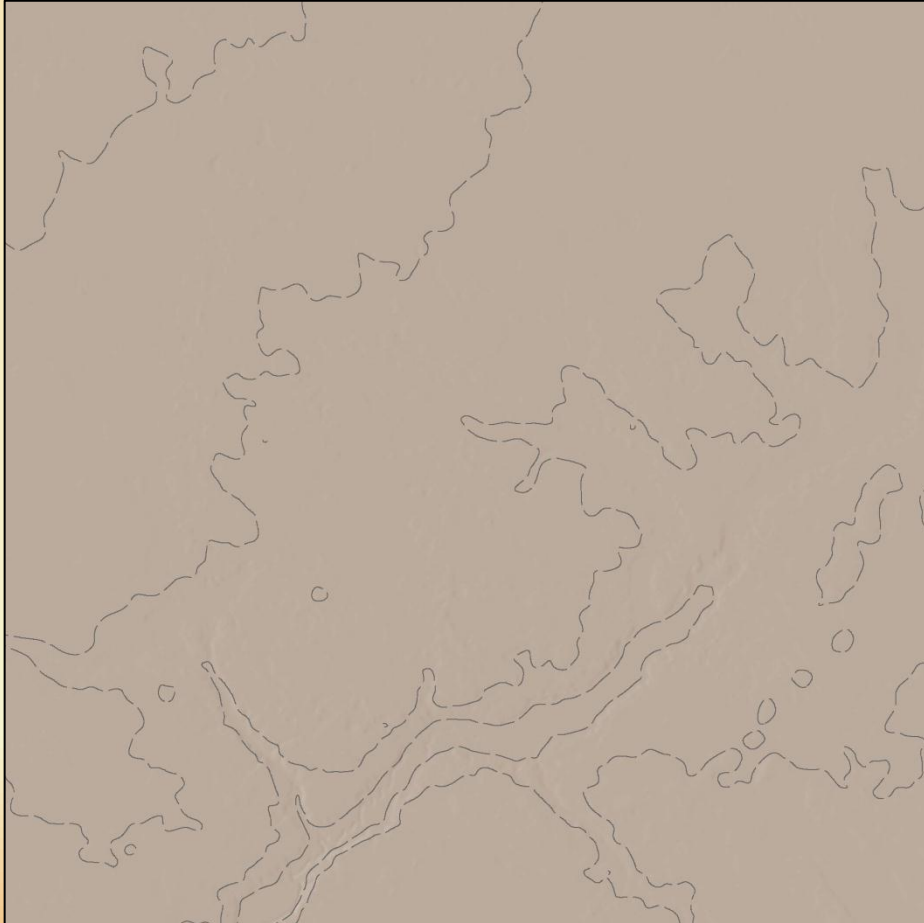
UT



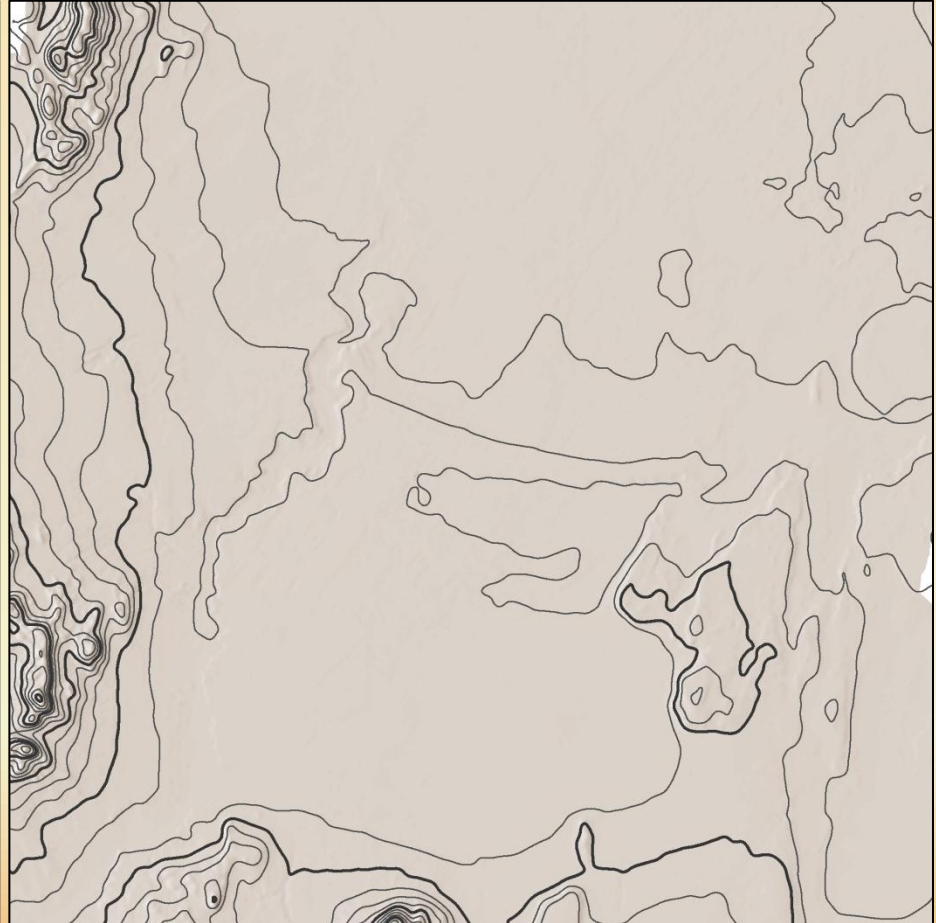
Contours : Flat Results

250K, 25m intervals

FL/GA



UT

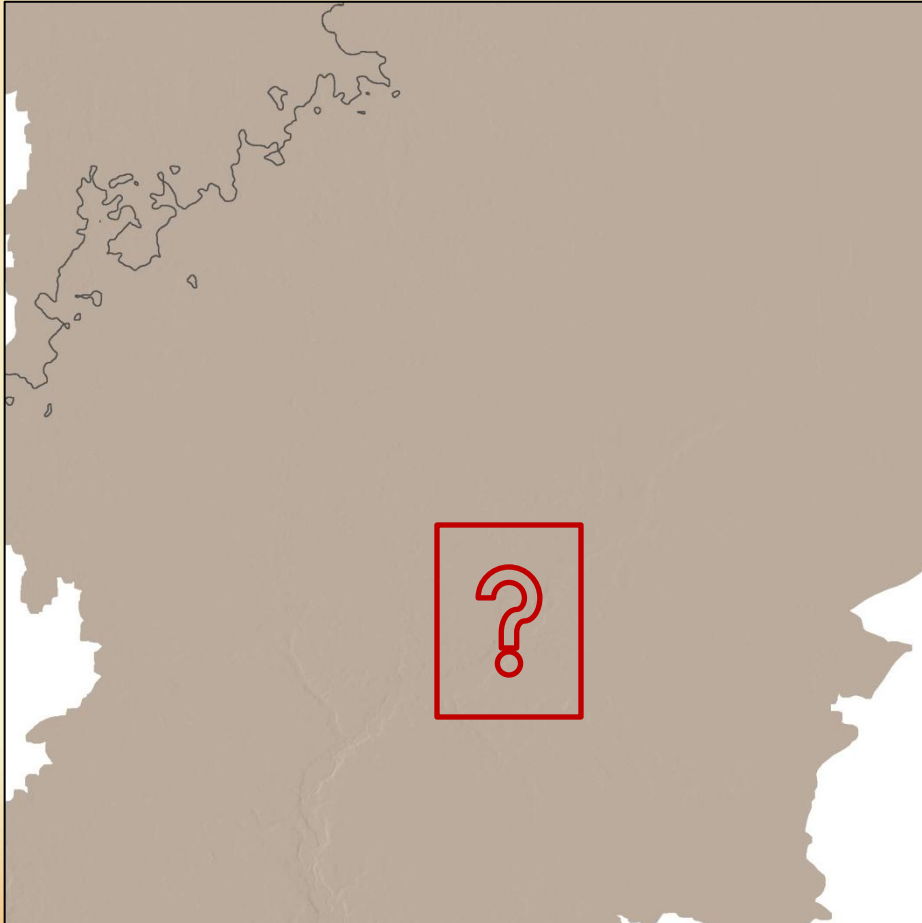


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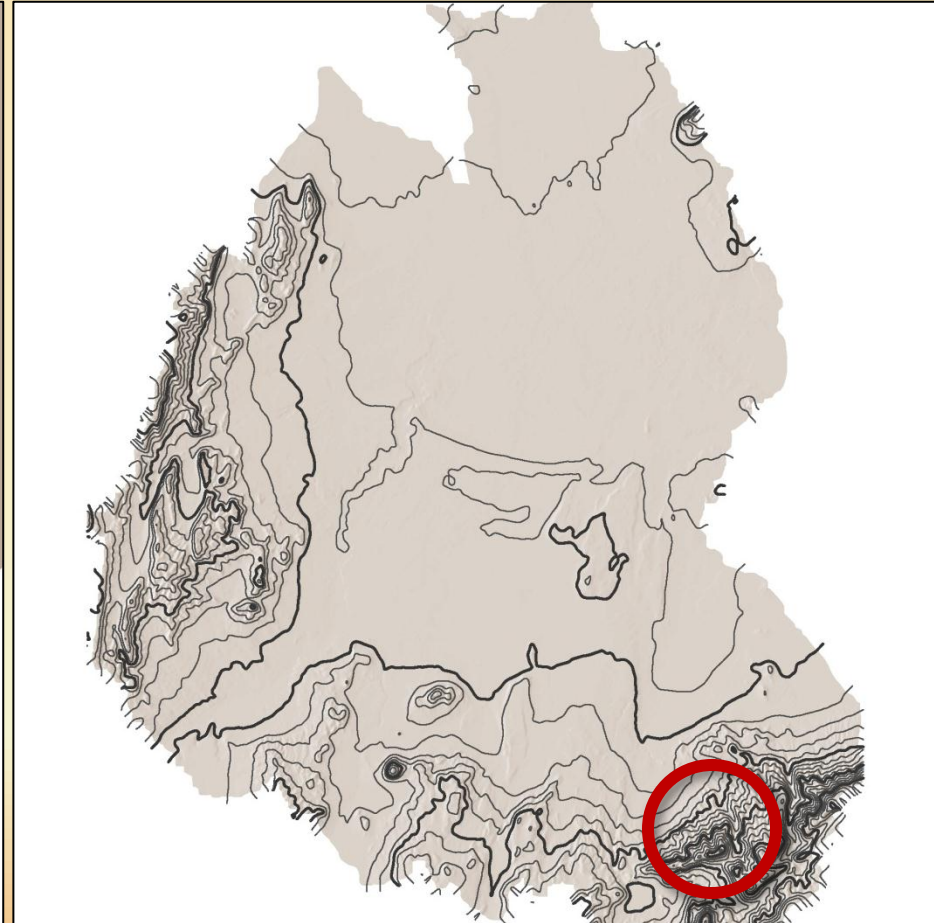
Contours : Flat Results

500K, 50m intervals

FL/GA



UT



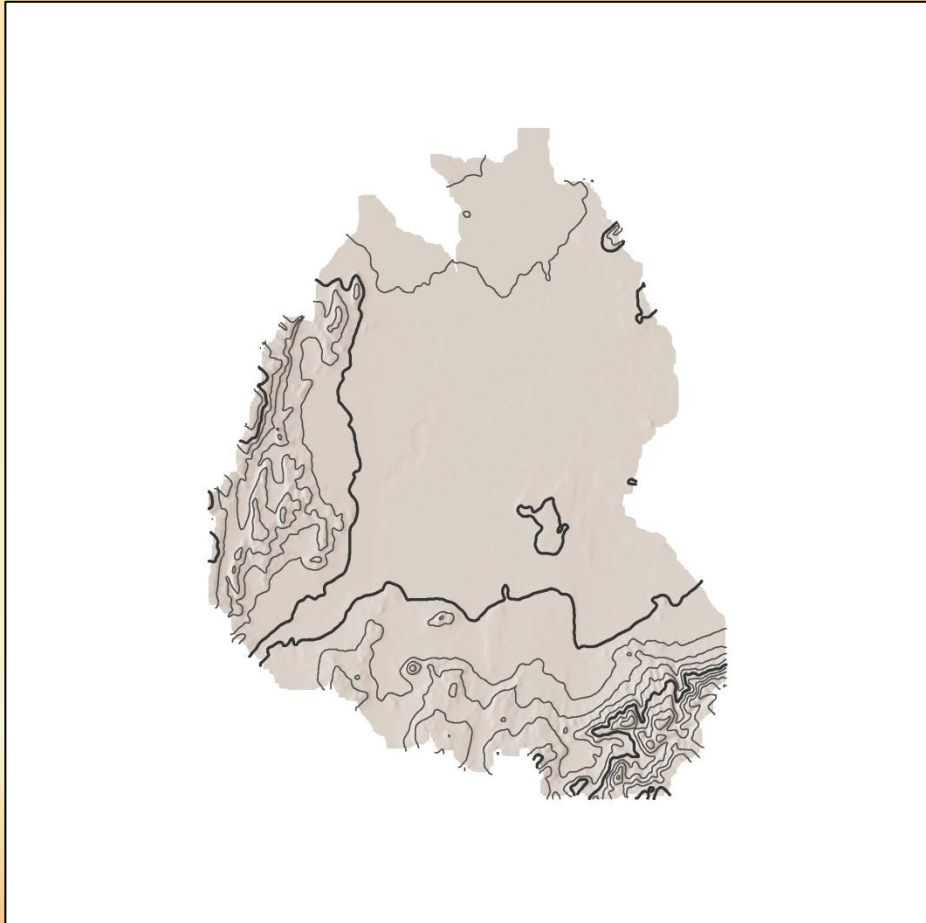
Contours : Flat Results

750K, 50m intervals

FL/GA



UT



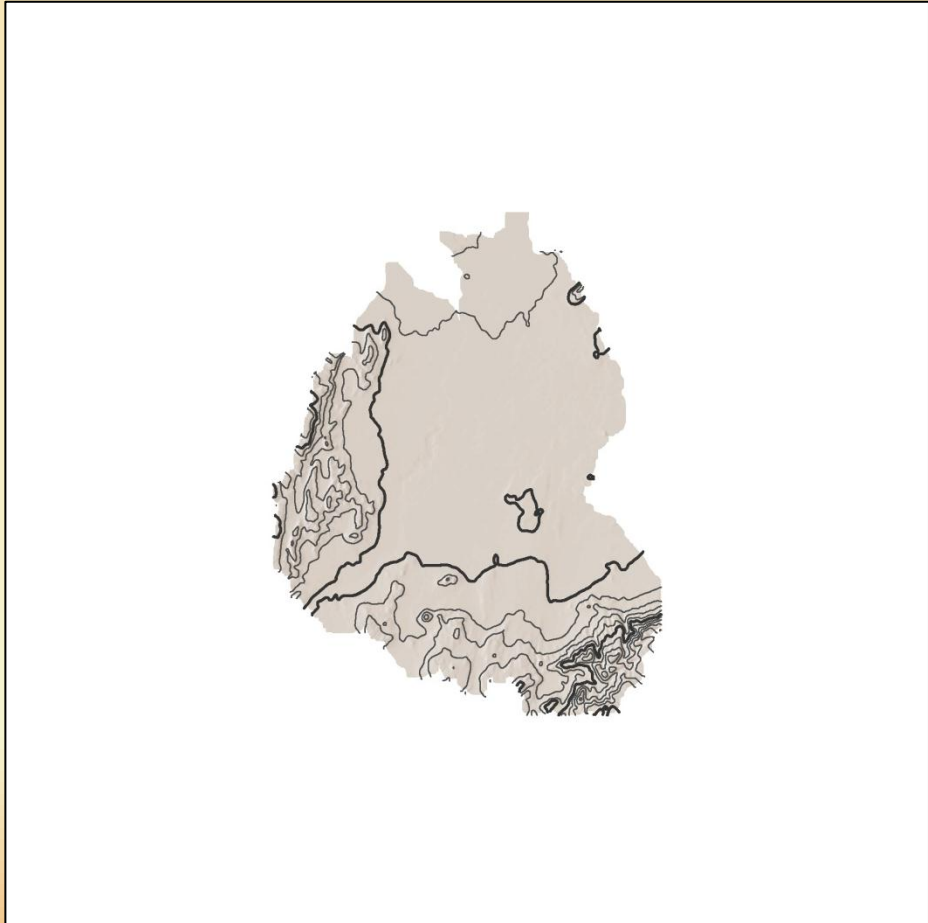
Contours : Flat Results

1M, 100m intervals

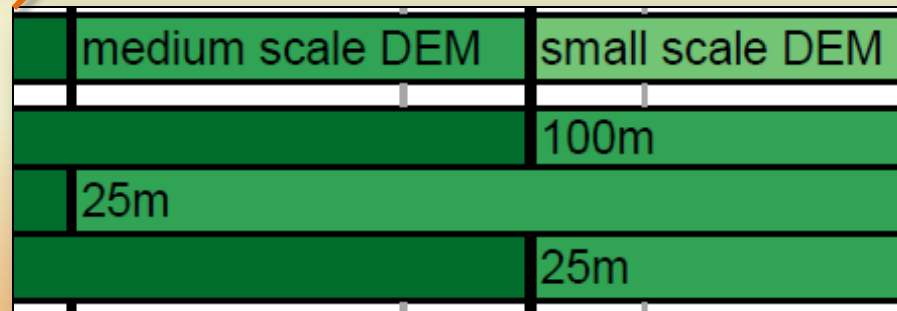
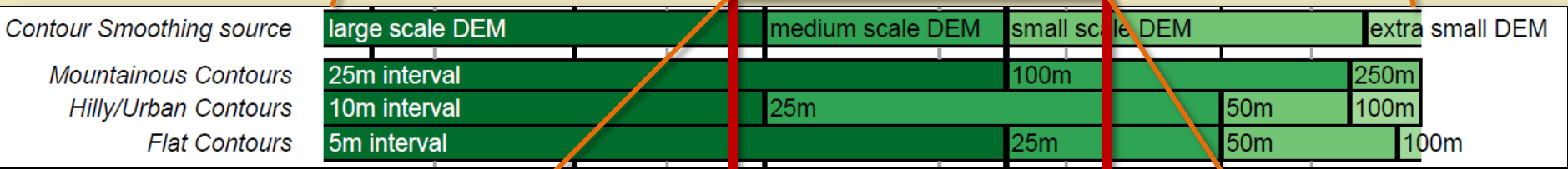
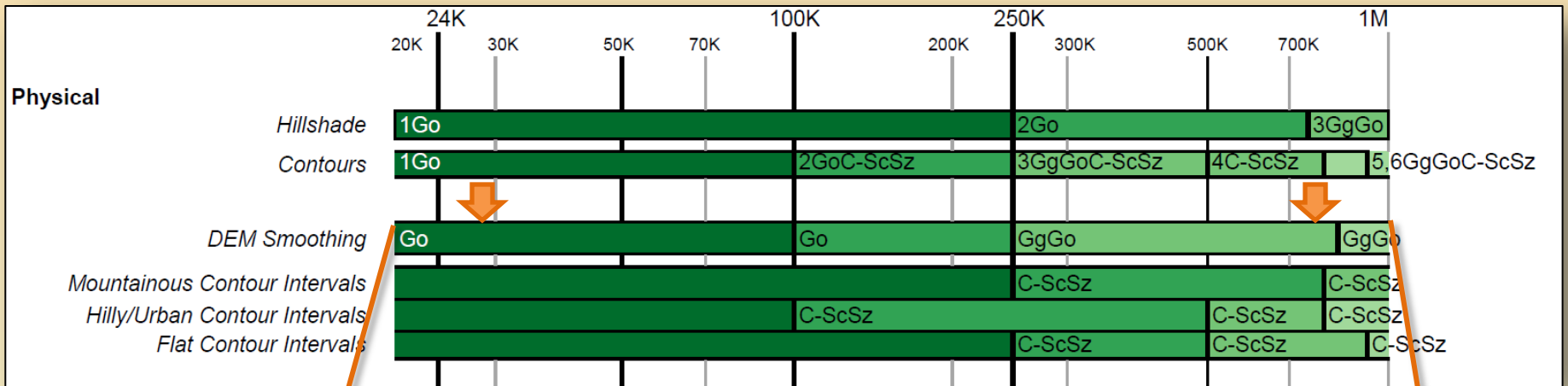
FL/GA



UT



Putting it all together : ScaleMaster



What's Next?

- Refine Contours – more detailed landscape types
- Identify what is being done to the DEM from filtering

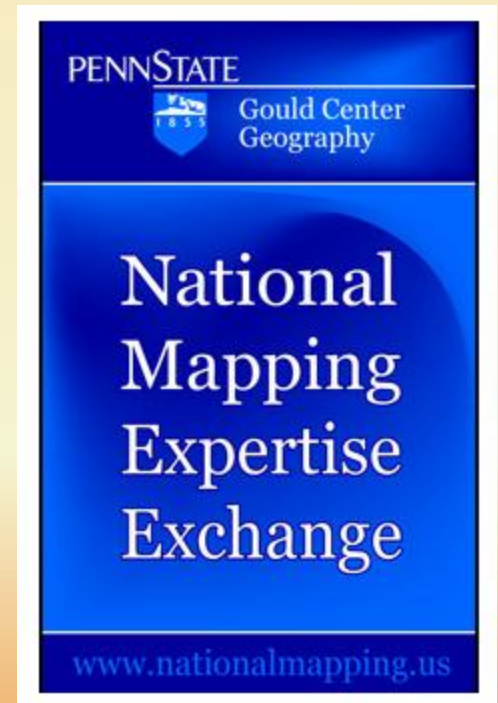
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ScaleMaster.org

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Questions??

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