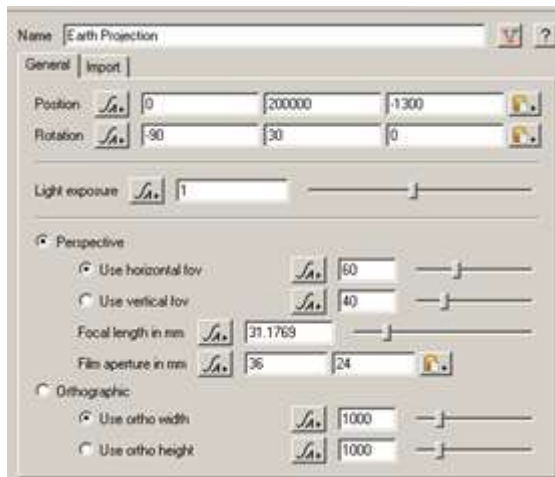


Create camera

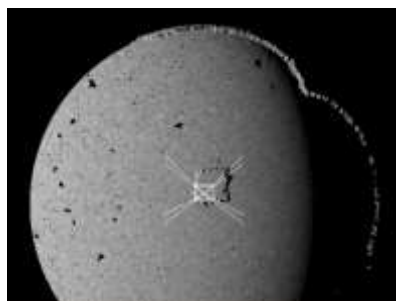


Create Shader and plug into Compute Terrain, set displacement to 100,000 so I could see the projection, BUT, when I set "Size" I get some really weird stuff happening....

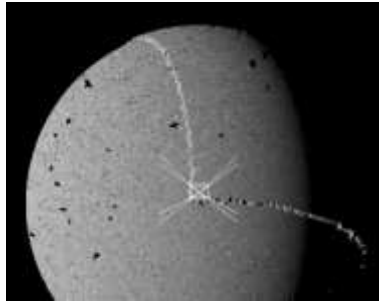
- 1) On the IMS if I set size to '1' I get a tiny sq. I measured it and found it was roughly 200km x 200km...which led me to rationalise that the area covered by the projection is determined by the height of the camera x the size ...so I raise the camera to 290km and find the size of the projected map increases to 290km....BING! a light goes on!



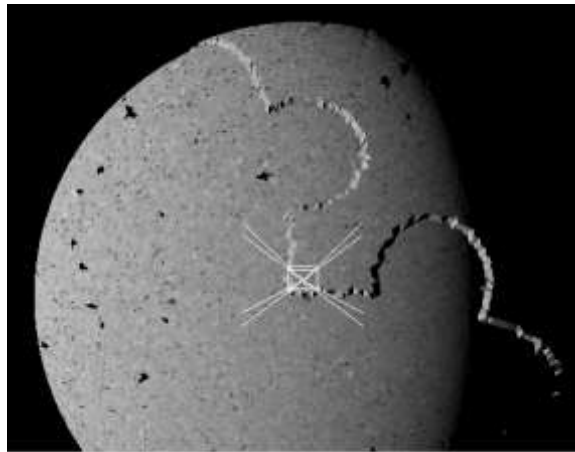
- 2) Now I set size to 2. Sure enough the terrain size doubles to about 580 km. But now I get an odd artefact creeping in on the top right of the planet (see below)....never mind, I carry on and hope its far enough away to not affect any views I want to create later....



- 3) I really want my area covered to be 2900km, so in theory I should set my size to 10 (290km high camera x 10 size = 2900km SQ), I now do so ...



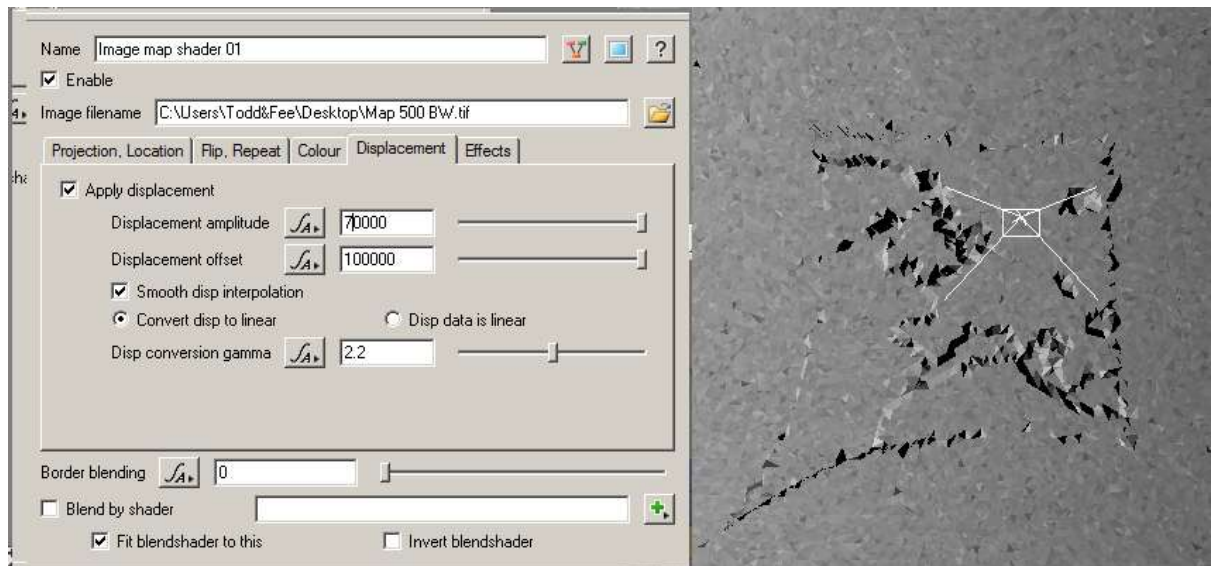
- 4) Whoa! WTH? My theoretical 2900km projection covers $\frac{1}{4}$ of the entire planet whose dimensions (I checked) as still at the default of $6.378e+006$.
- 5) I cannot figure out why the heck this should happen, so decide to just keep on doubling from a small value until I get the size I want...but this is going to be tricky as there doesn't seem to be a straight line correlation in the size increase....spherical trigonometry?? I dunno, I didn't really pay attention to that in school...if they even covered it...
- 6) Lets try setting my size to 3 and see what happens....



- 7) WTH x 2!!!! My square, which now measures roughly 1,000km across has been joined by the creeping stuff that sat off on the horizon. Lets see what happens if I set my IMS position to 'centre' rather than 'lower left'....

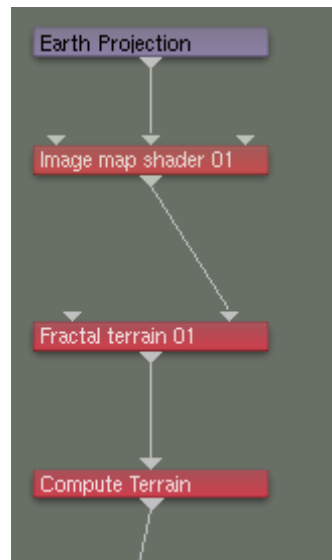


- 8)
- 9) Better, but still no cigar., still it's the best Ive got, so lets try ramping up the amplitude of the image map to see how the terrain looks....



- 10) OK, I can see the B+W mask for my terrain coming through, so at least that bit is working...
- 11) I doubt it will make any difference, but, in line with stgermain's steps lets add in the fractal to see if that improves anything...
- 12) Well, I fiddle for about an hour or so with just about every darned setting I can think of under the "Fractal Terrain 01" tabs, and I just get a blank terrain....I think I might take a long break frm TG2 before I throw something through the screen... Some of my settings are below (but just about every field and radio button has had maximum, minimum and various settings in between tried....eg Amplitude has been tried at 0, 1, 100, 1000, 10,000, 100,000 + +...the I change the diplacement from (say 1000, to 10,000) and repeat...and repeat, and repeat...

Camera settings as above "Earth Projection" with Y position set to 290,000 rather than 200,000 as shown.



Name: Image map shader 01

☒ Enable

Image filename: C:\Users\Todd\Fee\Desktop\Map 500 Bw.tif

Projection, Location | Flip, Repeat | Colour | Displacement | Effects

Projection type: Through camera

Projection camera: Earth Projection

☒ Position center ☐ Position lower left

Position: 0 0 0

Size: 3 3

Border blending: 0

☐ Blend by shader

☒ Fit blendshader to this ☐ Invert blendshader

Name: Image map shader 01

☒ Enable

Image filename: C:\Users\Todd\Fee\Desktop\Map 500 Bw.tif

Projection, Location | Flip, Repeat | Colour | Displacement | Effects

☒ Apply displacement

Displacement amplitude: 70000

Displacement offset: 100000

☐ Smooth disp interpolation

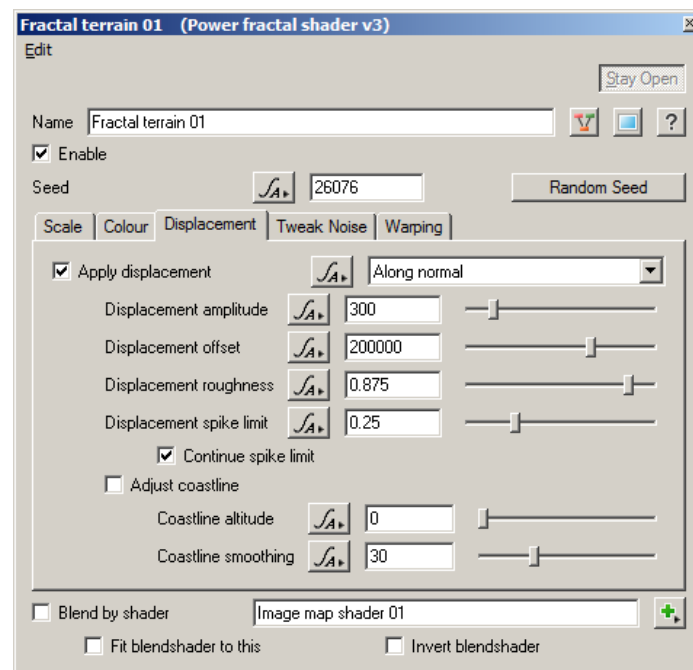
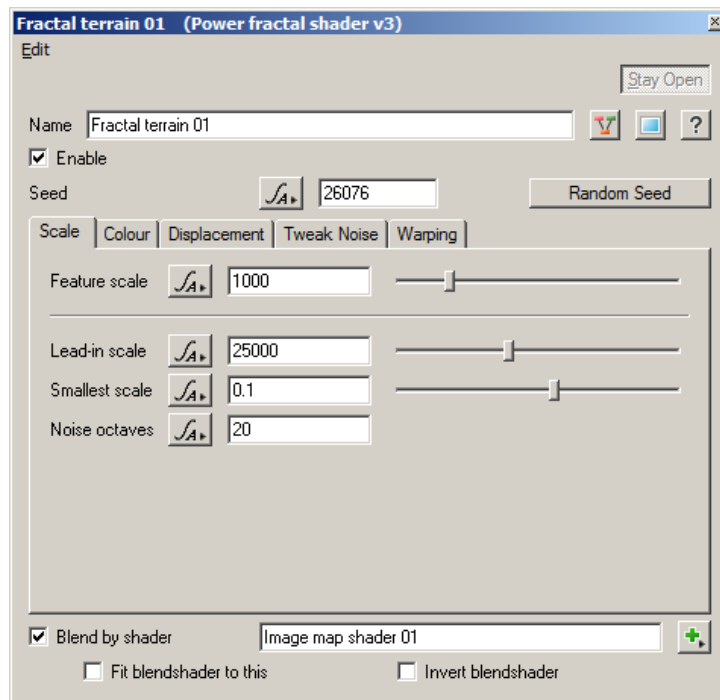
☒ Convert disp to linear ☐ Disp data is linear

Disp conversion gamma: 2.2

Border blending: 0

☐ Blend by shader

☒ Fit blendshader to this ☐ Invert blendshader



(also tried with “Blend by Shader” ticked)

Compute Terrain left at default.