Texture Maps

with Photoshop
Texture map

an image that shows surface detail in plan view

Uses...

- draped over a digital terrain
- a contextual backdrop for plan maps

Examples... orthophotos / scanned paper maps / shaded relief
Why build land cover texture maps?

- consistent coverage
- managed content
- managed presentation
Land texture maps (Version 2)

- higher resolution
- updated data
- wider range of source data
- scripted processing
- non-destructive processing
- improved FX and visual representation
Source data

- LINZ Topo50
- LCDB2
- Geographx

Software

Manifold System / Global Mapper / Adobe Photoshop
Total Dataset

116 tiles

40 billion pixels

315 Gb

16384 pixels @ 4m = 65,536m

340 megapixels

2.7 Gb

1024px buffer