

# **Bagian 2:**

## ***Visualizing your Data***



# Visualizing your Data

- **Areas of Interest (AOI's)**
- **Profil spasial (*Spatial Profiles*)**
- **IMAGINE Pyramid Layers**
- **Tampilan 3 Dimensi**

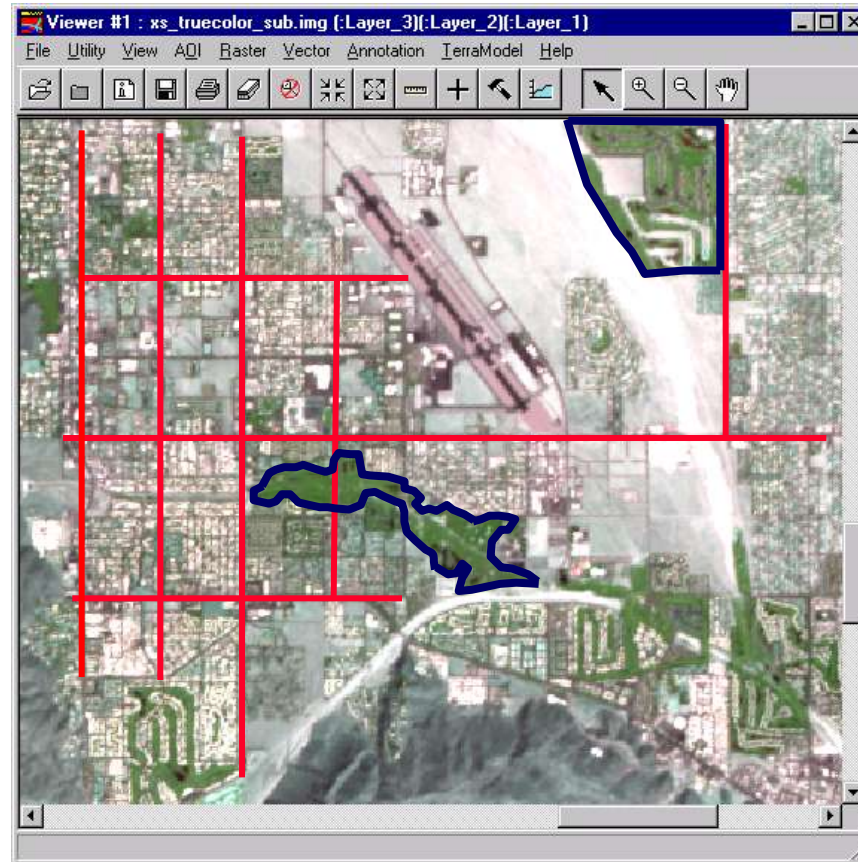


# **Latihan 1: Menampilkan dan Mengolah Area yang Spesifik**



# Areas of Interest

- Digunakan untuk mengidentifikasi dan membatasi area studi



# Areas of Interest

**Membuat** ←  
AOI poligon

**Membuat** ←  
AOI polyline/  
garis

**Klik utk**  
*undo*  
*perubahan*  
terakhir

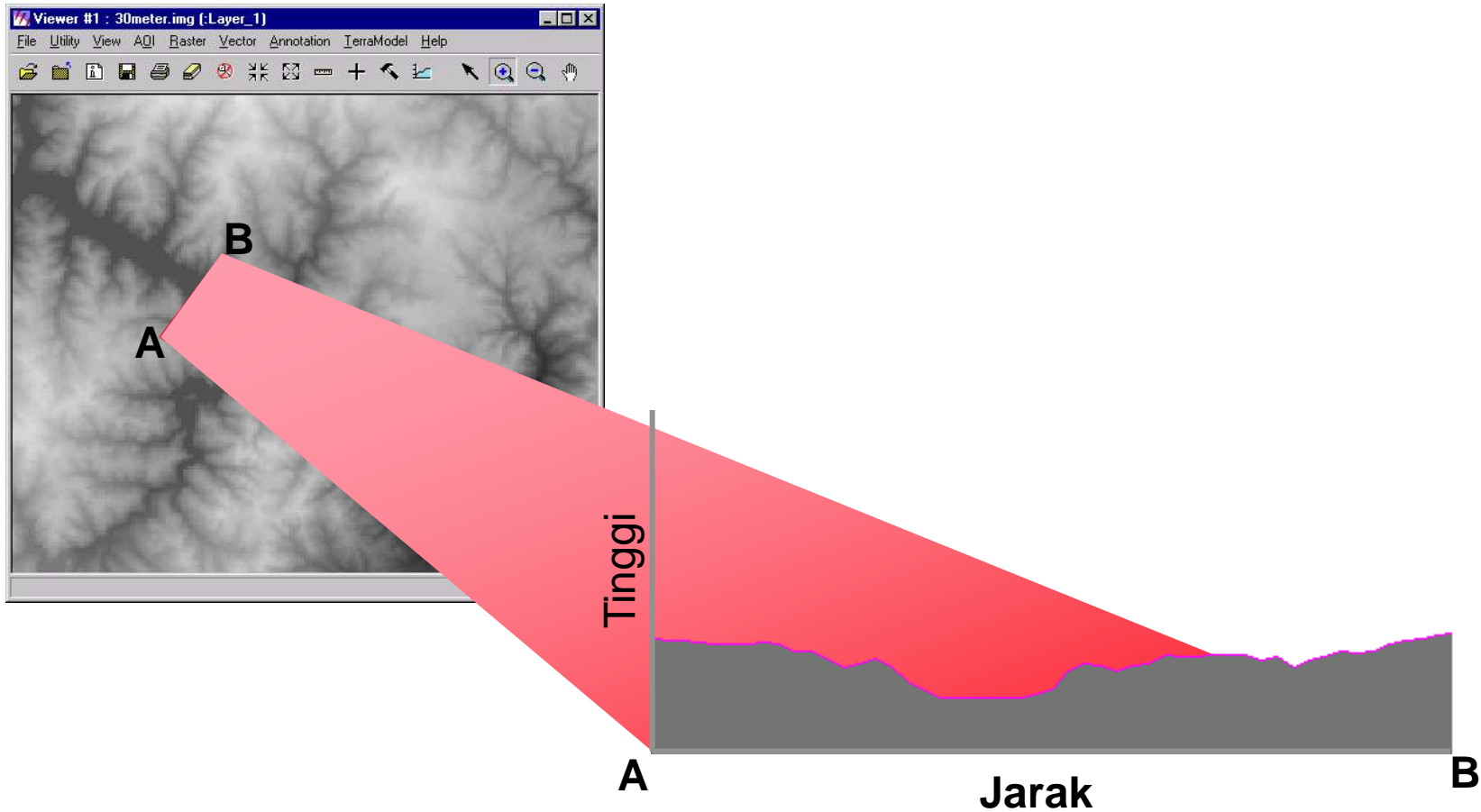
- Klik untuk mengubah poligon/polyline terpilih:**
- **LMB** utk pindahkan vertex
  - **MMB** utk tambah vertex
  - **Shift MMB** utk tambah atau pindahkan vertex

**Challenge 1:  
Gunakan Profile Tools  
untuk memperoleh informasi  
*topography***



# Spatial Profiles (Cross Sections)

- **Digital Elevation Models (DEM)**



# Pyramid Layers

- **Ukuran image yg besar: lebih cepat ter-*display***
- **Menjadi tambahan layer utk \*.img file**
- **External ke \*.img file**
  - Tambahan file (.rrd)
- **Internal ke \*.img file**
  - Ukuran file meningkat sekitar 1/3



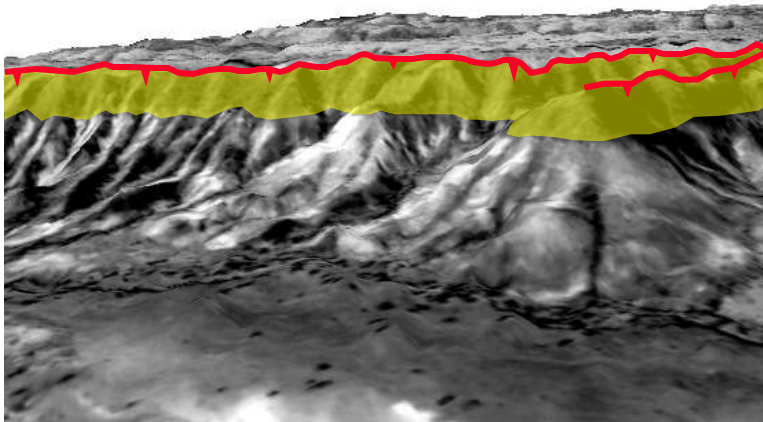
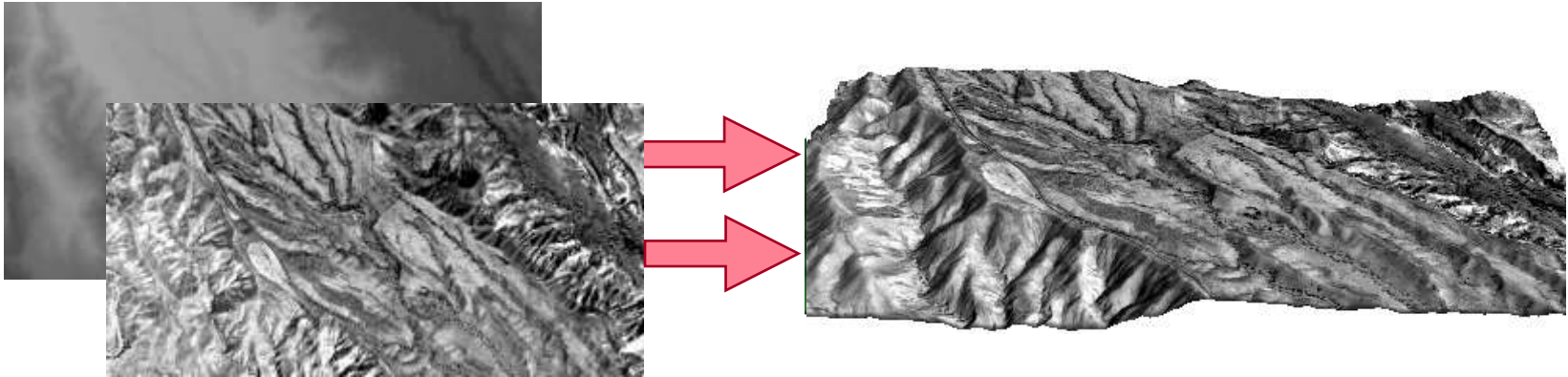


# Tampilan 3-Dimensi



# Tampilan 3D: Image Drape

- **DEM dan image**



**Struktur Geologi**



**Studi Vegetasi**



# Image Drape dan VirtualGIS

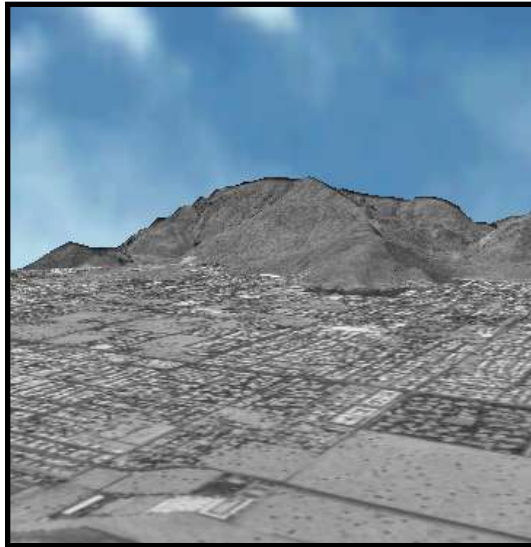
- **Image Drape membuat scene 3D secara statis perspective**

**Untuk banyak aplikasi hal ini dirasakan cukup berguna**

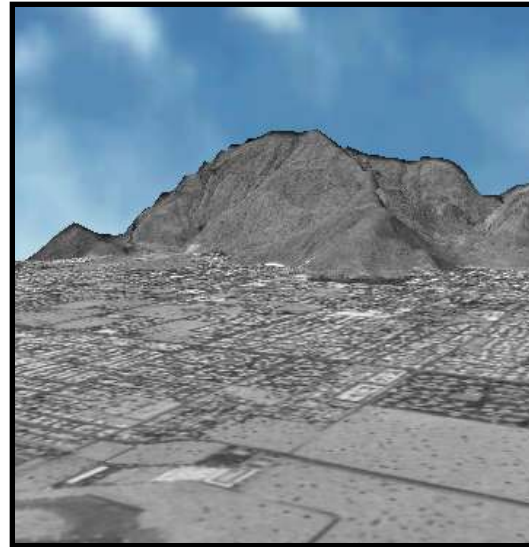
- **VirtualGIS menampilkan real time flight menggunakan citra, data vektor dan data anotasi**



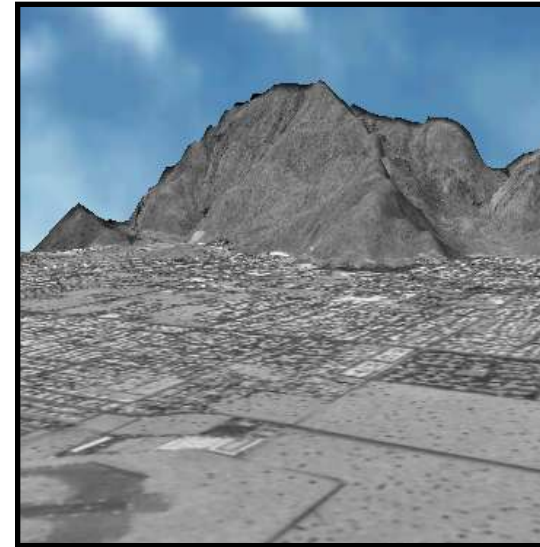
# Exaggeration



**1.0**



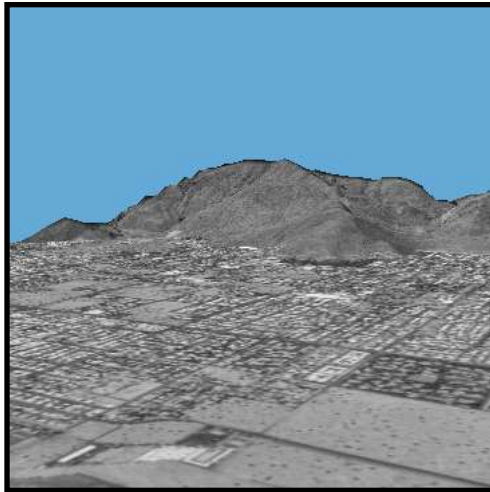
**1.5**



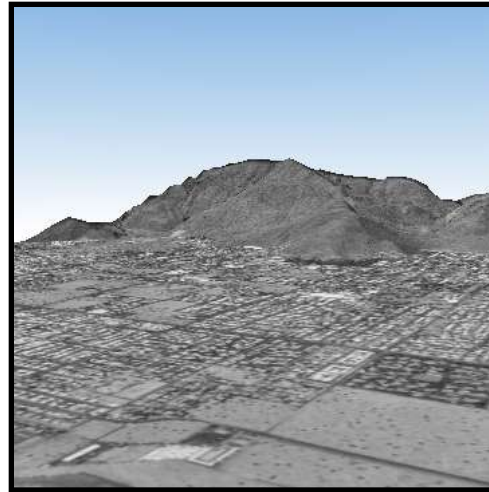
**2.0**



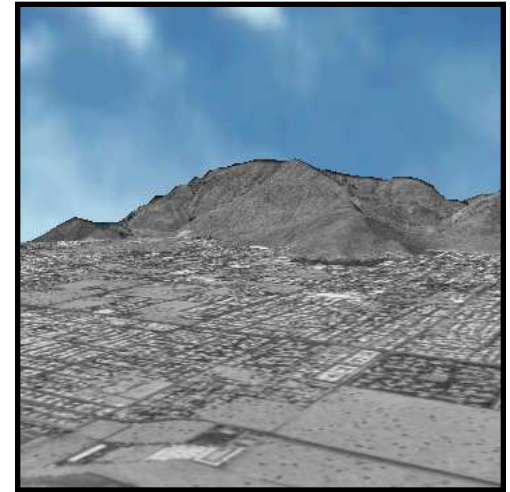
# Background Color



**Solid Color**



**Fade Color**

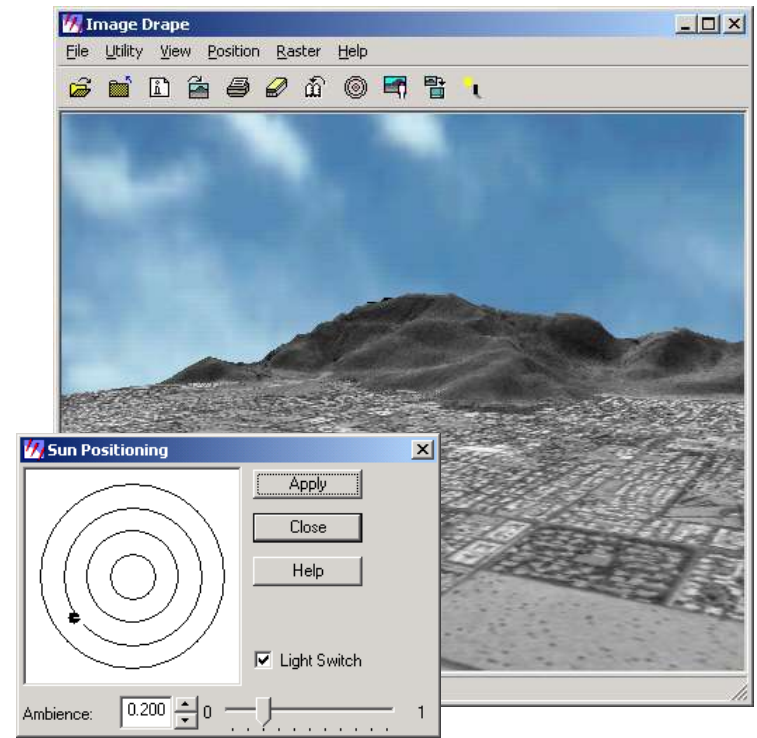
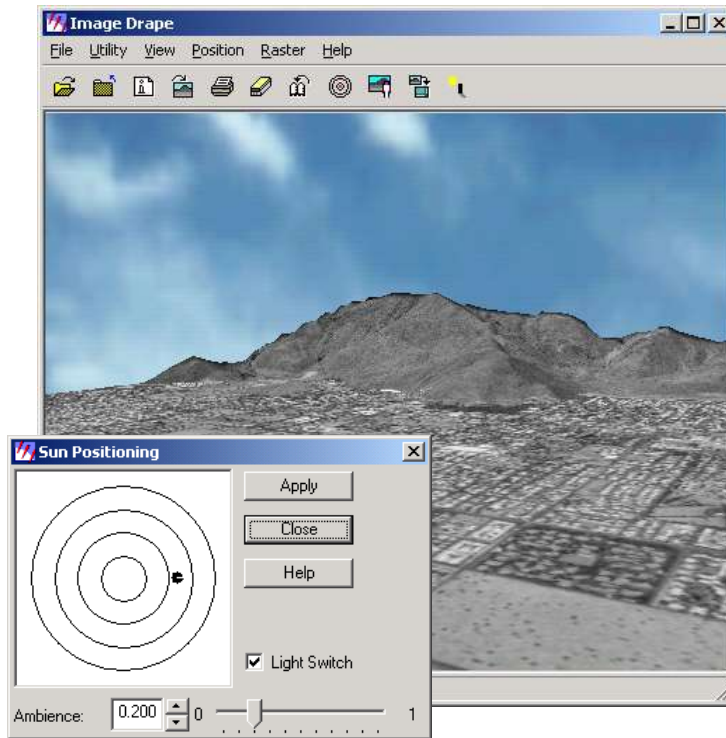


**Image**



# Posisi matahari

- **Memanipulasi posisi matahari**

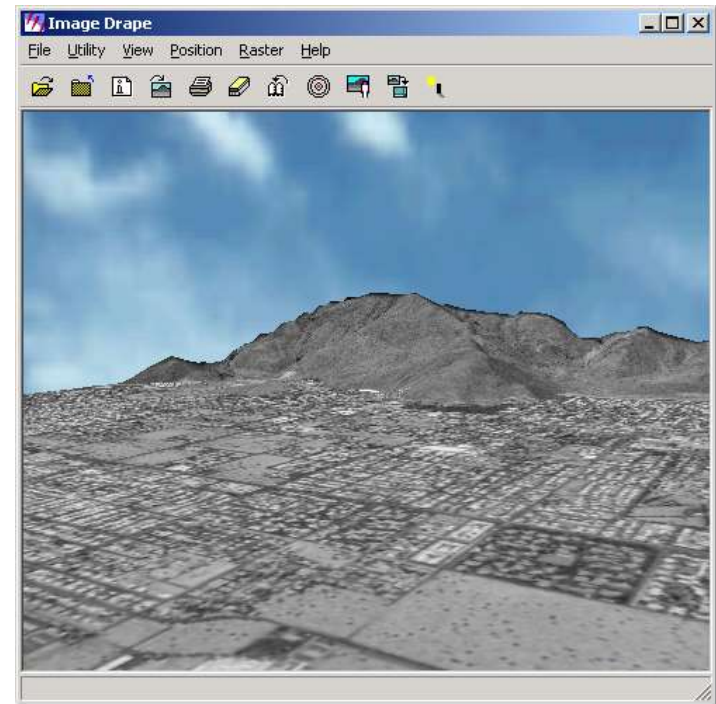
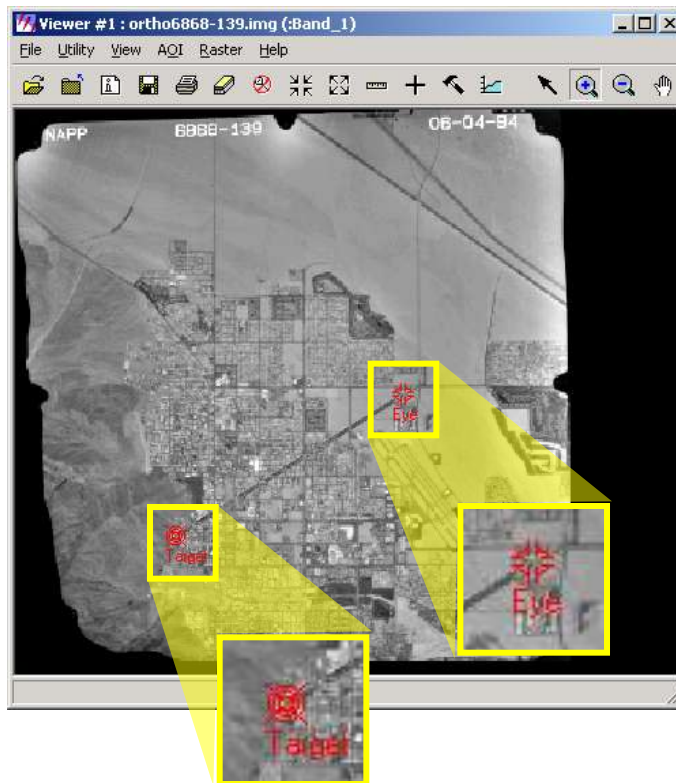


- **Image Drape Viewer**
  - Eye dan Target dipindah-pindah dalam 2D Viewer
  - Position Tool di Image Drape



# Image Drape Movement

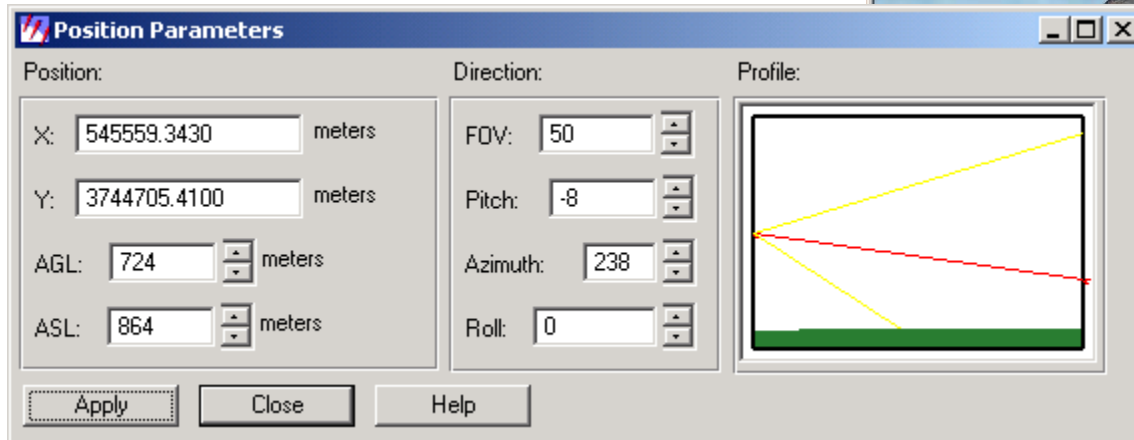
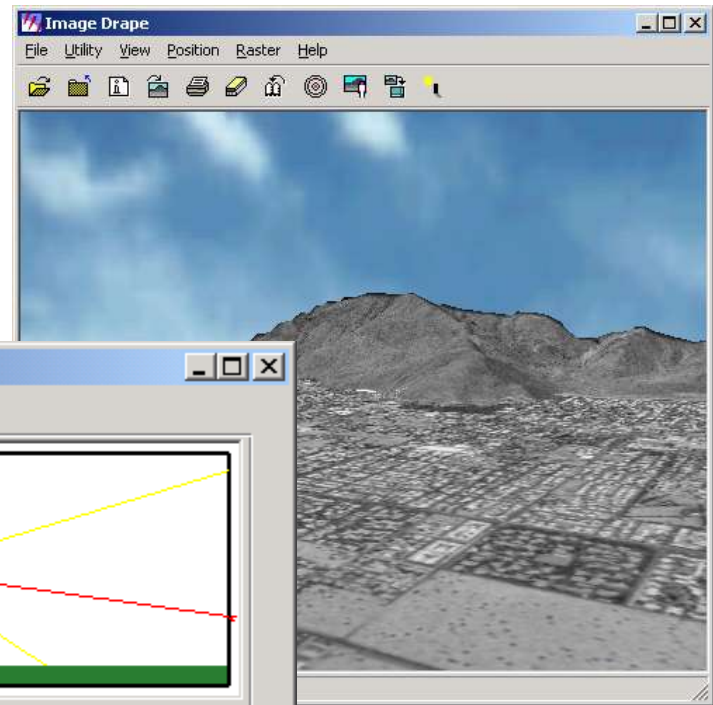
- Dalam Image Drape “Eye” dan “Target” dapat dipindah-pindah di 2D Viewer





# Image Drape Movement

- **Position Parameters**
  - X, Y coordinates
  - AGL – Above Ground Level
  - ASL – Above Sea Level
  - FOV – Field of View
  - Pitch, Azimuth, Roll



# Position Editor

- Dapat di-save posisi nya

