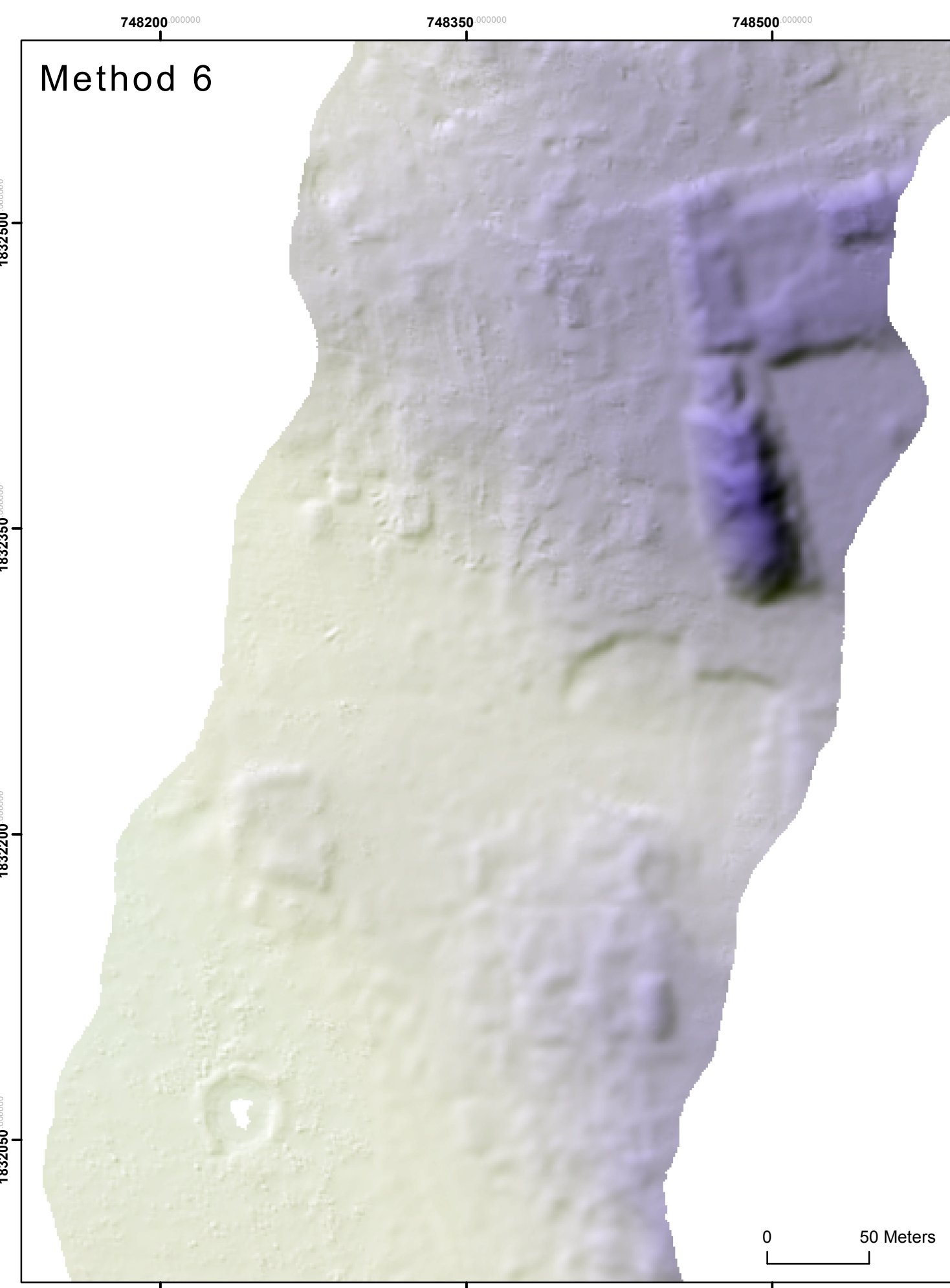
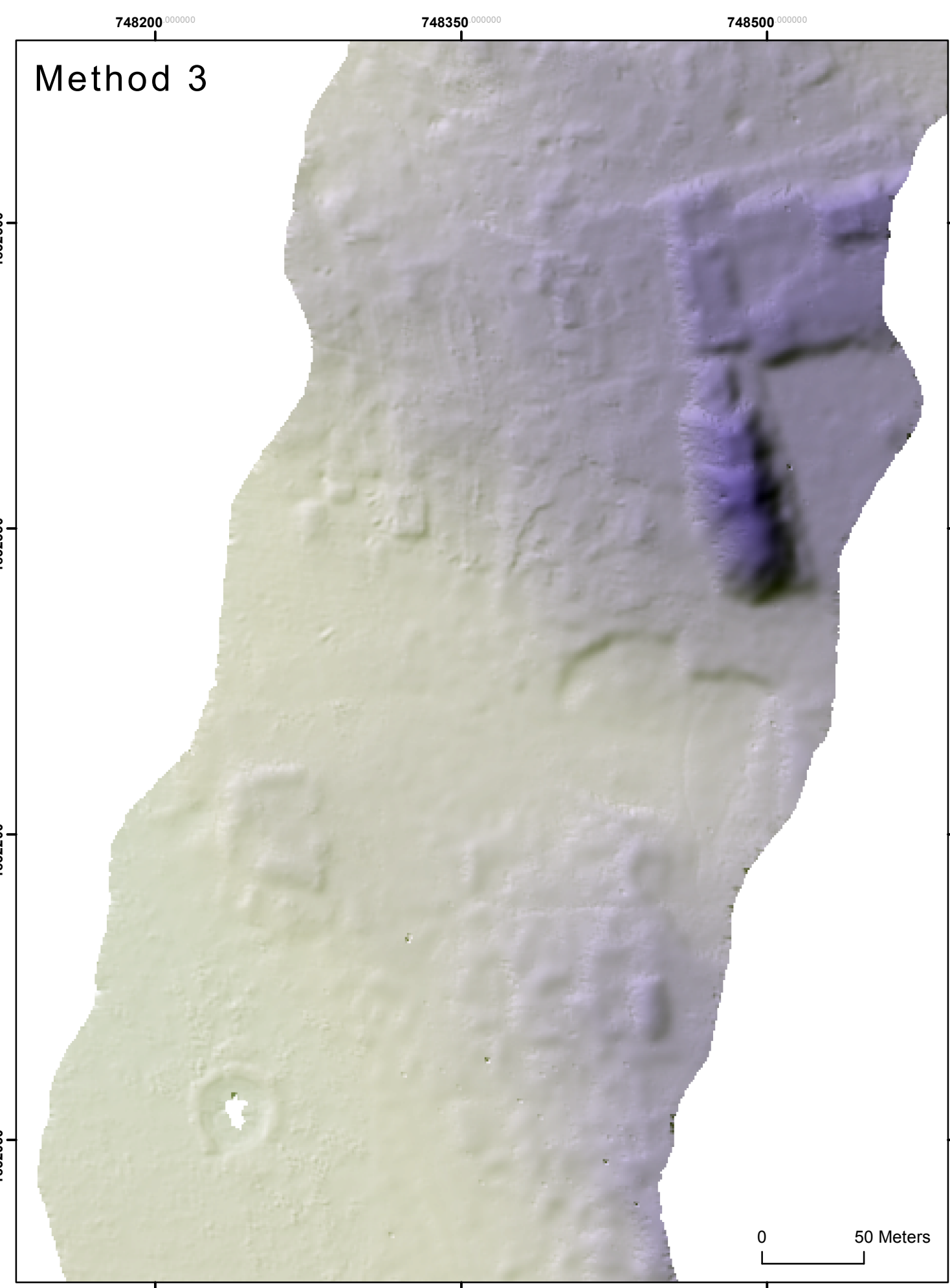
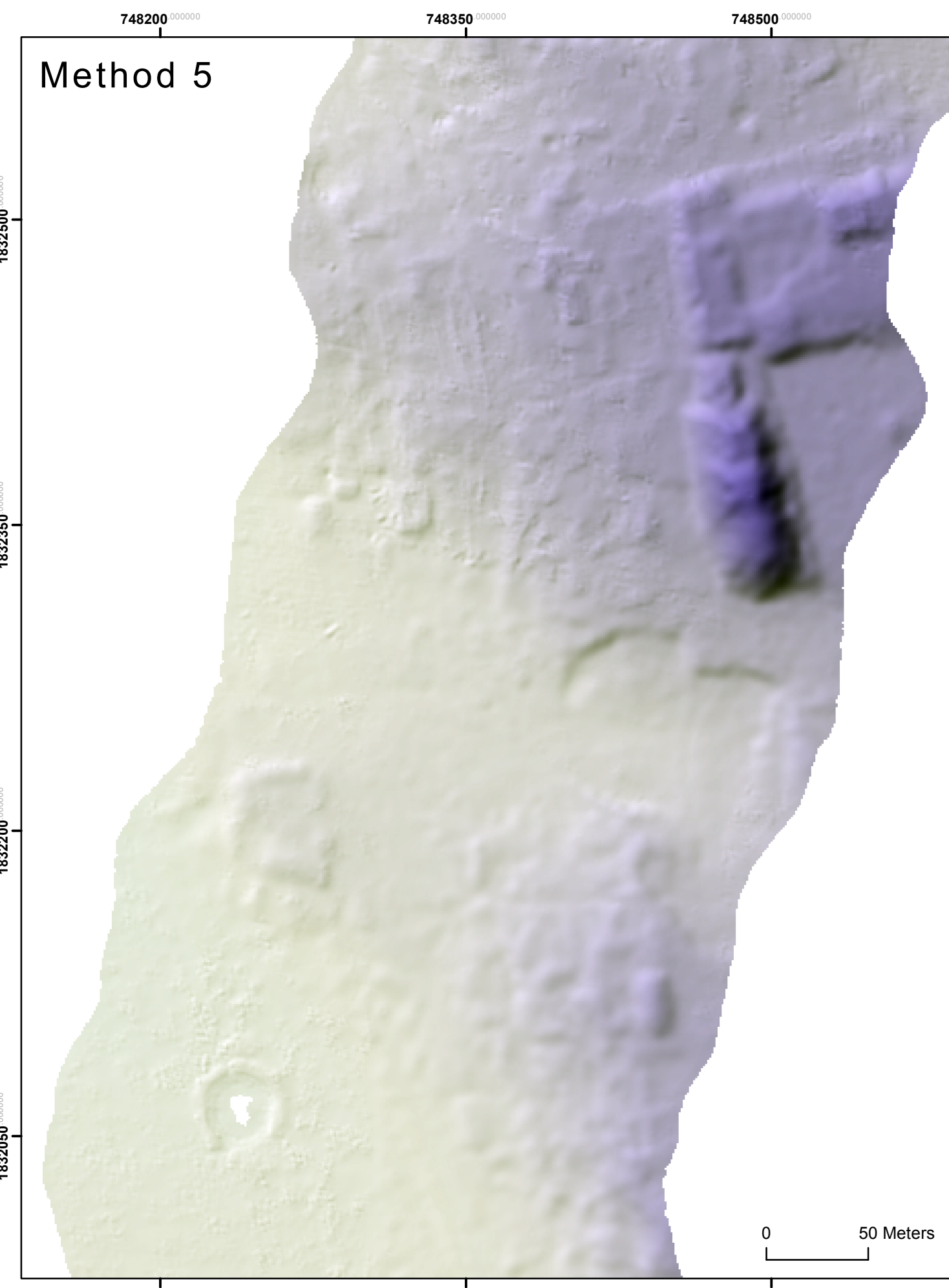
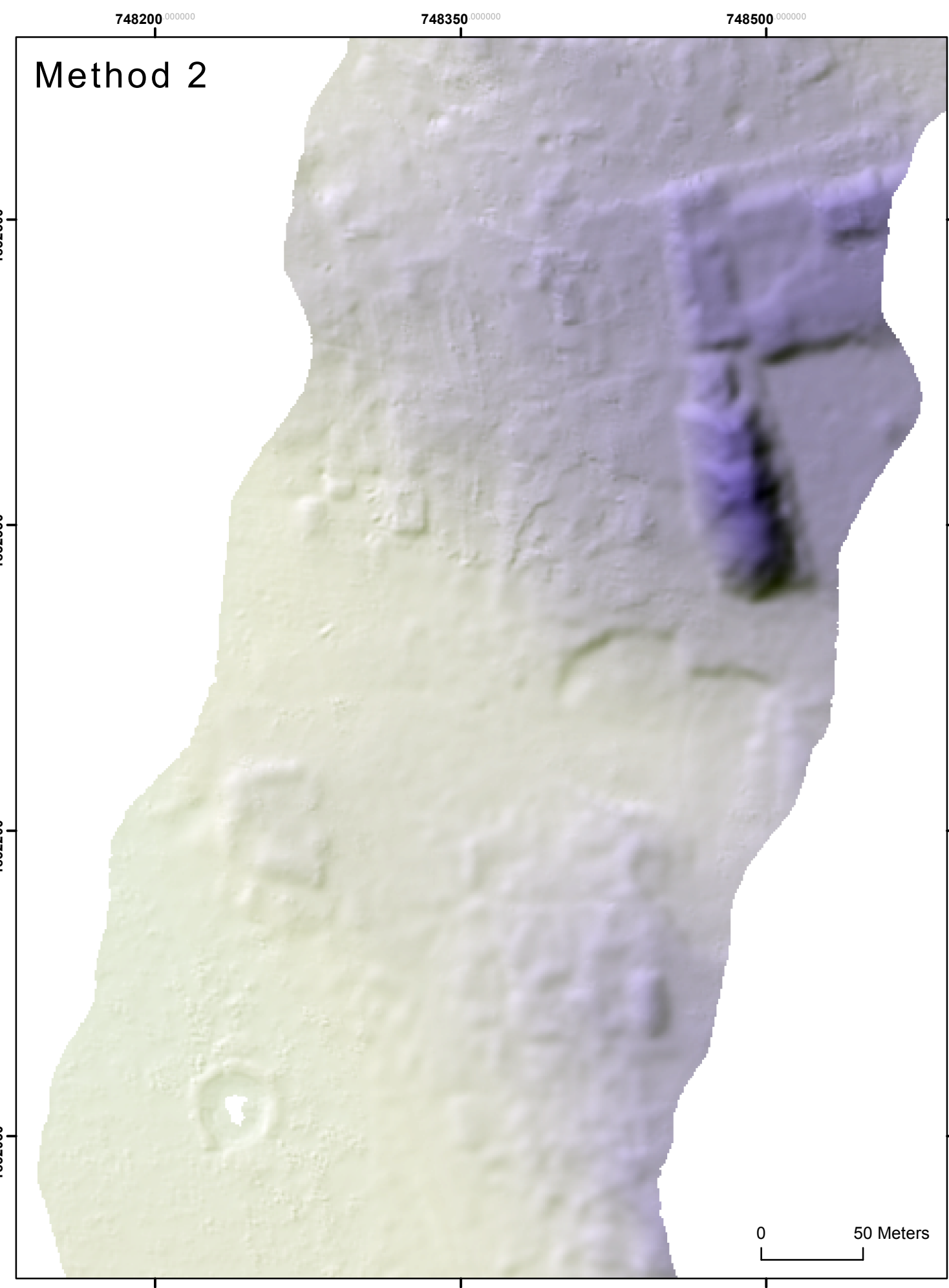
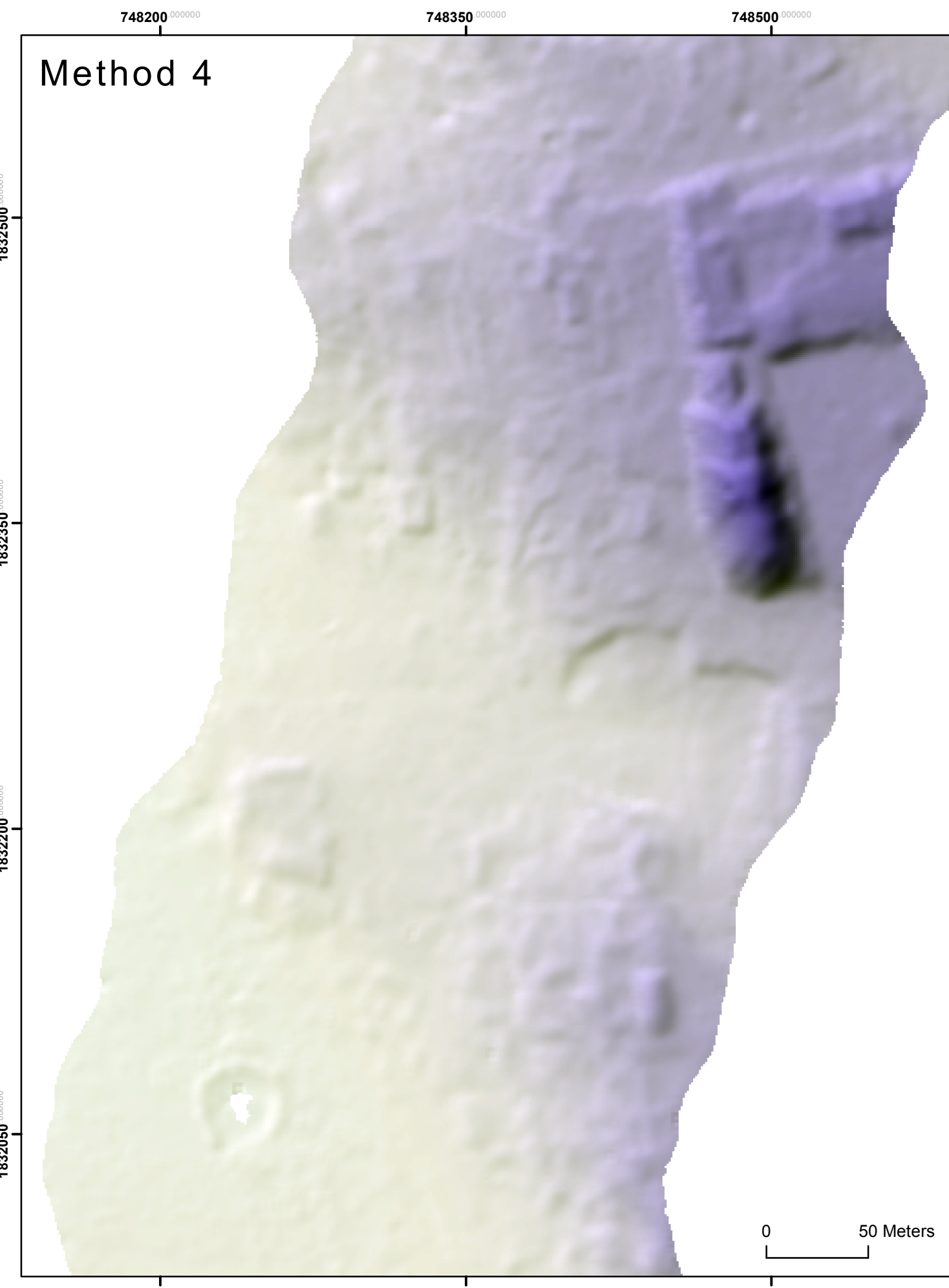
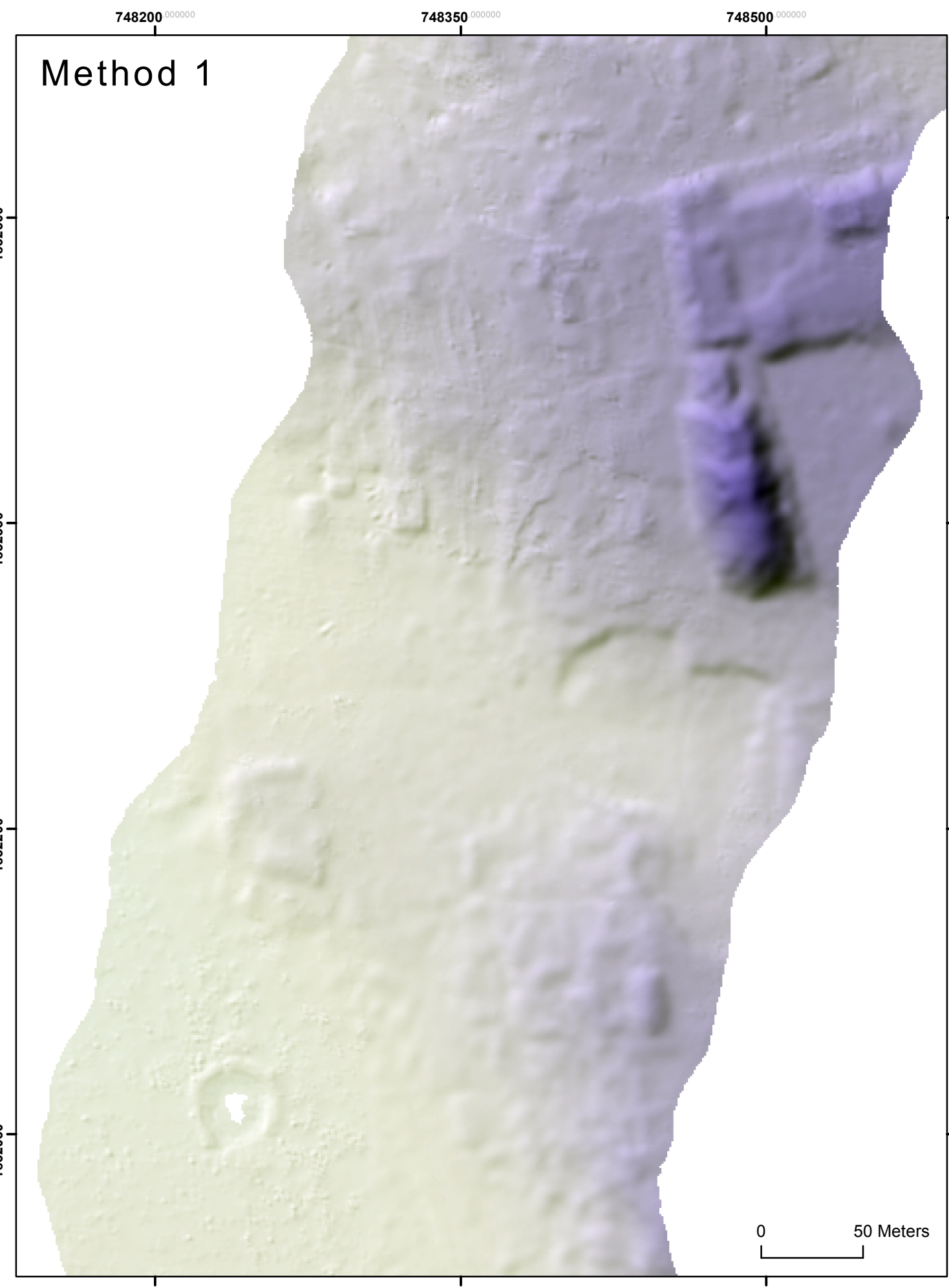


Method Comparison



Method Guide

method	estimate cell size	bare earth extraction method	filter by	use existing ground point	pre-process auto-detect no-data regions	remove spikes and pits before	enhanced interpolation for sharper edges	post-process remove negative ndsm regions	smooth bare earth using low-pass filter	hillshade compute shadow	shading style	completed for the following tiles
1	0	method 2	last return	1	1	1	0	1	0	0	1 bare earth	s457
2	0	method 2	last return	1	1	1	1	0	0	0	1 bare earth	s457
3	0	method 2	last return	1	1	1	1	1	1	0	1 bare earth	s457
4	0	method 2	last return	1	1	1	1	1	1	1	1 bare earth	s457
5	0	method 2	last return	1	1	1	0	0	0	0	1 bare earth	s457
6	0	method 2	last return	1	1	0	0	0	0	0	1 bare earth	s457
7	0	method 2	last return	1	0	0	0	0	0	0	1 bare earth	s457
8	0	method 2	last return	0	0	0	0	0	0	0	1 bare earth	s457
9	0	method 2	last return	1	1	0	0	1	0	0	1 bare earth	s457

Resolution Comparison

