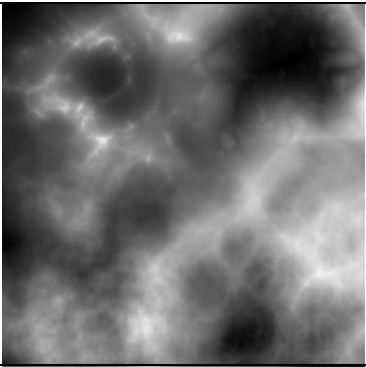
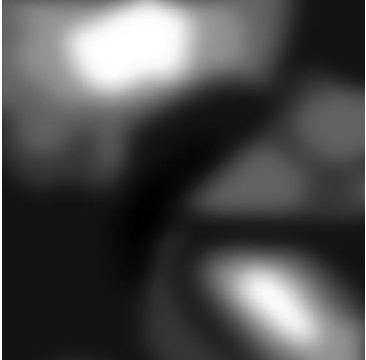
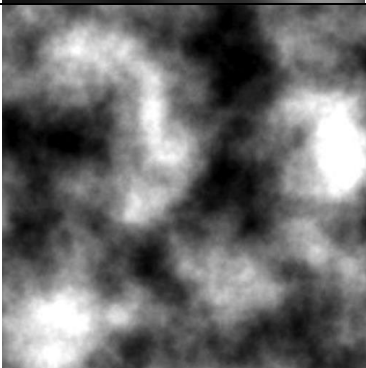
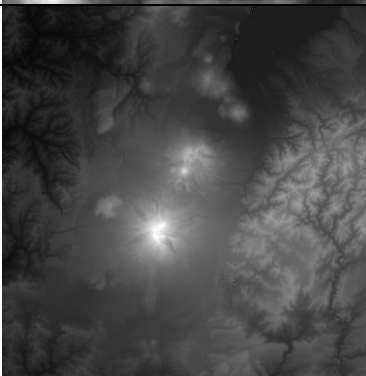
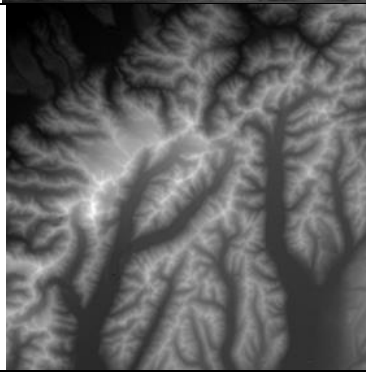
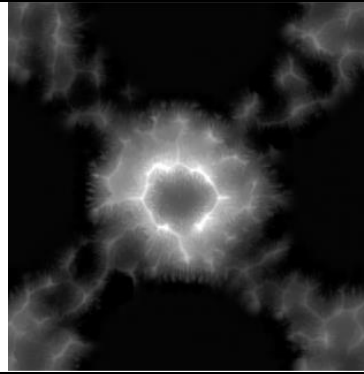


<p>Terrain_hm_01.tga 1024 x 1024 x 24 BPP (3MB)</p>	
<p>Terrain_hm_02.tga 2048 x 2048 x 24 BPP (3MB)</p>	
<p>Terrain_hm_03.tga 2048 x 2048 x 24 BPP (3MB)</p>	
<p>MtRuapehu.tga 1024 x 1024 x 24 BPP (3MB)</p>	
<p>MtCook.tga 1024 x 1024 x 24 BPP (3MB)</p>	

Volcano.tga  
800 x 800 x 8 BPP



<https://tangrams.github.io/heightmapper>



The regions cropped from the above heightmapper always had a few areas of discontinuity as shown below (This is a zoomed version of a part of MtRuapehu.tga). Such discontinuities were manually smudged using Gimp.

