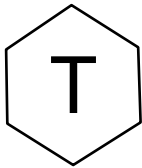
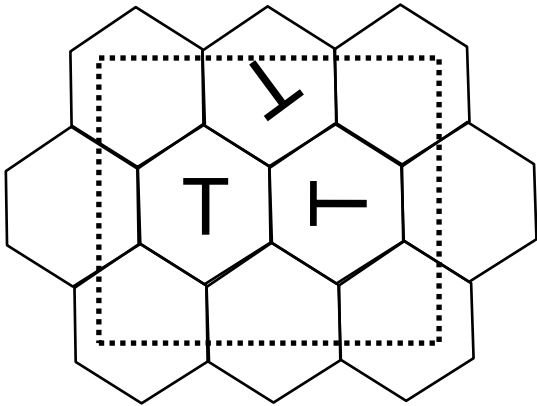


Figure 1 - Example Tile Data Sets and High Resolution Map Assembly

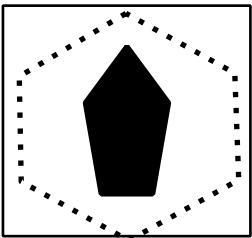
Hexagon Tile
classification T



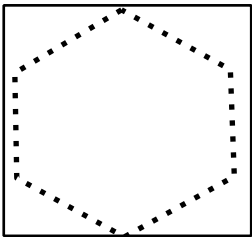
Classification T defines four 2D textures containing topographical properties for any cell using this classification.



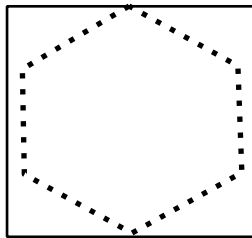
2D Texture containing
Elevation Data



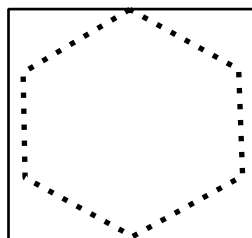
2D Texture containing
Roughness Properties



2D Texture containing
Vegetation Data



2D Texture containing
Structures Data



Each texture is rasterized into the the appropriate map assembly using the geometric properties assigned to each instance: rotation and mirroring.

Example: the above map assembly is rasterized into a topographical map containing only elevation data. That map would look like this:

