

## Preset Management

### PROCESSING IMAGE

- 1 SATELLITE IMAGE
- 2 SHOW IMAGE DISPLAY

### SHADOW REMOVER

- 3 SHADOW COLOR
- 4 SHADOW BRIGHTNESS
- 5 HEALING BLOCK SIZE

### COLORMAP GENERATOR

- 6 EROSION RADIUS
- 7 SMOOTHNESS
- 8 SHARPNESS

### LANDCOVER GENERATOR

- 9 FORMAT ☐ PNG ☐ TIFF
- 10 MAP SMOOTHNESS
- 11 AUTOMATIC MODE ☐ ON ☐ OFF
- 12 FILTERS COUNT
- 13 COLOR DAMPING
- 14 FILTER RADIUS
- 15 OUTPUT ORDERING ☐ SEQUENTIAL ☐ PREDICTABLE
- 16 GENERATE FILTERS

### LAND COVER FILTERS

- 17 SIZE
- 18 1 FILTER NAME
- 19 FILTER IMAGE COLOR
- 20 RADIUS
- 21 OUTPUT MAP COLOR
- 22 OUTPUT
- 2 FILTER NAME
- 23 FILTER IMAGE COLOR
- 24 RADIUS
- 25 OUTPUT MAP COLOR
- 26 OUTPUT
- 3 FILTER NAME
- 27 FILTER IMAGE COLOR
- 28 RADIUS
- 29 OUTPUT MAP COLOR
- 30 OUTPUT
- 4 FILTER NAME
- 31 FILTER IMAGE COLOR
- 32 RADIUS
- 33 OUTPUT MAP COLOR
- 34 OUTPUT

ELIMINATE SHADOWS

GENERATE COLORMAP

GENERATE SPLATMAP

## TerraLand MapsMaker Quick Guide

- 1 Insert Satellite Image for various image processing operations
- 2 Display image in a new preview window with zooming option
- 3 Shadow color that has to be removed based on its highest brightness
- 4 Brightness value of the color for shadow detection on image
- 5 Area size of generating pixels for healing and removing shadows
- 6 Radius size for Erosion operation on image
- 7 Smoothness value for averaging neighbor pixel colors
- 8 Sharpness value of the resulting map to bring up small details
- 9 Image format of the resulting Landcover/Splatmap
- 10 Smoothness value for averaging neighbor pixel colors
- 11 If enabled, top detected colors will be automatically selected
- 12 Number of filters (Map Layers) for generation
- 13 Damping/Smoothness of selected color's neighbor pixels
- 14 Radius size of the detected layer areas
- 15 Output layer color ordering. Sequential(R>G>B>A), Predictable(Weight)
- 16 Generate filters & sets Colormap settings based on given adjustments
- 17 Number of filters
- 18 Filter name field
- 19 Color that has to be detected on original image for layer creation
- 20 Radius/Intensity value of the selected color for neighbor pixels
- 21 Output color of the current filter in Colormap layers
- 22 Display output filter color
- 23 Remove shadows from original image and generate Shadowless Map
- 24 Generate Colormap from original image
- 25 Generate Landcover/Splatmap from original image