|  |  |  |
| --- | --- | --- |
| Area Size (Km) | Texture-based Models | Realistic Models |
| 1 | 02:40.10 | 02:47:00 |
| 2 | 02:41.20 | 02:50.00 |
| 3 | 02:42.70 | 02:55.00 |
| 4 | 02:46.40 | 02:56.50 |
| 5 | 02:48.45 | 02:44.00 |

How can satellite MSI imagery be used to compute a land classification map?

How can a land classification map be used to generate realistic terrain?

What are the best parameters for optimum accuracy and performance of 3D procedurally content generated models using a satellite classification map?