## Calculation of Multi-Scale Relief Models of DTM Data in Google Earth Engine

**Step 1:** Upload the raw DTM data to Assets in GEE editor. Max size is 10 GB per file. If DTM files are larger, then upload through Google Cloud and transfer data to Assets. (See GEE documentation).

Link to GEE Code Editor: Earth Engine Code Editor (google.com)

**Step 2:** Open the MSRM\_Calculation javascript in the code editor.

**Step 3:** Delete the existing Imports shown above the actual script code, if there are any.

```
MSRM_Calculation (copy)

* Imports (2 entries) 

* van DTH: Image users/fiveli974/Oestfold_2015 (1 band) 

* van geometry: Polygon, 8 vertices 

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* van geometry: Polygon, 8 vertices 

* van DTH: Image users/fiveli974/Oestfold_2015 (1 band) 

* van D
```

Define the raw DTM data from the Assets by uncommenting the line defining it as described and converting it to an Import record.

**Step 4:** After defining the DTM, run the script. It will fail and display the raw DTM raster on the map. (The failure is deliberate). Define the geometry of the MSRM calculation within the boundaries of the raw DTM raster, using the options in the map menu. (Rectangle, polygon etc.).



**Step 5:** Define the name of the MSRM file to be exported and the export destination at the bottom of the script.

**Step 6:** Run the script again. The calculated MSRM raster will render on the map on top of the raw DTM raster.

**Step 7:** Once the script has finished a new task will become available. Select to run the task to export the MSRM raster to the selected export source. (Google Cloud, Google Drive or Assets within GEE)

