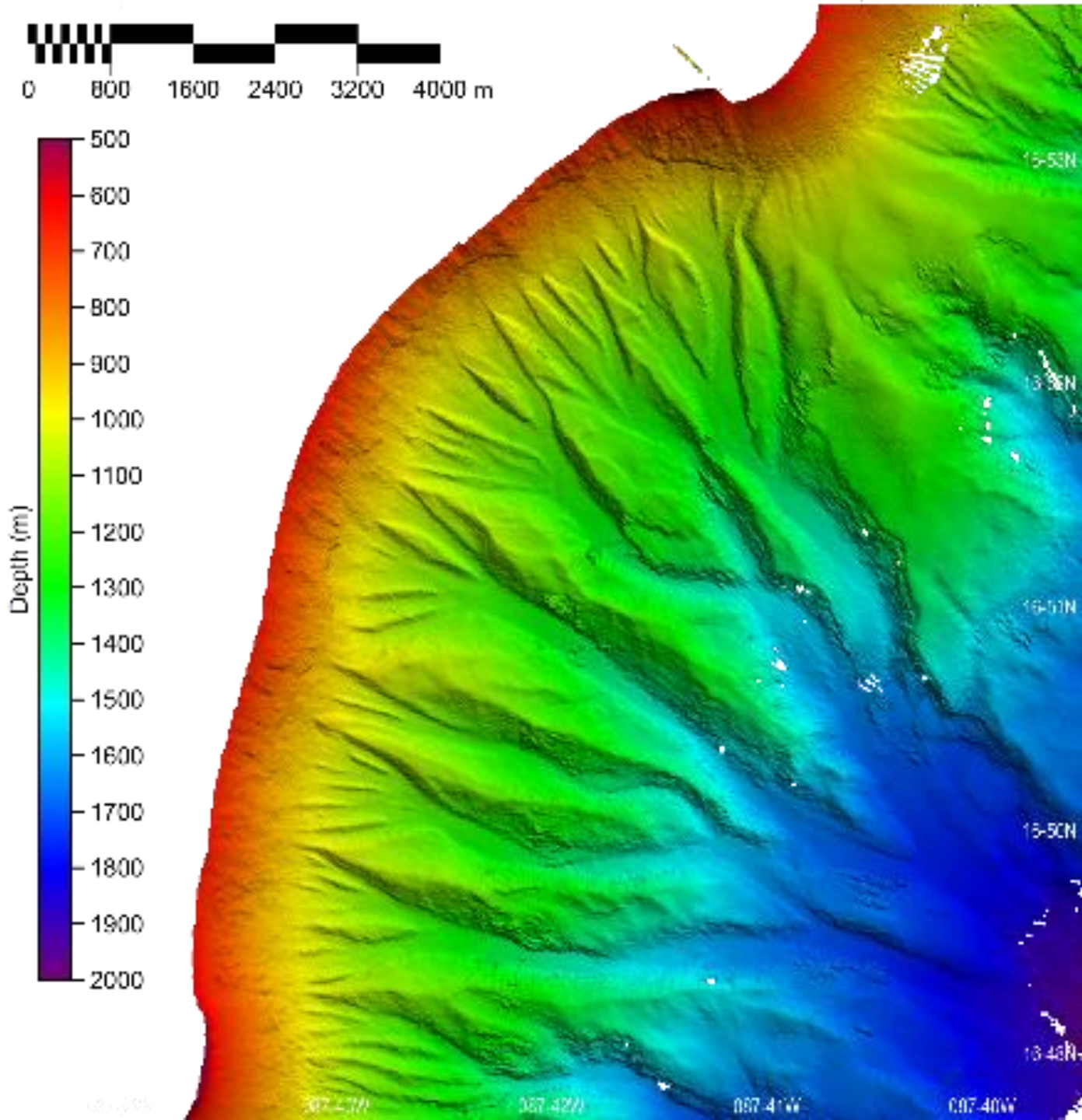

Figure 1: CUBE BASE surface of Glovers Reef with a 15m resolution

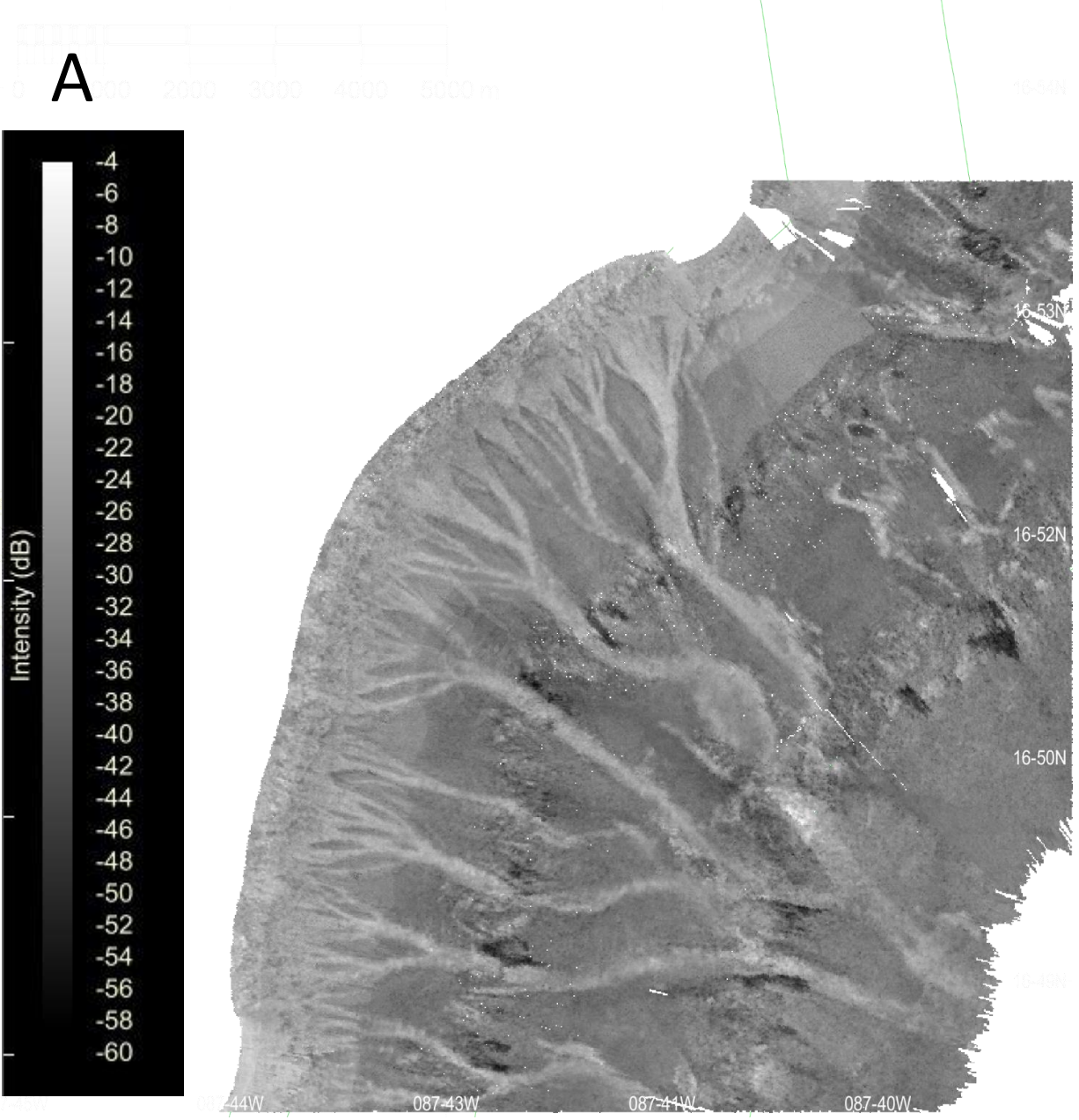

Figure 2 (A): Backscatter of Glovers Reefs intensity, SIPS Mosaic

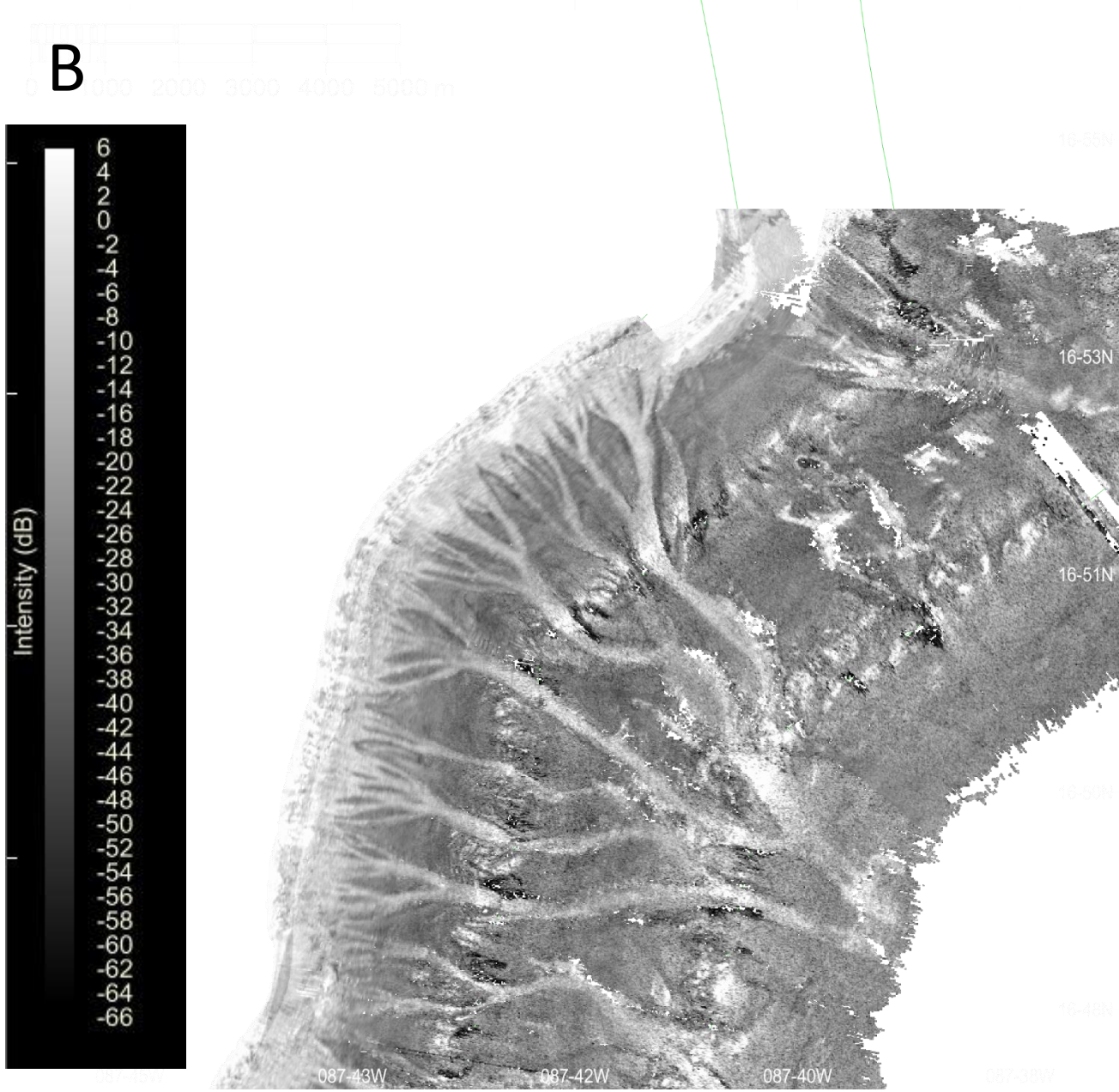

Figure 2 (B): Backscatter intensity of Glovers Reef, GeoCoder Mosaic

A

B

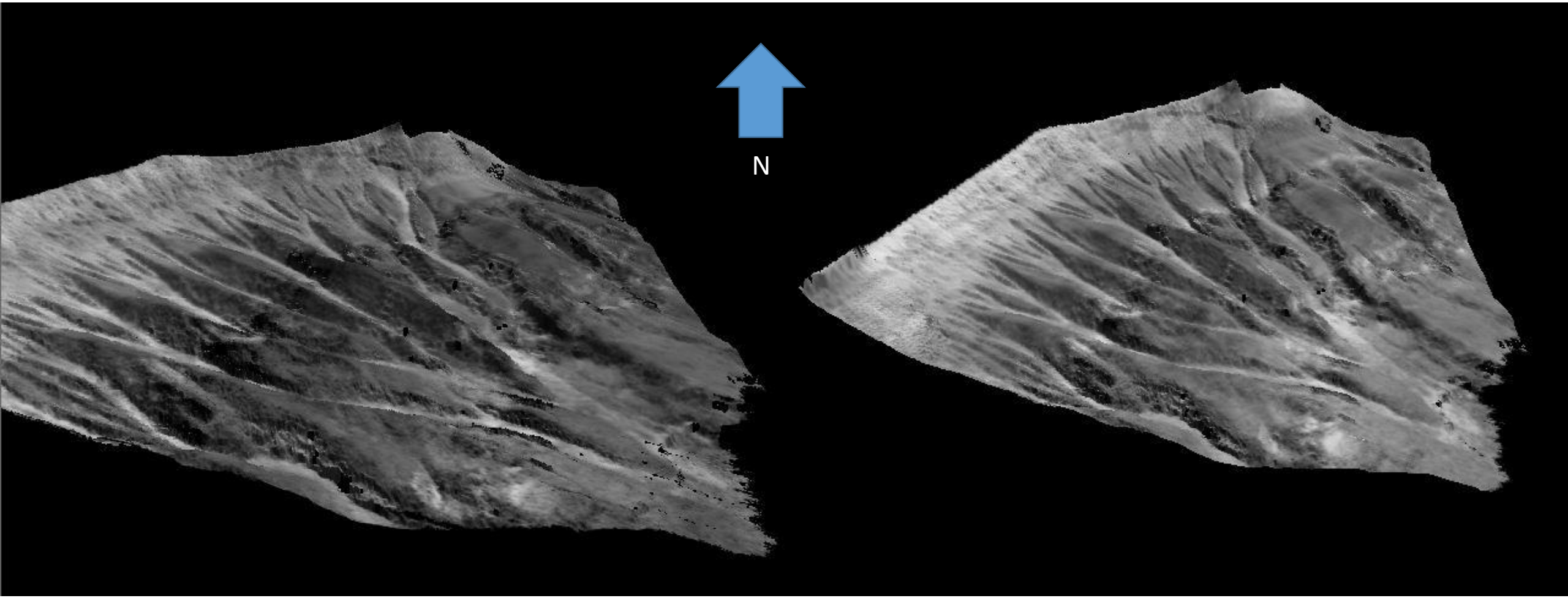

Figure 3 (A): Backscatter intensity of SIPS Mosaic 3D view
VE = 1.5x

Figure 3 (B): Backscatter intensity of GeoCoder Mosaic 3D View
VE = 1.5x

For the remainder of the backscatter classification the GeoCoder Mosaic will be used (Figure B)

A

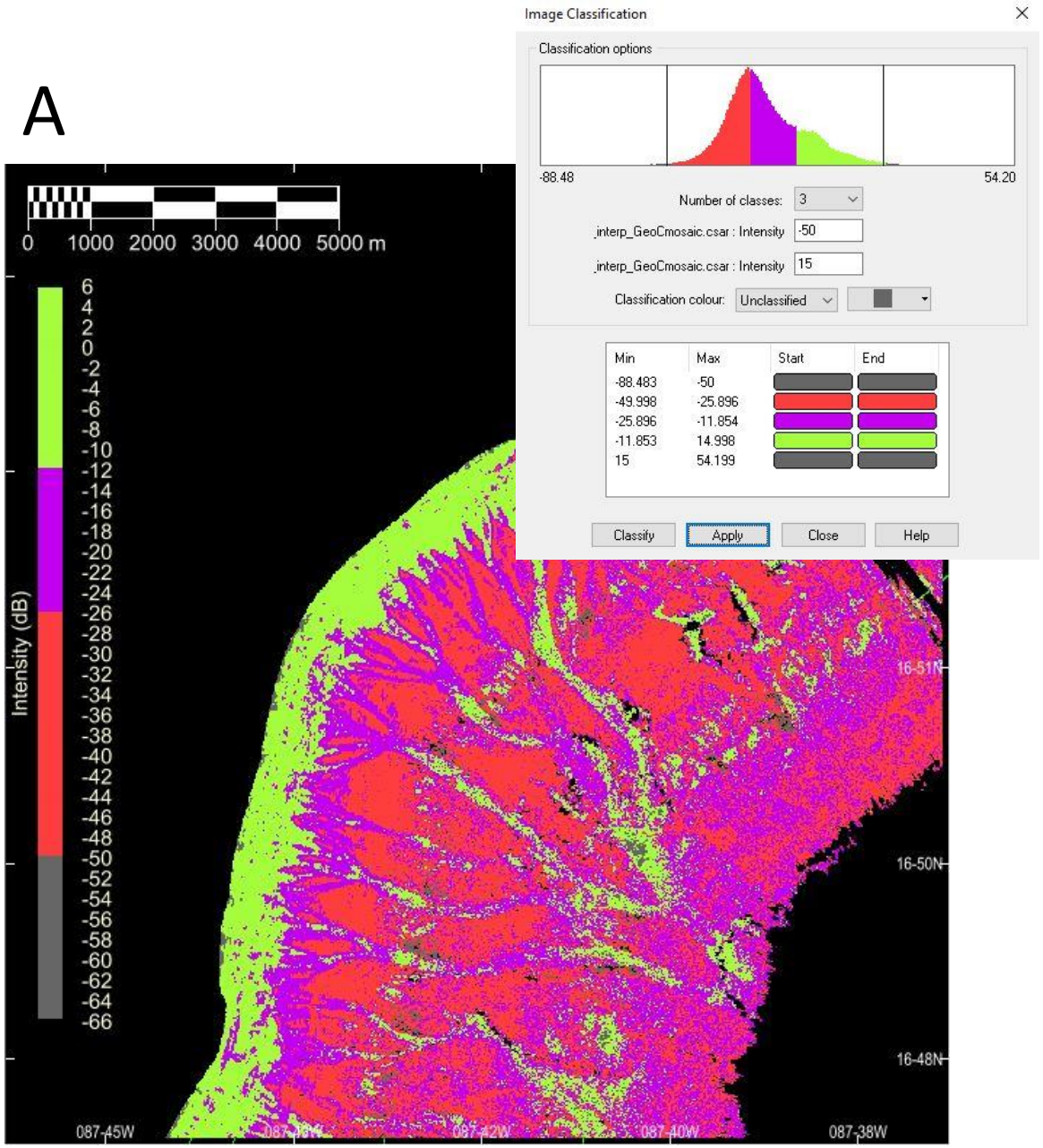

Figure 4 (A): 2D backscatter intensity using automatic classification

B

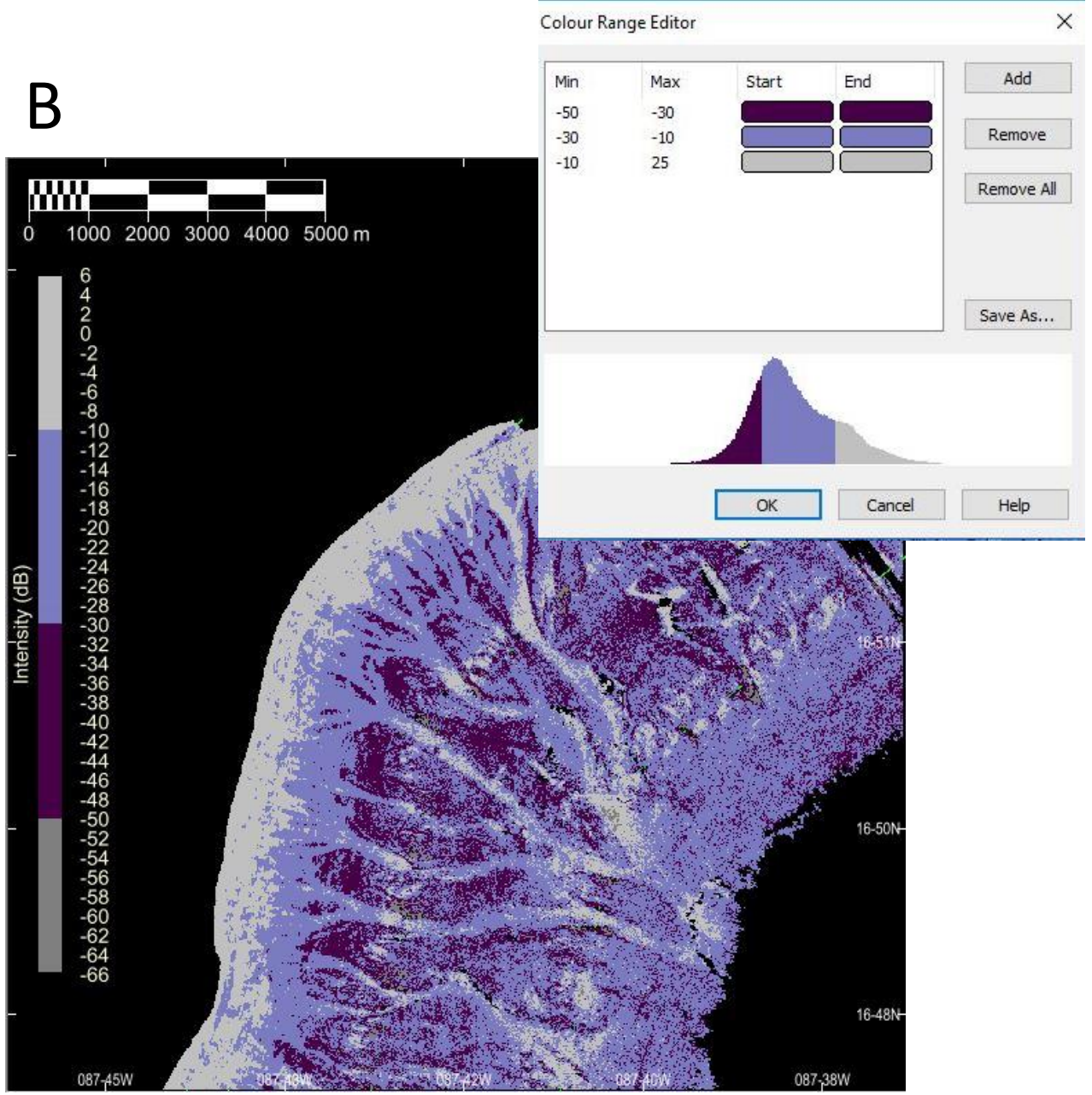

Figure 4 (B): Backscatter intensity using edited custom color range

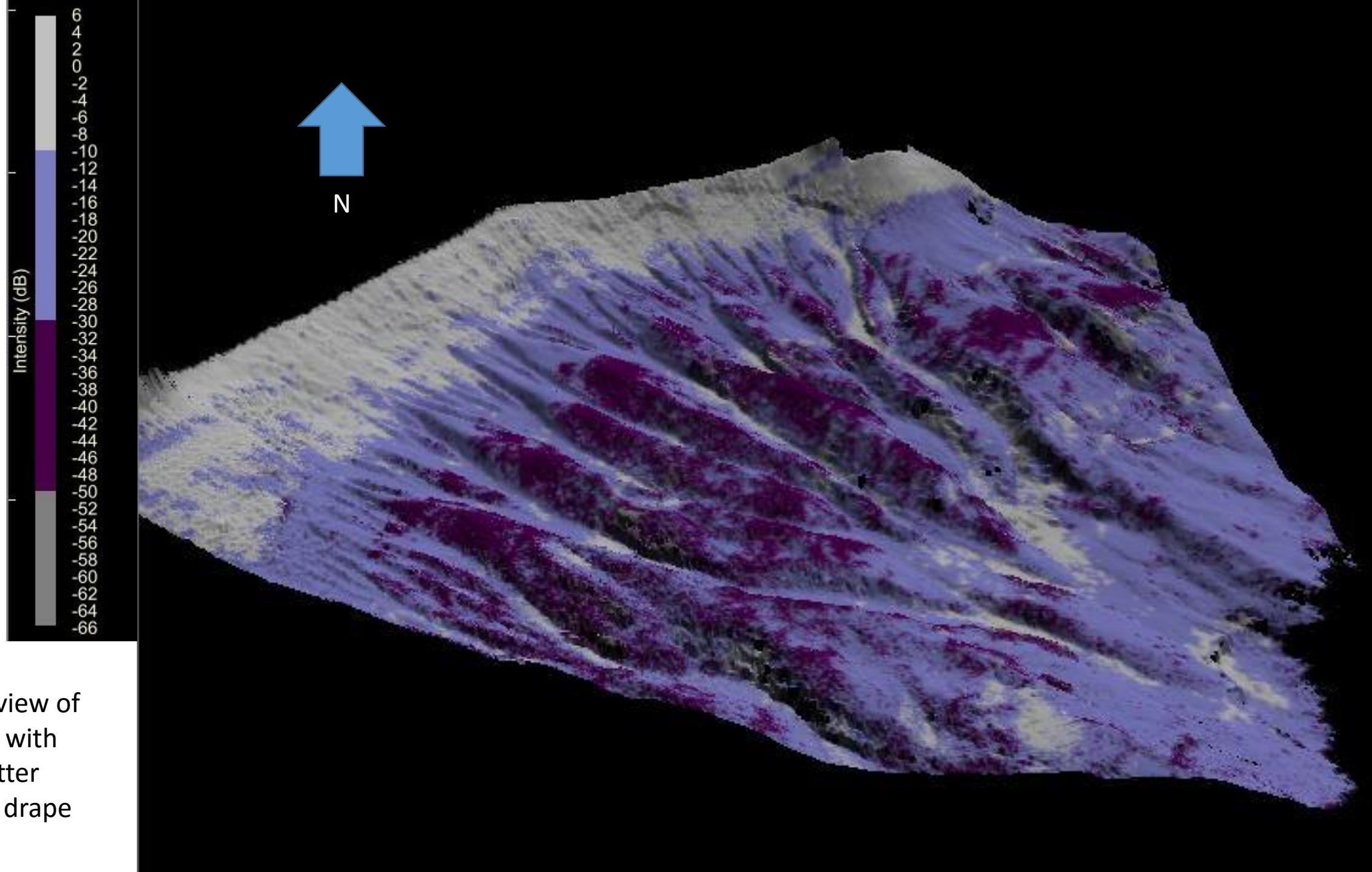

Figure 5. 3D view of BASE surface with final backscatter classification drape VE = 1.5x

Analysis-

In my figures, I chose to use the Geocoder engine because it produced a much cleaner and filled in map of the backscatter intensity (Figure 2B). The Geocoder engine was also much easier to use. The SIPS mosaic engine on the other hand didn't quite perform as well. The intensity scale was a little bit tougher to read and I encountered more problems with the data (Figure 2A).

The biggest difference between the auto-classification and the edited classification is the edited classification was much easier to read, the auto-classification used one of a few different colors to represent intensity which made it tougher to tell the different intensities apart (Figure 4A). The edited-classification on the other hand gave you the option to select multiple colors to stand for each intensity value which made it much easier to tell different intensities apart (Figure 4B). For that reason I believe the edited-classification is much better to use than the auto-classification.