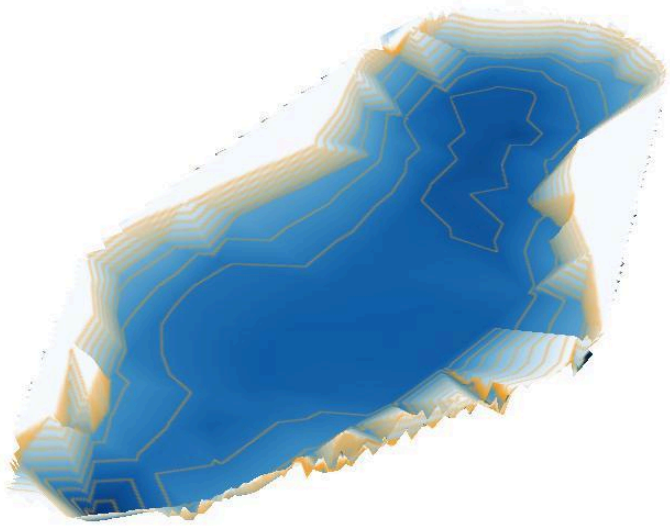
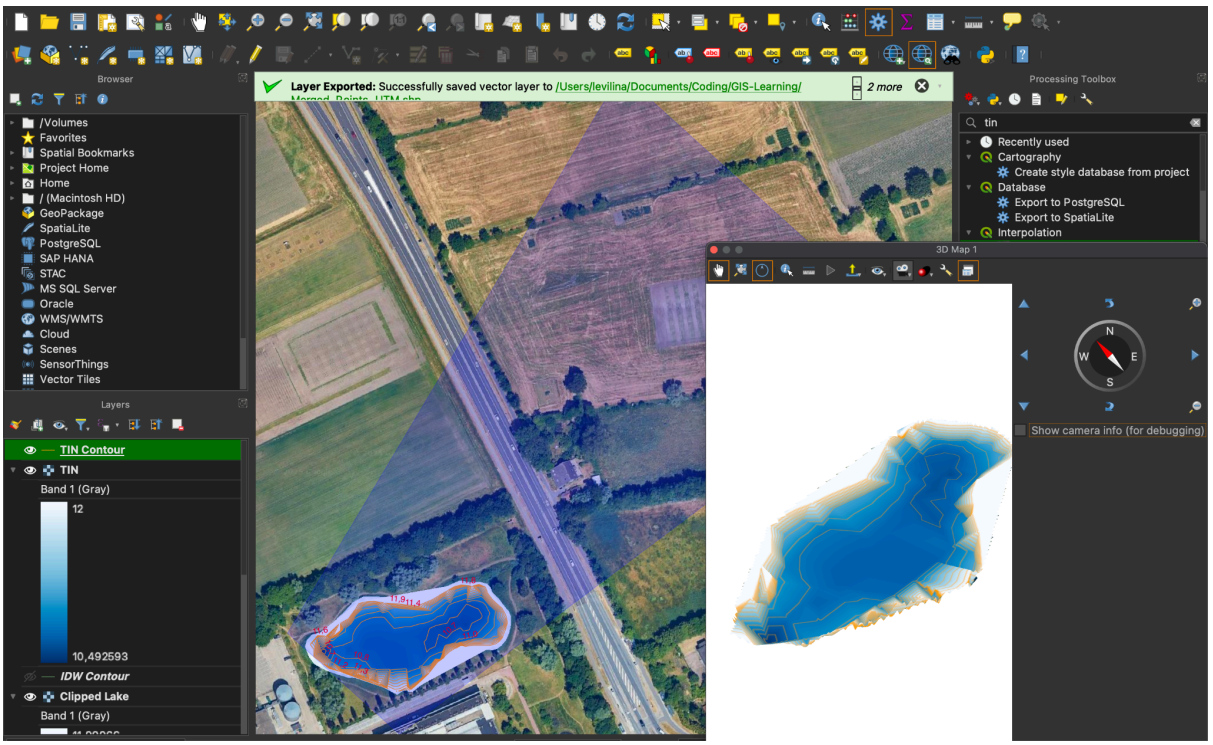


Method used: I decided to go for the TIN interpolation method because it was better at handling the hard shoreline without smoothing away the depth features in the model. The resulting model shows a nice crisp edge while keeping the bathymetry smooth and showing the depressions in the bottom left and middle.

Limitations: The original chirp dataset was super dense and I eventually set less points than was shown in the example, this together with the already dense data was the cause of uneven point coverage. The TIN also made some very sharp artifacts at the bottom, this was due to the points being too widely spaced. Also, the constant of 12m at the water edge assumes a perfect horizon, which is almost never the case in real world scenarios. The final limitation that I was able to find is the GPS noise created by the chirp which can cause 0.5m differences from the actual location.

On the next page I also handed in a nice screenshot of the workspace!


Browser
/Volumes
Favorites
Spatial Bookmarks
Project Home
Home
/ (Macintosh HD)
GeoPackage
SpatiaLite
PostgreSQL
SAP HANA
STAC
MS SQL Server
Oracle
WMS/WMTS
Cloud
Scenes
SensorThings
Vector Tiles
Layers
TIN Contour
TIN
Band 1 (Gray)
12
10,492593
IDW Contour
Clipped Lake
Band 1 (Gray)
Layer Exported: Successfully saved vector layer to /Users/levilina/Documents/Coding/GIS-Learning/
2 more
Processing Toolbox
tin
Recently used
Cartography
Create style database from project
Database
Export to PostgreSQL
Export to SpatiaLite
Interpolation
3D Map 1
N
W
E
S
Show camera info (for debugging)