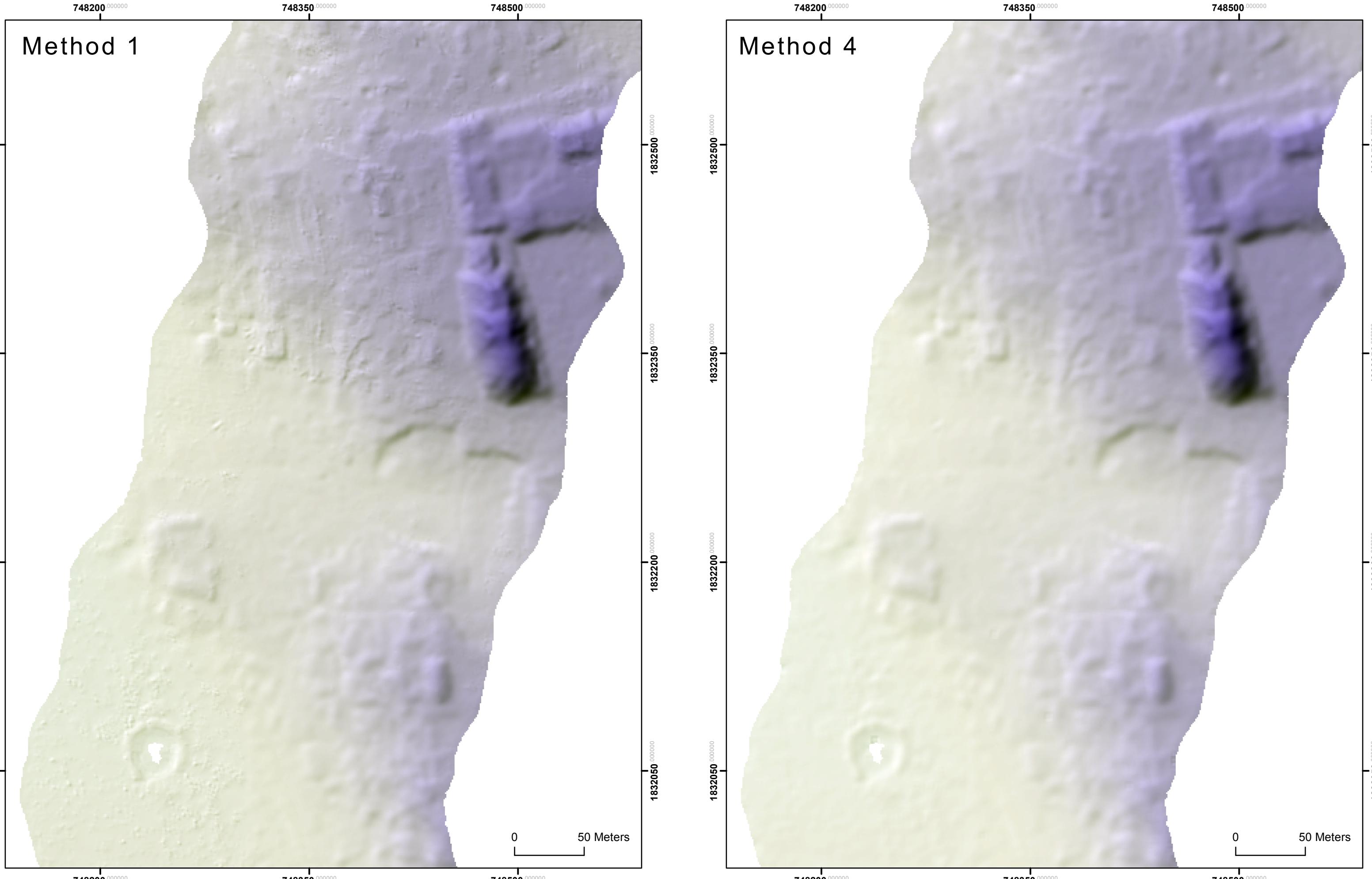


## Method Comparison



## Method Guide

method	estimate cell size	bare earth extraction method	filter by	use existing ground point	auto-detect no-data regions	remove spikes and pits before	enhanced interpolation for sharper edges	post-process remove negative nsdm regions	smooth bare earth using low-pass filter	compute shadow	hillshade	completed for the following tiles	
1	0	method 2	last return	1	1	0	1	0	0	1	bare earth	\$457	
2	0	method 2	last return	1	1	1	1	0	0	1	bare earth	\$457	
3	0	method 2	last return	1	1	1	1	1	0	1	bare earth	\$457	
4	0	method 2	last return	1	1	1	1	1	1	1	bare earth	\$457	
5	0	method 2	last return	1	1	1	1	0	0	0	1	bare earth	\$457
6	0	method 2	last return	1	1	0	0	0	0	0	1	bare earth	\$457
7	0	method 2	last return	1	0	0	0	0	0	0	1	bare earth	\$457
8	0	method 2	last return	0	0	0	0	0	0	0	1	bare earth	\$457
9	0	method 2	last return	1	1	0	0	0	1	0	1	bare earth	\$457

## Resolution Comparison

