

Using QGIS to export satellite image ready for Terrain Builder project

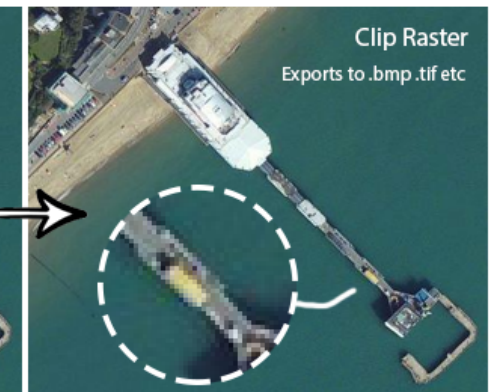
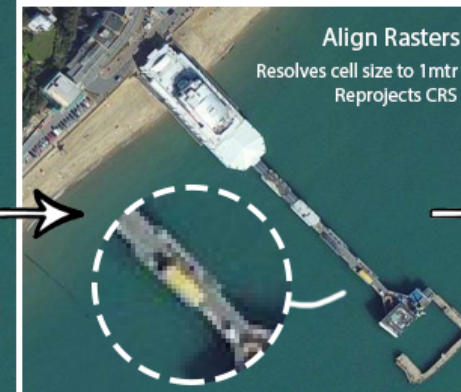
This process has often been described using Global Mapper, but I wanted to detail the equivalent steps within the open source GIS app **QGIS**

The goal is to achieve an export image with the same or better quality than would be possible with Global Mapper >

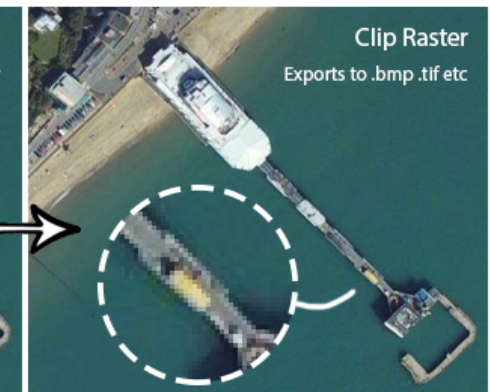
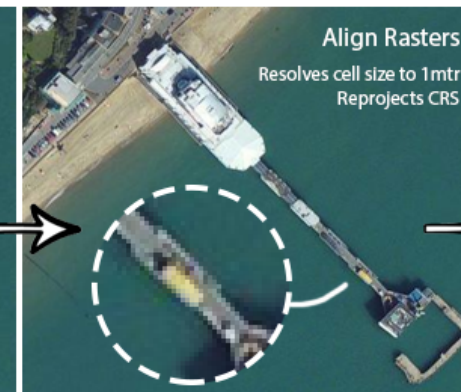
The visual below shows an example of the 2 processing routes I reviewed to check loss of image quality due to compression and reprojections
I will detail **Route A** - because it only requires 1 compression and reprojection pass over the raster which may help preserve image quality



Processing Route A >



Processing Route B >



Software required:

Terra Incognita <https://sourceforge.net/projects/terraincognita2/>

QGIS 3.2.0 <https://qgis.org/en/site/forusers/download.html>

Brief overview of steps:

For single tile export

- Load in just the .map files into QGIS
- Merge Rasters
- Align raster to 1mtr cell size and re-project to appropriate CRS for its geo location
- Change the 'Project Coordinate Reference System' (CRS) to match CRS in previous step
- Create shapefile layer
- Create square Feature using Advanced Digitizing panel
- Export sat image ready for Terrain Builder using 'clip raster by mask layer'

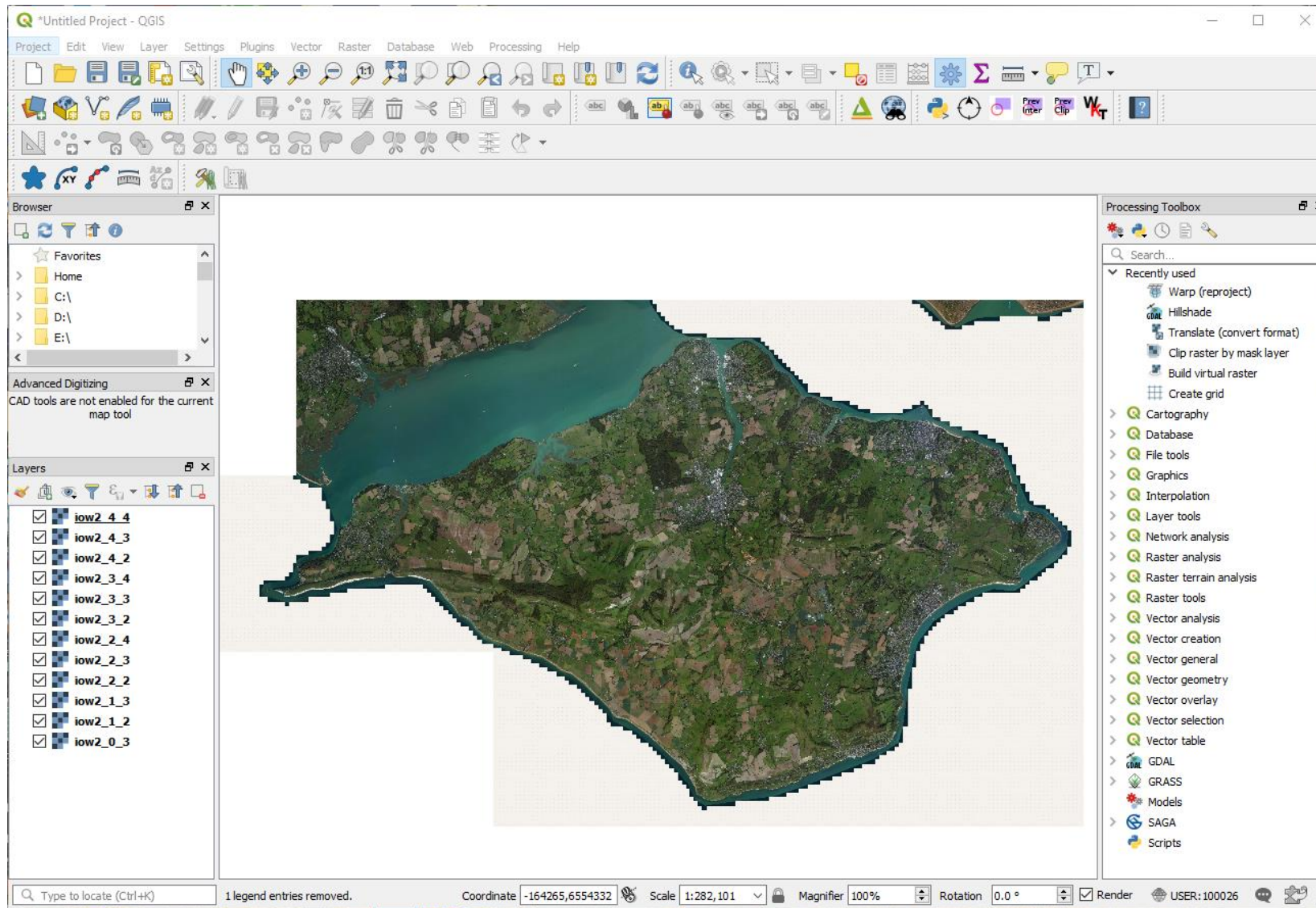
For 4 tile export

- Load in just the .map files into QGIS
- Merge Rasters
- Align raster to 1mtr cell size and re-project to appropriate CRS for its geo location
- Change the 'Project Coordinate Reference System' (CRS) to match CRS in previous step
- Create shapefile layer
- Create grid – 2 x 2 Feature
- Move each quarter to its own shapefile layer
- Export 4 sat images ready for Terrain Builder using 'clip raster by mask layer'

I shall primarily focus on the steps for generating a single tile export, but will explain additional steps required for a 4 tile export at the end – which would suit those terrains that are 40960px x 40960px and higher.

Load just the .map files into QGIS

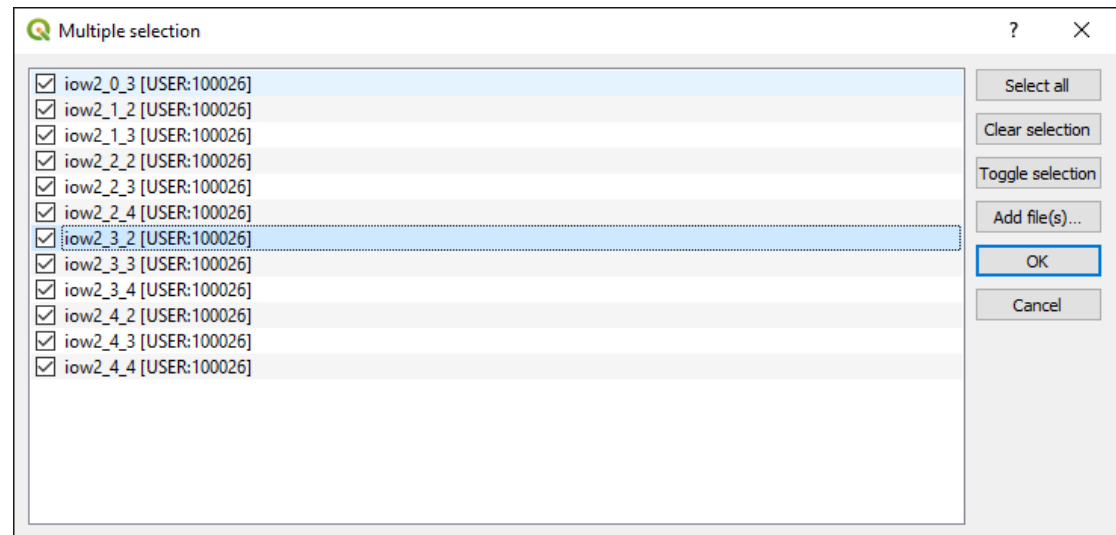
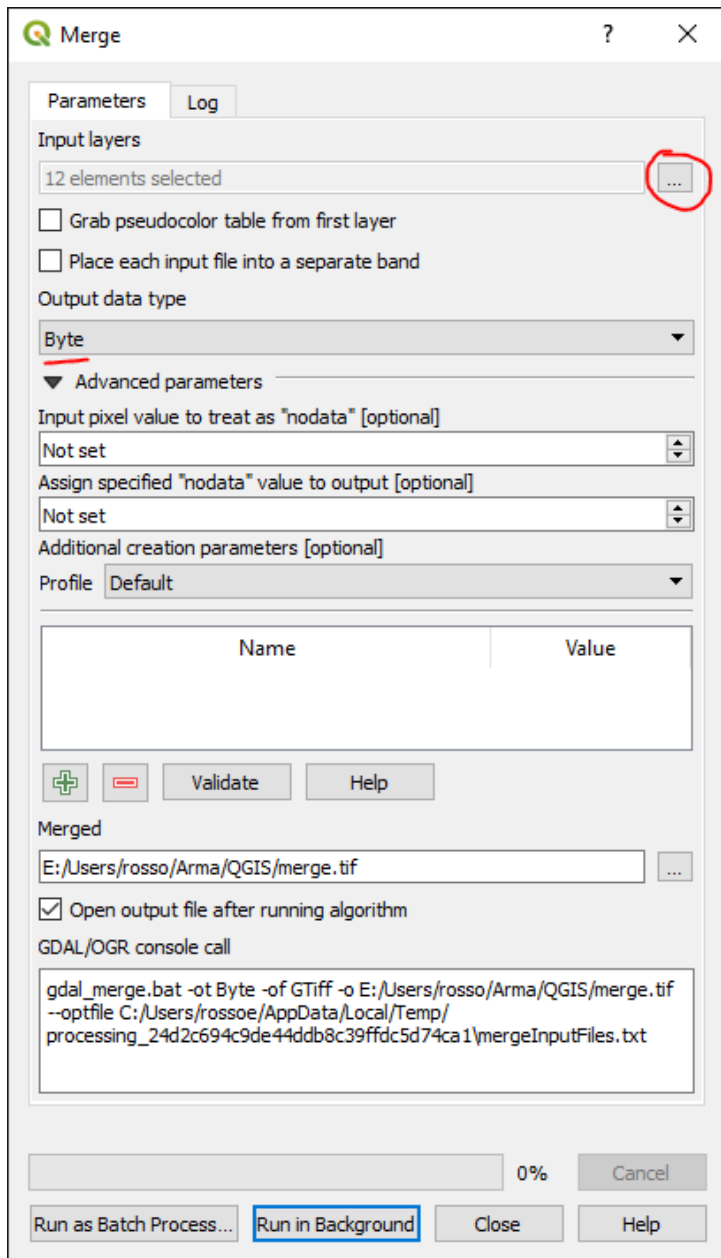
Terra Incognita will generate tiled images with corresponding .map files, these .map files hold the CRS details within them. You will only need to drag the **.map** files into QGIS's central pane. They will automatically link back to the images (jpg's, tif's), located where you originally saved them.



Merge raster's

Top Menu - **Raster** > **Miscellaneous** > **Merge**

Select all your **.map** files as input layers



Don't forget to change **Output data type** to 'Byte' as the default is 'Float32'.

Select '**Save to File**' under **Merged** – as the default is to a temporary file.

Stitching together a collection of .map files is fairly simple using the **Merge** function, depending on the size of your project it will however create large .tif exports. The example above generated a .tif file of 5.42GB – for an area that covers approx 40 x 40km. This took 36 minutes to complete the processing, so be patient.

Once complete you will get confirmation and the time taken to process in the **Log** tab:


```
Execution completed in 2187.90 seconds
Results:
{'OUTPUT': <QgsProcessingOutputLayerDefinition
{'sink':E:/Users/rosso/Arma/QGIS/merge.tif,
```

Align raster to 1mtr cell size and re-project to correct CRS

I am working towards a cell size of **1m** - so within **Terrain Builder** in my '**Mapframe Properties**' you would find this >

The reason we have to align raster to 1m cell size within QGIS is because even though Terra Incognita is saying

it's generating exports at - **1m/px** >

 Terra Incognita 2.41 - A detailed look from above : 150 yds (1m/px)

If you double click on one of your .map raster's in QGIS **Layers panel** you will see in the **Information** tab that it's not exactly 1m >

Satellite/Surface (mask) source images

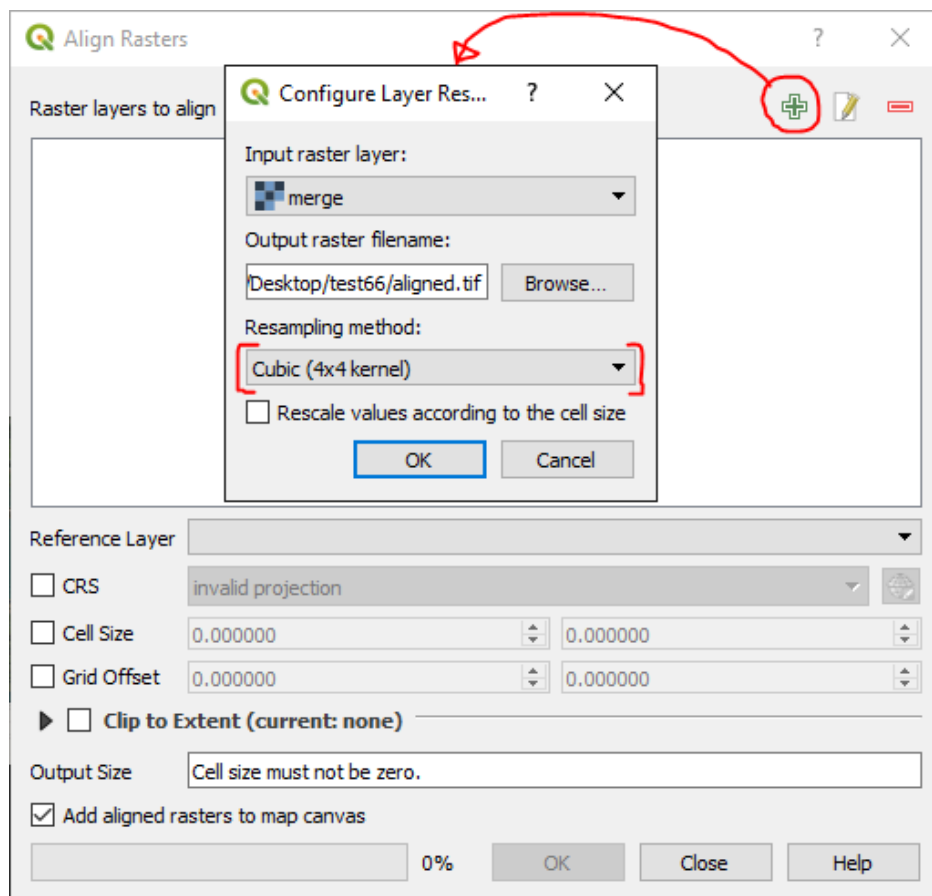
Size (px): 40960 x 40960

Resolution (m/px): 1.000000

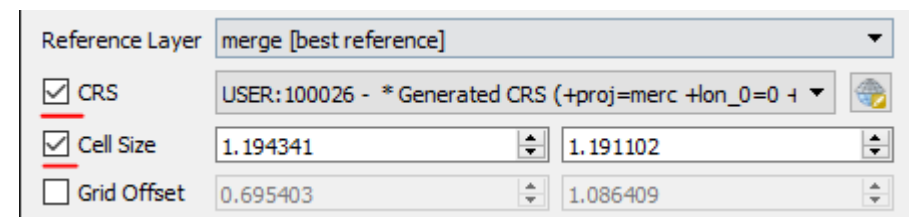
Dimensions X: 12032 Y: 10752 Bands: 3
Origin -131777,6.52432e+6
Pixel Size 1.19433,-1.19108

Top Menu – **Raster > Align Rasters**

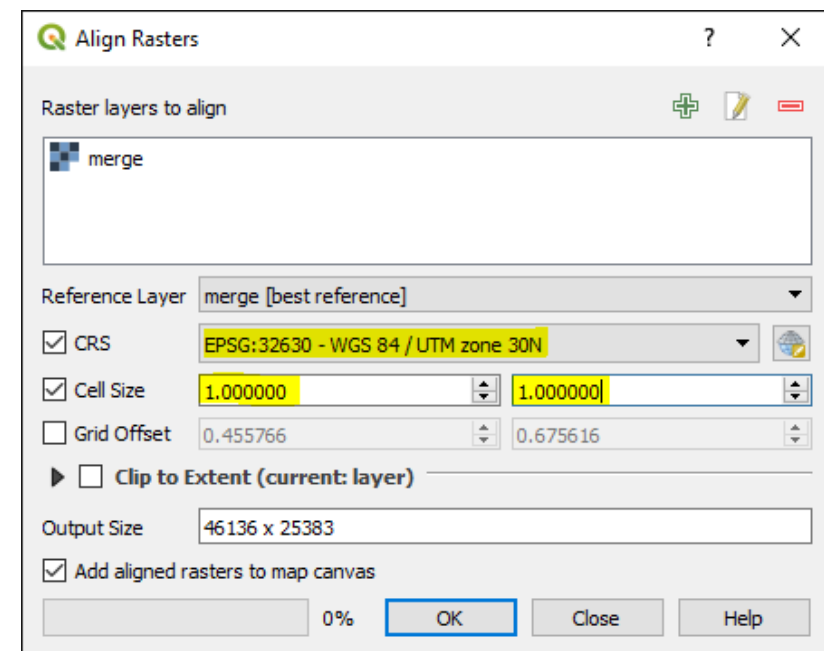
Add the raster generated in the previous **Merge raster's** step:



Tick both **CRS** and **Cell Size**:

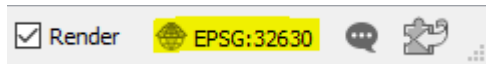


Change settings to suite your cell size and appropriate CRS projection:



Change the 'Project Coordinate Reference System' (CRS) to match CRS in previous step

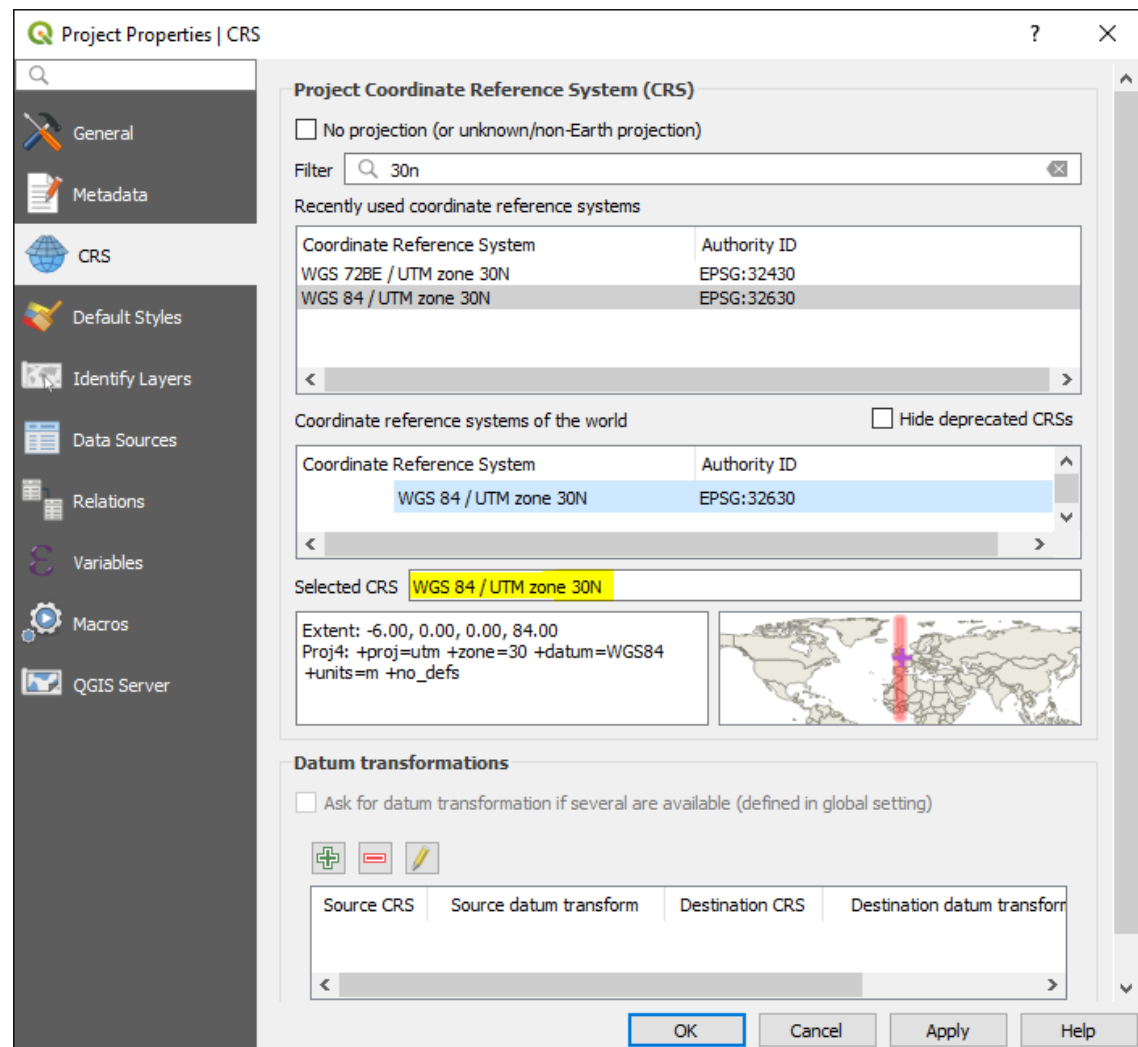
Clicking on the CRS section bottom right within QGIS – will bring up the Project Properties for CRS



It will probably be on a Generated CRS which looks something like this:

Selected CRS * Generated CRS (+proj=merc +lon_0=0 +lat_ts=0 +x_0=0 +y_0=0 +a=6378

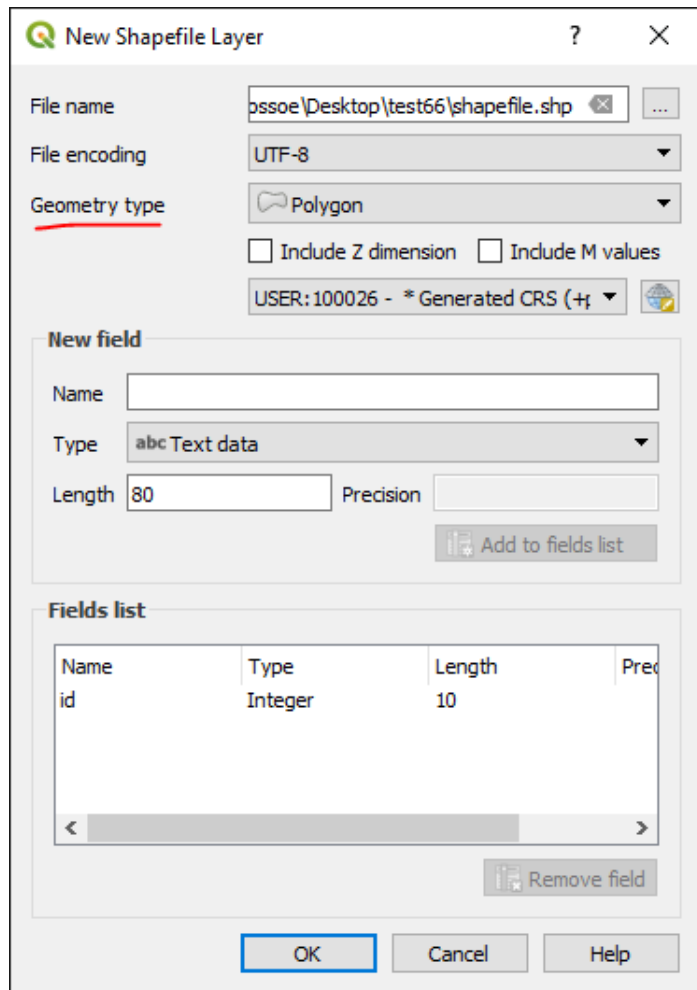
Select the **CRS** to match the same selected in previous **Align** Step, in this example its '**WGS 84 UTM zone 30N**' because the terrain is from the United Kingdom.



Create shapefile layer

Top menu – **Layer > Create Layer > New Shapefile Layer**

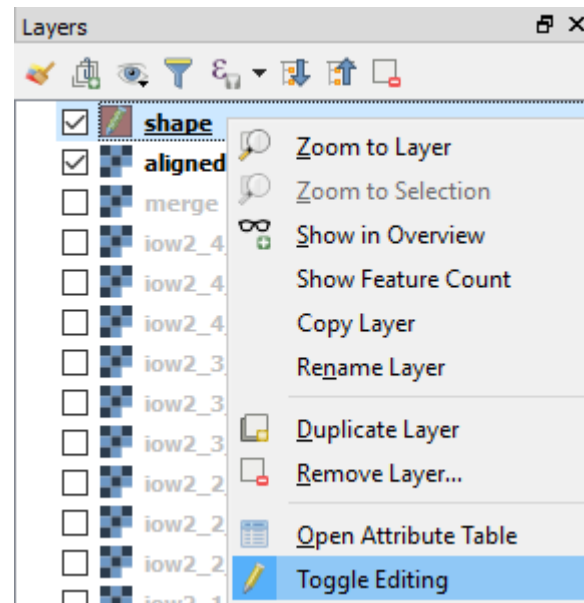
Change **Geometry type** to 'Polygon'



The 'New Shapefile Layer' dialog box is shown. It has a title bar with a question mark and a close button. The 'File name' field contains 'pssoe\Desktop\test66\shapefile.shp'. The 'File encoding' dropdown is set to 'UTF-8'. The 'Geometry type' dropdown is set to 'Polygon', which is underlined in red. Below it are two unchecked checkboxes: 'Include Z dimension' and 'Include M values'. A CRS dropdown shows 'USER: 100026 - *Generated CRS (+)'. The 'New field' section has a 'Name' field, a 'Type' dropdown set to 'abc Text data', and 'Length' (80) and 'Precision' fields. An 'Add to fields list' button is below. The 'Fields list' section contains a table with one row: 'id' (Integer, Length 10). A 'Remove field' button is at the bottom right. 'OK', 'Cancel', and 'Help' buttons are at the very bottom.

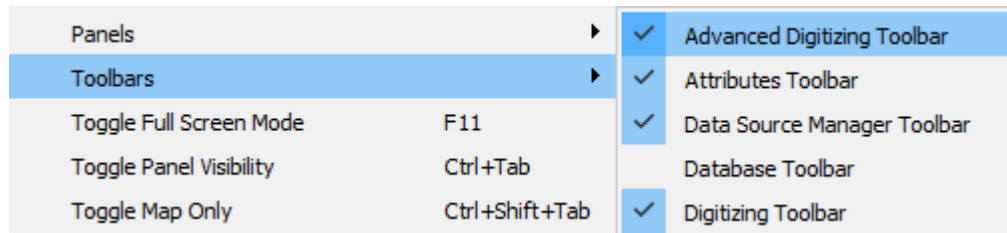
Name	Type	Length	Precision
id	Integer	10	

Right click on shapefile & select '**Toggle Editing**'

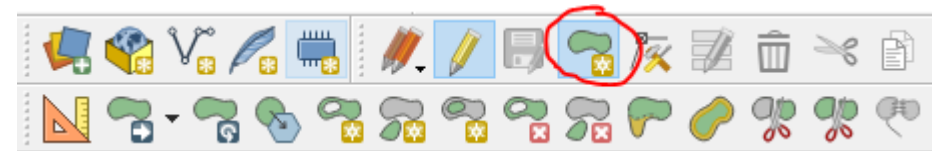


Create square using Advanced Digitizing panel

From menu – **View > Toolbars > Advanced Digitizing Toolbar**



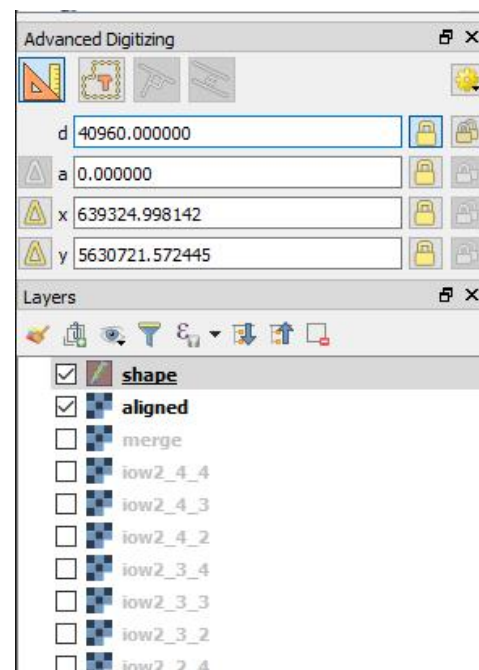
Select '**Add Polygon Feature**'



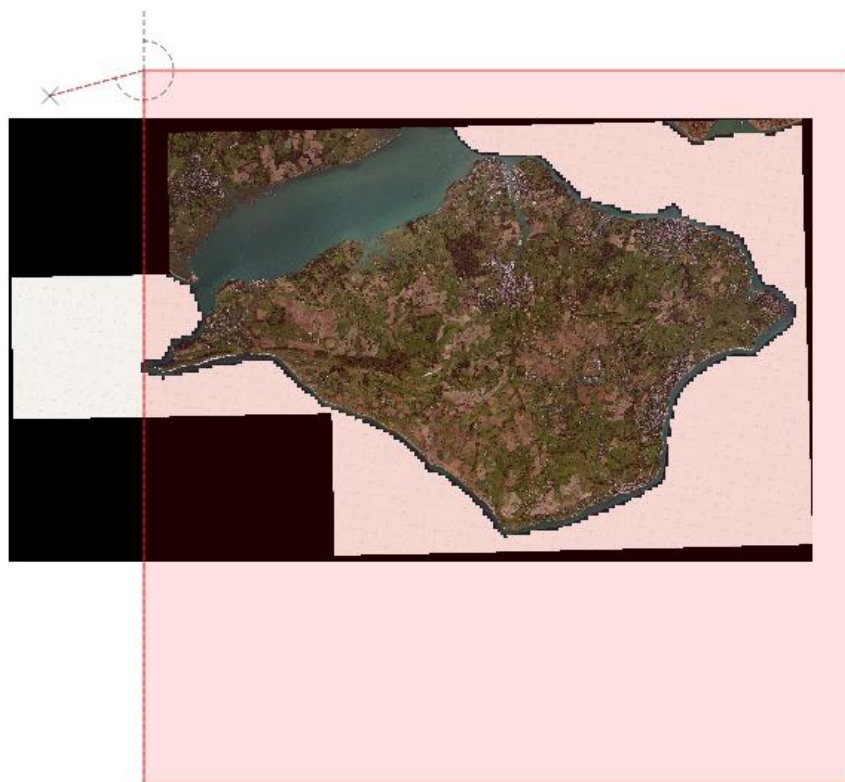
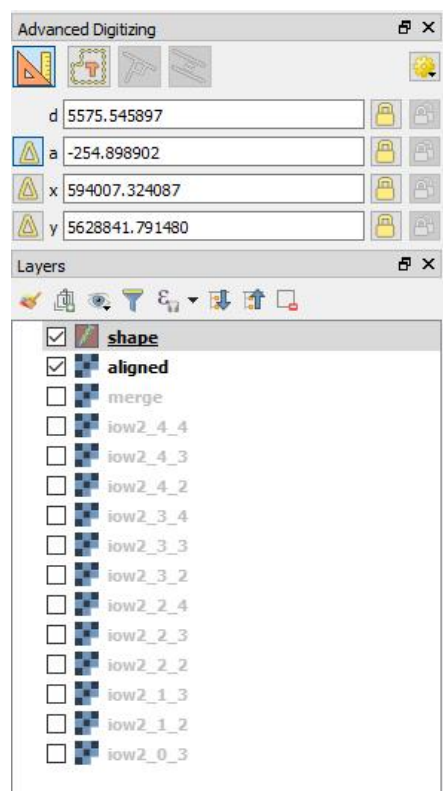
Select **Enable advanced digitizing tools**



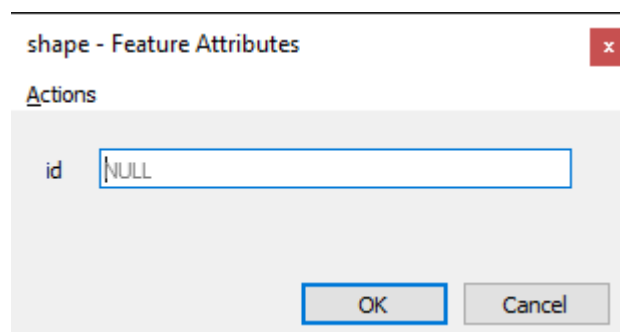
To create a perfect square, **left mouse click** for your **top left** starting point, move your mouse to the right a little, then press '**d**' on keyboard, type in the exact width (distance) required (in this example '40960') then immediately press **Enter** – be careful not to move the mouse before pressing **Enter** or it will mess up the number. Press **left mouse click** and you will have drawn your first horizontal line which turns red. By default this tool snaps to 90 degree angles, making it easy to draw your lines. Now to draw the vertical line start moving mouse your down, press '**d**' again and type in same figure as above, press **Enter** and another **left mouse click**, repeat the process for the last 2 lines of the square.



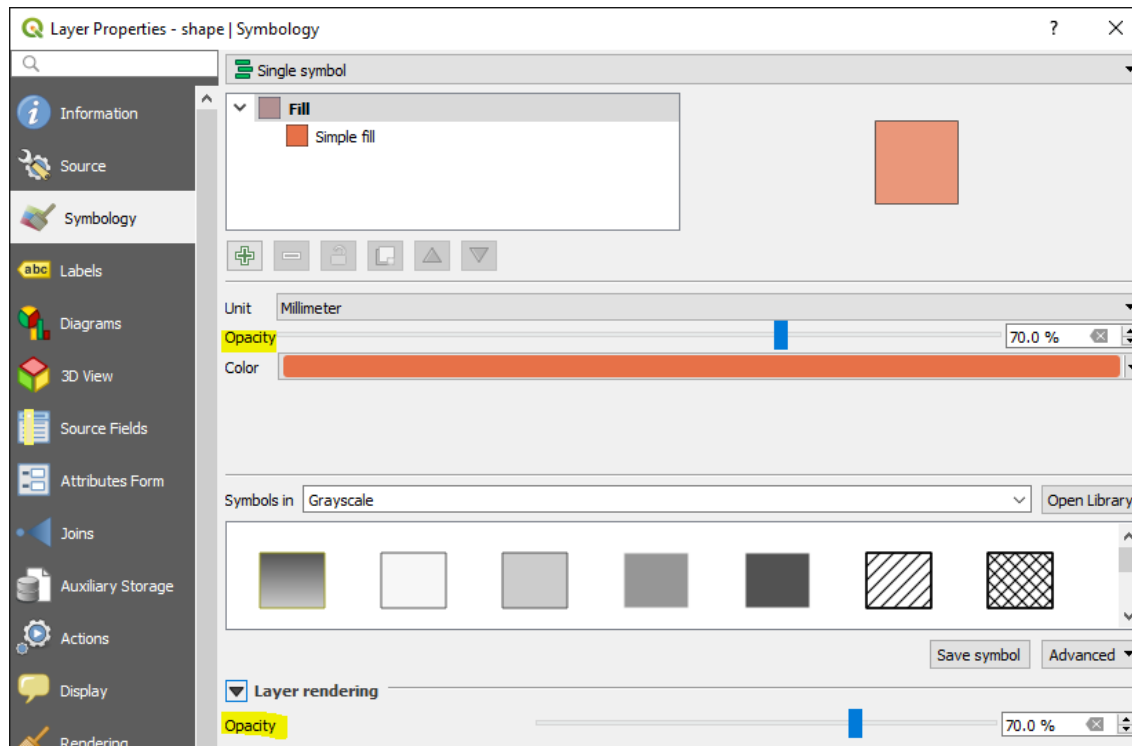
After the last **left mouse click** from the step above, the tool is still waiting to plot more points, so to finalise the square do a **right mouse click**



This will then bring up a dialogue – just type any number and **Enter**



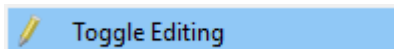
Because the new square **polygon feature** is filled with a colour it's hard to see your sat image behind, so I tend to double click on the shapefile in the layers panel on the left, and in the **Symbology** tab set the **Opacity** for both available options to 70%



To move your square just select **Move Feature** and shift it to the desired position over your sat image



Once you have finished with your polygon feature, remember to right click on shapefile layer & click '**Toggle editing**' so changes are saved to file.



Export satellite image ready for Terrain Builder using 'clip raster by mask layer'

Clip Raster by Mask Layer

Parameters Log

Input layer
aligned [EPSG:32630]

Mask layer
shape [EPSG:32630]

☐ Selected features only

Assign a specified nodata value to output bands [optional]
Not set

☐ Create an output alpha band

☒ Crop the extent of the target dataset to the extent of the outline

☐ Keep resolution of output raster

Advanced parameters

Additional creation parameters [optional]
Profile Default

Name	Value
------	-------

+ - Validate Help

Output data type
Byte

Clipped (mask)
E:/Users/rosso/Arma/QGIS/export.bmp

☒ Open output file after running algorithm

GDAL/OGR console call
gdalwarp -ot Byte -of BMP -cutline path_to_data_file -crop_to_outline C:/Users/rosso/Desktop/test66/aligned.tif E:/Users/rosso/Arma/QGIS/export.bmp

0% Cancel

Run as Batch Process... Run in Background Close Help

Menu – **Raster > Extraction > Clip Raster by Mask Layer**

Input layer is the raster generated from the **Align Raster** step

Mask Layer is the shapefile created in the previous step

Double check these are both the same CRS

Change **Output data type** to 'Byte'

Once your clipped file is saved, check the image dimensions match exactly to those defined in the **Create square** step.

When saving to **.bmp** (best format for Terrain Builder) you will find there is a 4GB hard limit.

This will obviously be dictated by the size of your chosen terrain

If you keep under 4GB you can use a single square feature selection shown above

If you are likely to breach the 4GB limit, you'll need to look at 4 tiles for your feature selection.

See below steps to generate 4 tiled feature selection.

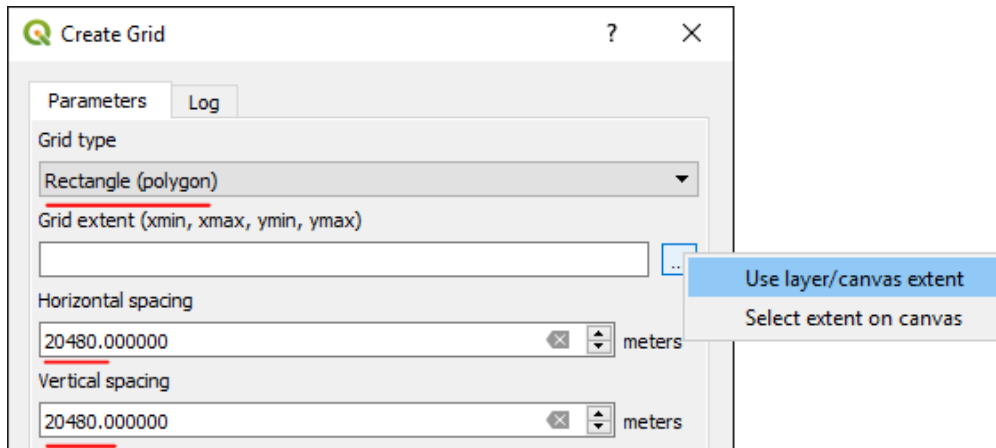
Create grid – 2 x 2 Feature (for those wanting to break up their sat image into 4 tiles)

* You will need to have created the **square feature** first – see above steps *

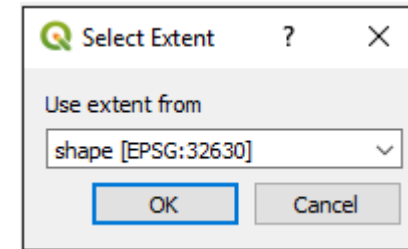
Top Menu – **View > Panels > Processing Toolbox**

Processing Toolbox Menu – **Vector Creation > Create Grid**

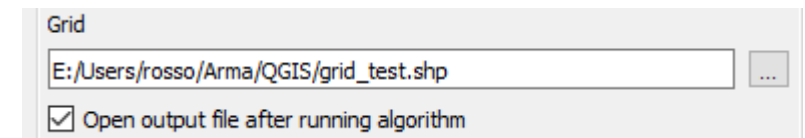
Set **Grid type** to 'polygon' & the **Horizontal & Vertical** to half the distance of your main square



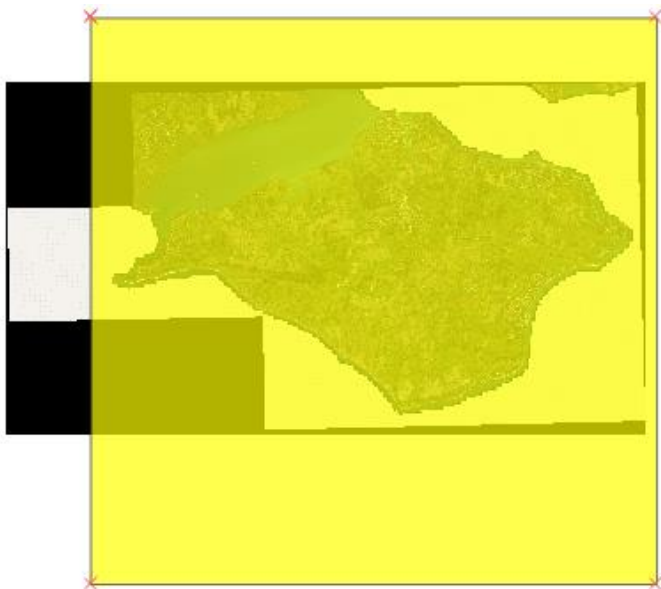
Select the shapefile created above for your main square



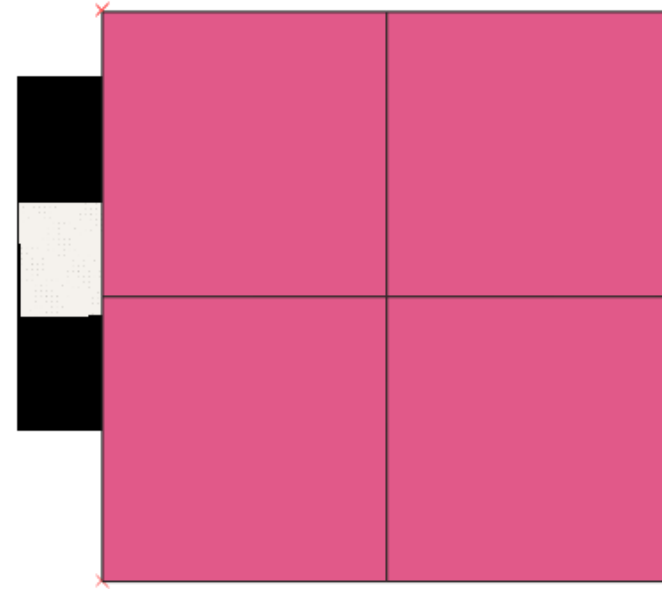
Set it to save new grid feature to .shp file



Your original square feature selection will then be....



Covered with a new grid of 4 tiles – perfect quarters of your original square

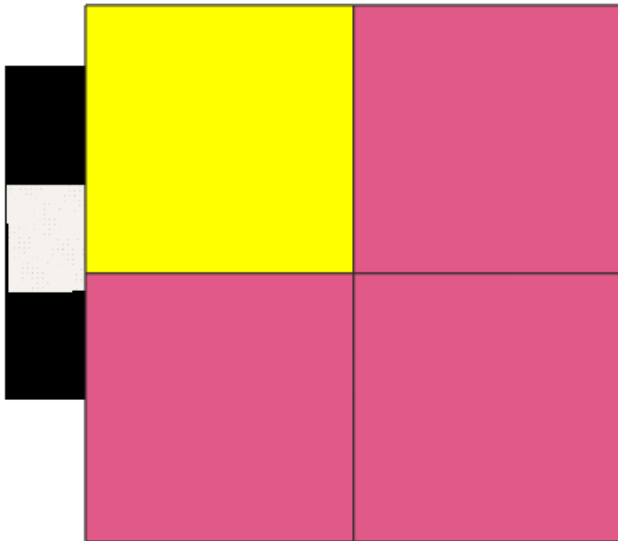


Because you will need to export each quarter separately for use in Terrain Builder, we will move each quarter onto its own shapefile layer.

Click **Select Features** -



And select the first quarter:



You will then have 4 tiles ready for reference in clip



Top Menu – **Edit > Copy Features**

Then...

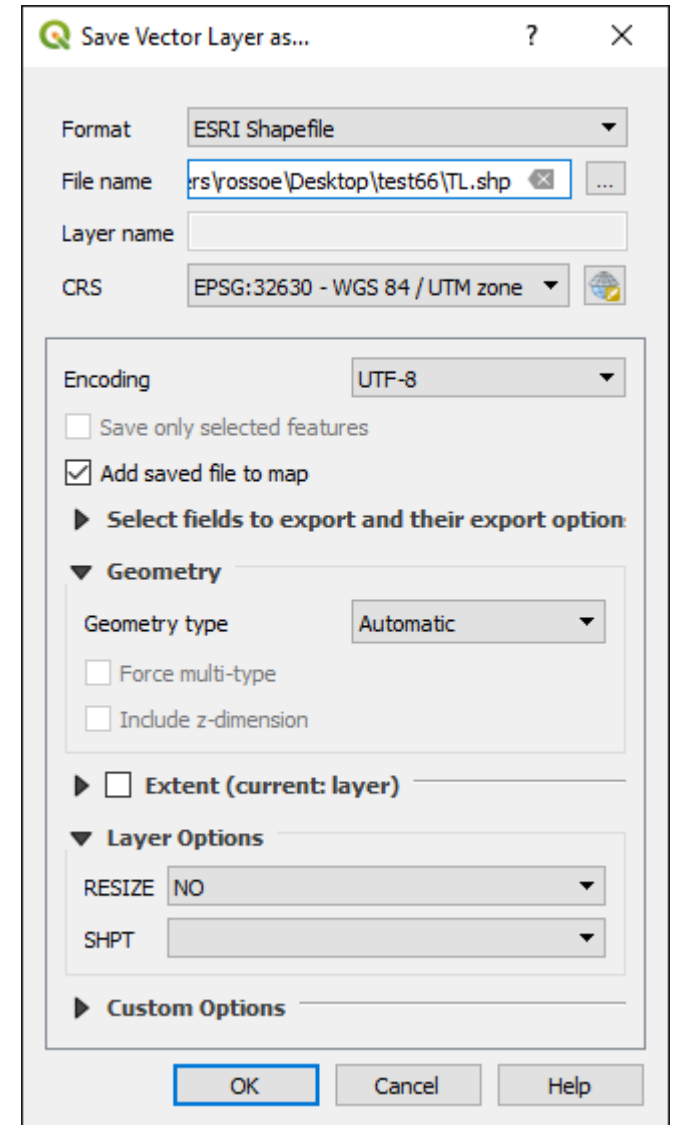
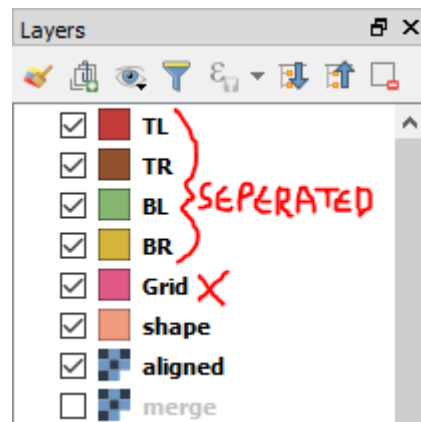
Edit > Paste Features As > New Vector Layer

Save shapefile layer to something obvious

I've used 'TL' for top left.

Repeat for the remaining quarters and you'll

have something like below, 'Grid' can be deleted.



I'd recommend configuring the new tiles opacity as mentioned in the previous **Create square** step.

Export satellite images ready for Terrain Builder using 'clip raster by mask layer'

Clip Raster by Mask Layer

Parameters Log

Input layer
aligned [EPSG:32630]

Mask layer
TL [EPSG:32630]

☐ Selected features only

Assign a specified nodata value to output bands [optional]
Not set

☐ Create an output alpha band

☒ Crop the extent of the target dataset to the extent of the outline

☐ Keep resolution of output raster

Advanced parameters

Additional creation parameters [optional]
Profile Default

Name	Value
------	-------

+ - Validate Help

Output data type
Byte

Clipped (mask)
E:/Users/rosso/Arma/QGIS/TL.bmp

☒ Open output file after running algorithm

GDAL/OGR console call
gdalwarp -ot Byte -of BMP -cutline path_to_data_file -crop_to_outline C:/Users/rosso/Desktop/test66/aligned.tif E:/Users/rosso/Arma/QGIS/TL.bmp

0% Cancel

Run as Batch Process... Run in Background Close Help

The following steps will need to be repeated 4 times in order to export your 4 quarters.

Menu – **Raster > Extraction > Clip Raster by Mask Layer**

Input layer is the raster generated from the **Align Raster** step

Mask Layer – select each quarter, until you have extracted all 4

Change **Output data type** to 'Byte'

Once your clipped file is saved, check the image dimensions are exactly half of those defined in the **Create square** step. In this example it would be 20480px

These 4 tiled sat images can then be brought together in Terrain builder using **Layers**.

<https://pmc.editing.wiki/doku.php?id=arma3:terrain:import-satellite-in-smaller-tiles>