Dalverny Sébastien p1704762

TP1 MMV

Lien Git

Analyse du terrain

1. Aire de drainage

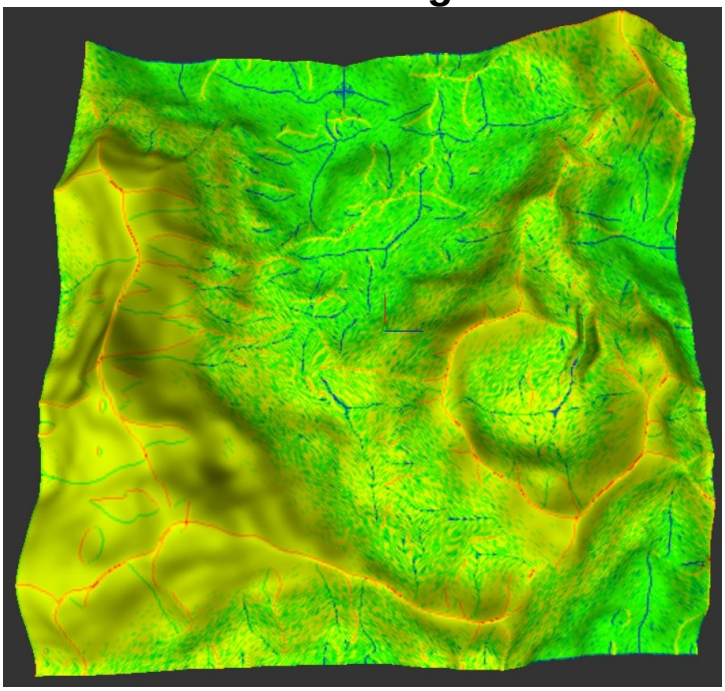

Figure 1 : Terrain avec l'aire de drainage

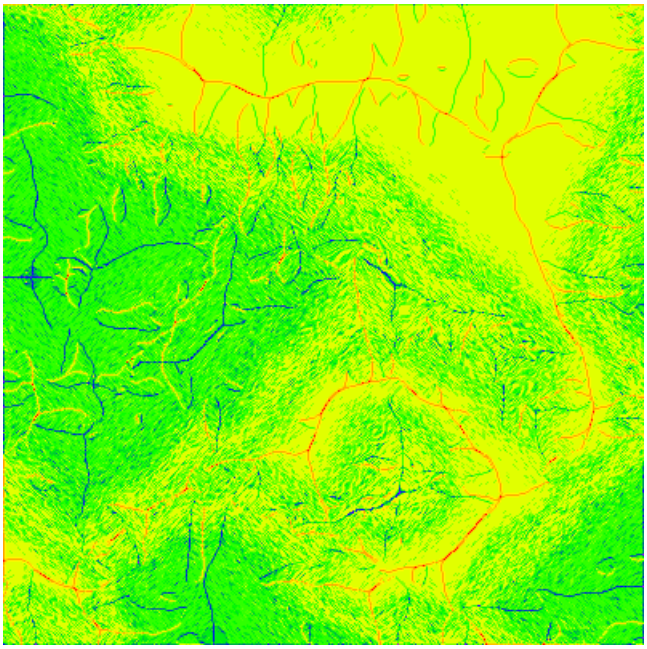

Figure 2 : texture de l'aire de drainage

2. Slope

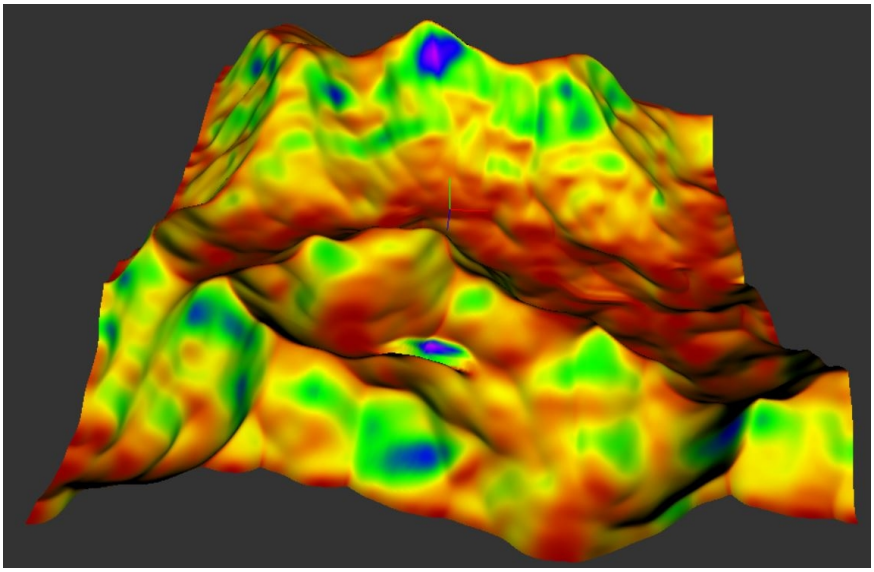

Figure 3 : Terrain avec la slope

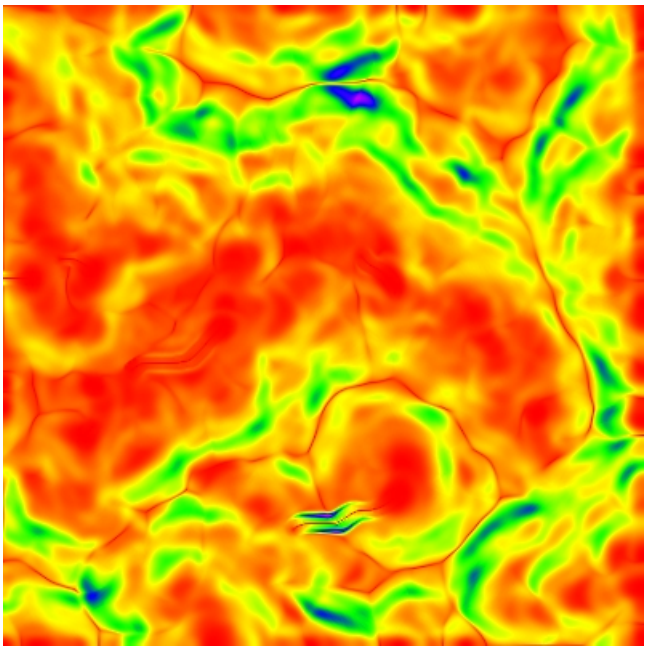

Figure 4 :Texture de la slope

3. Laplacien

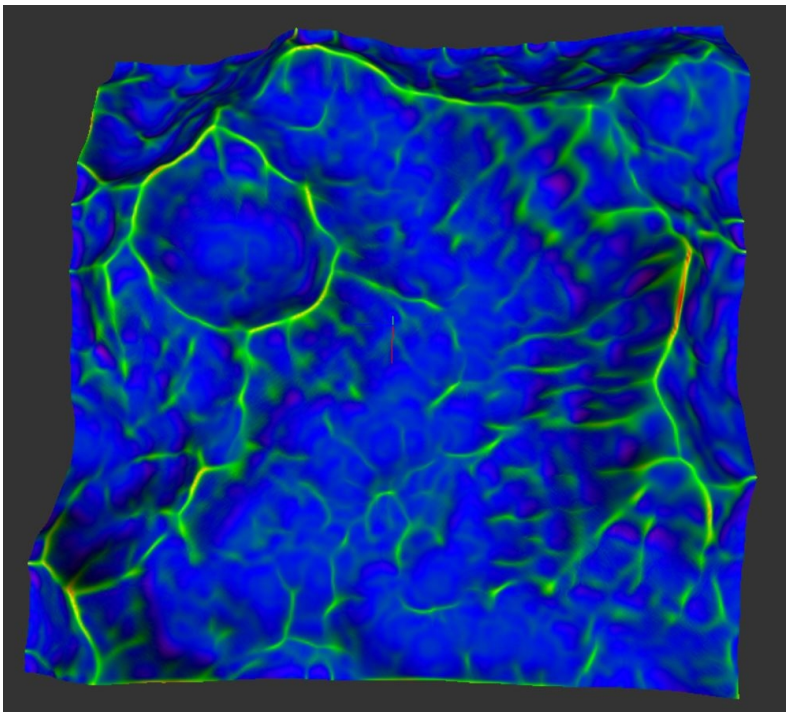

Figure 5 : Terrain avec le laplacien

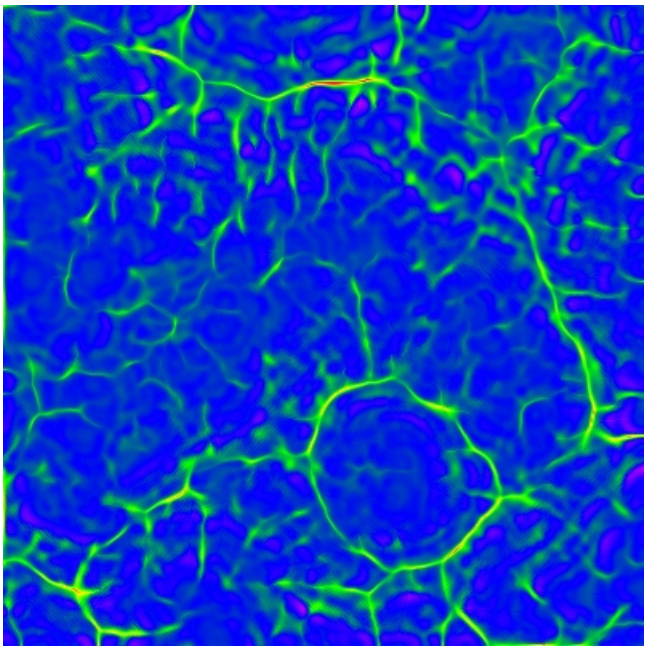

Figure 6 : texture du laplacien

4. WetnessIndex

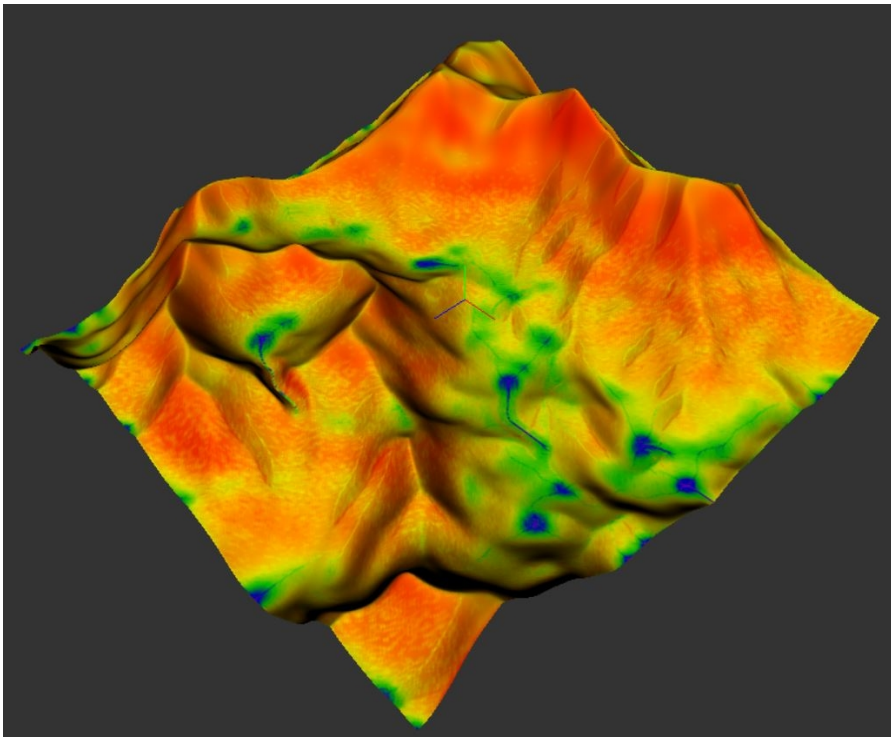

Figure 7 : Terrain avec la wetness

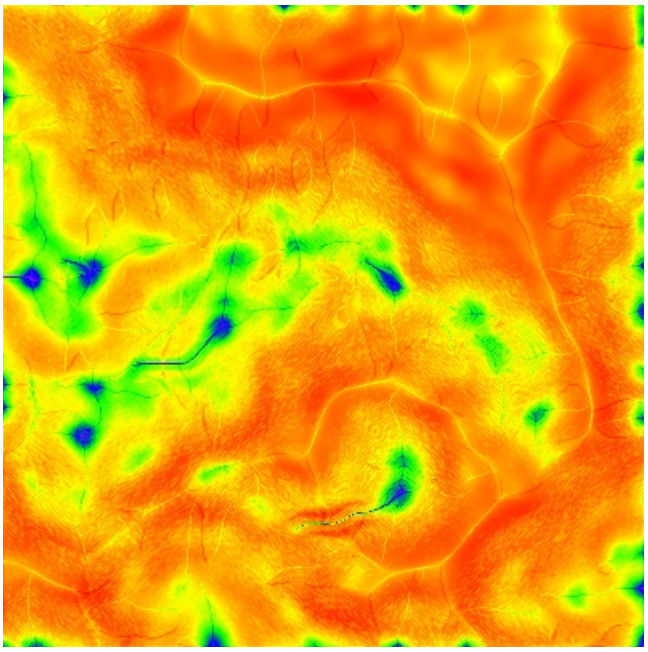

Figure 8 : texture de la wetness

5. Shading

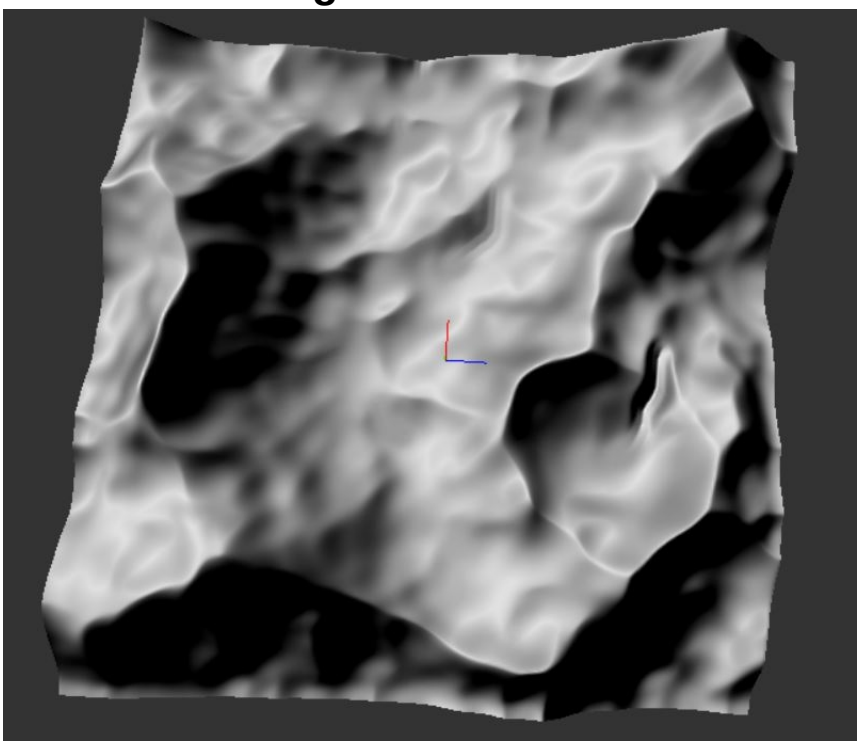

Figure 9 : Terrain avec la texture de shading

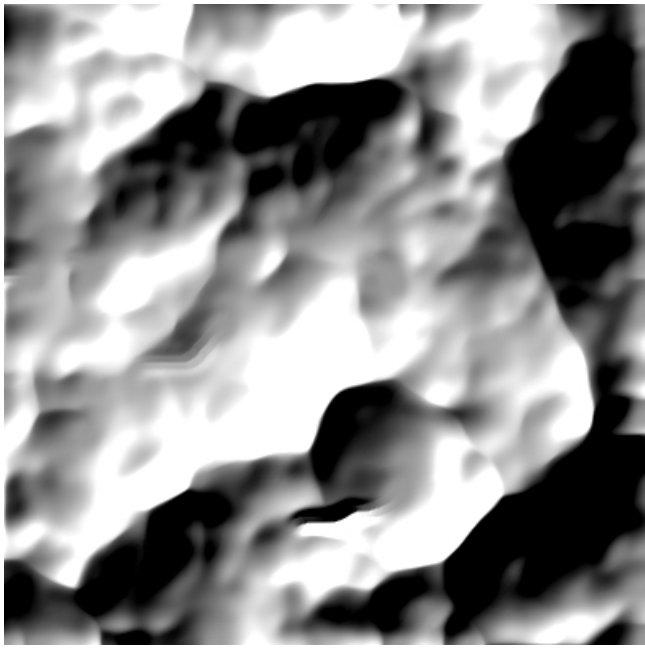

Figure 10 : Texture de shading

Changement sur le terrain

1. Breaching terrain

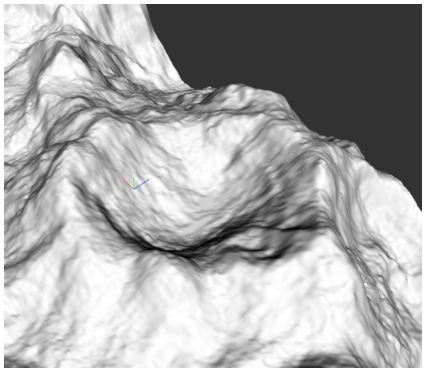

Figure 11 : Terrain avant

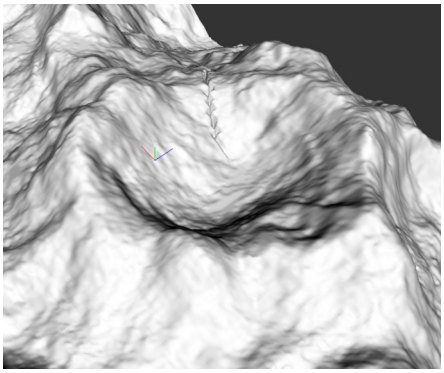

Figure 12 : Terrain après breaching

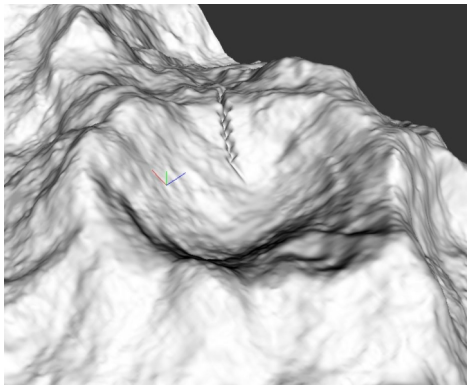

Figure 13 : Smoothed Breaching (rayon=3)

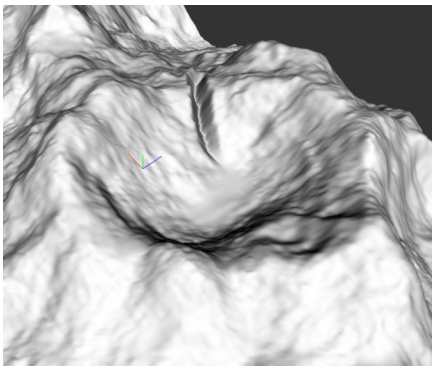

Figure 14 : Convergence Smoothed Breaching

2. Smooth Terrain

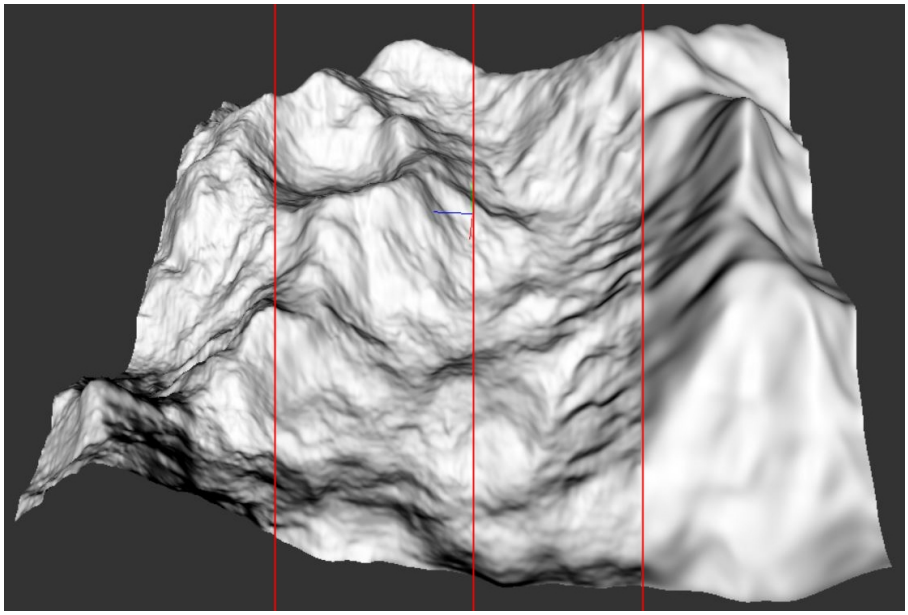

Figure 15 : Smooth du terrain progressif (original / 1 fois / 2 fois / 8 fois)

3. Érosion

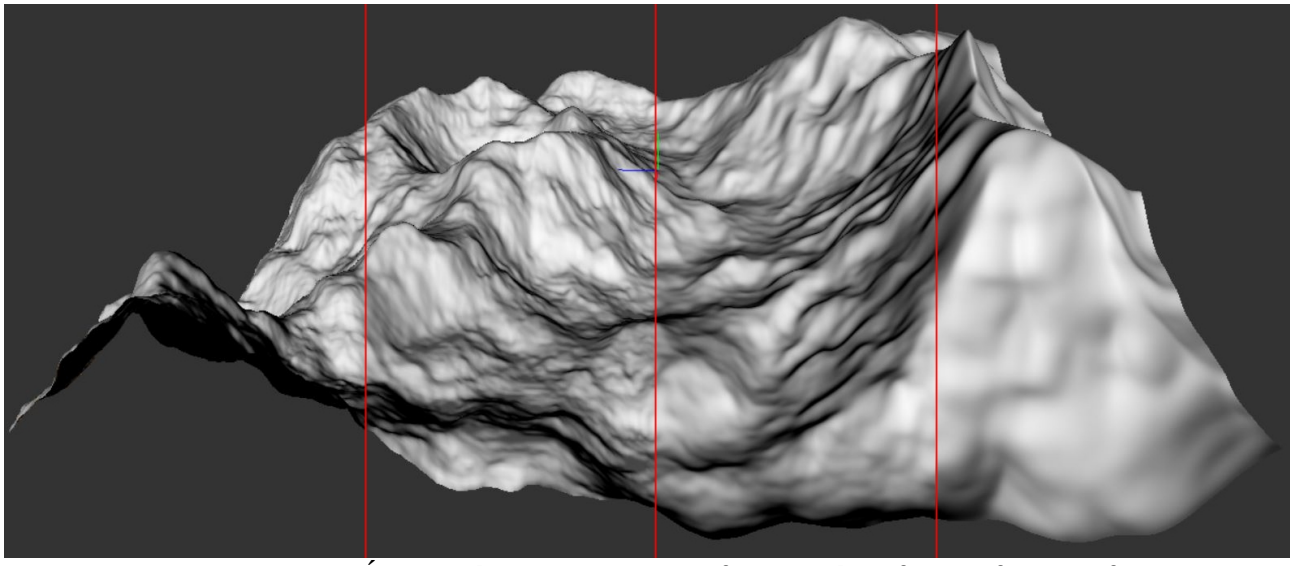

Figure 16 : Érosion du terrain progressif (original / 2 fois / 8 fois / 32 fois)

dt = 2

StreamPowerErosion ⇒ 0.65

HillSlopeErosion ⇒ 0.3

DebrisSlopeErosion ⇒ 0.47