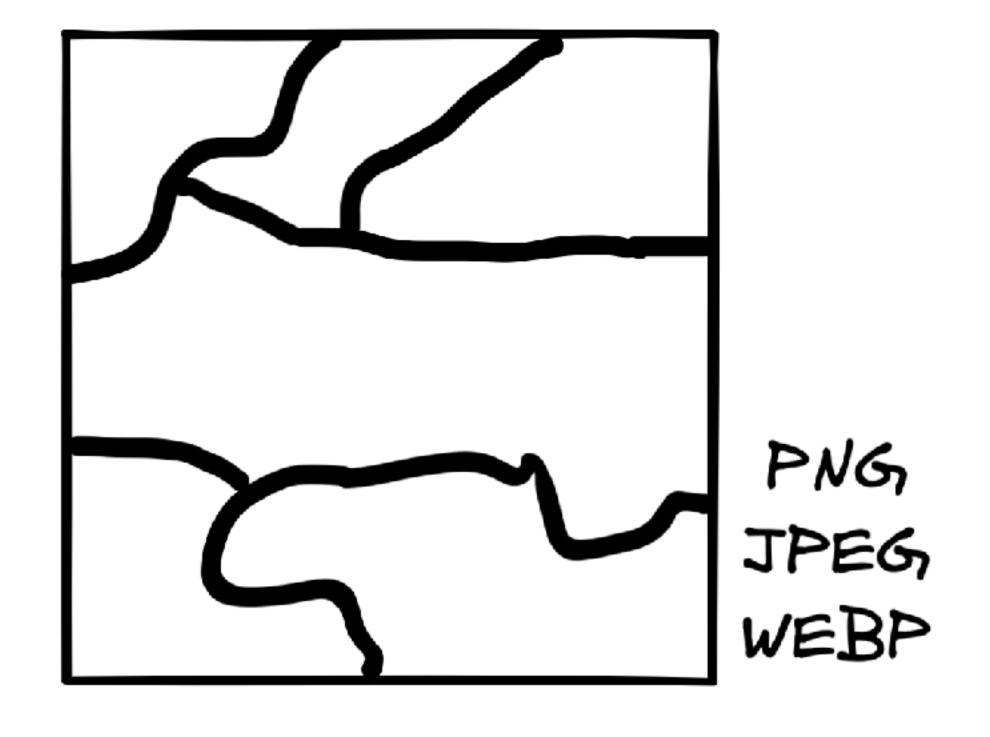
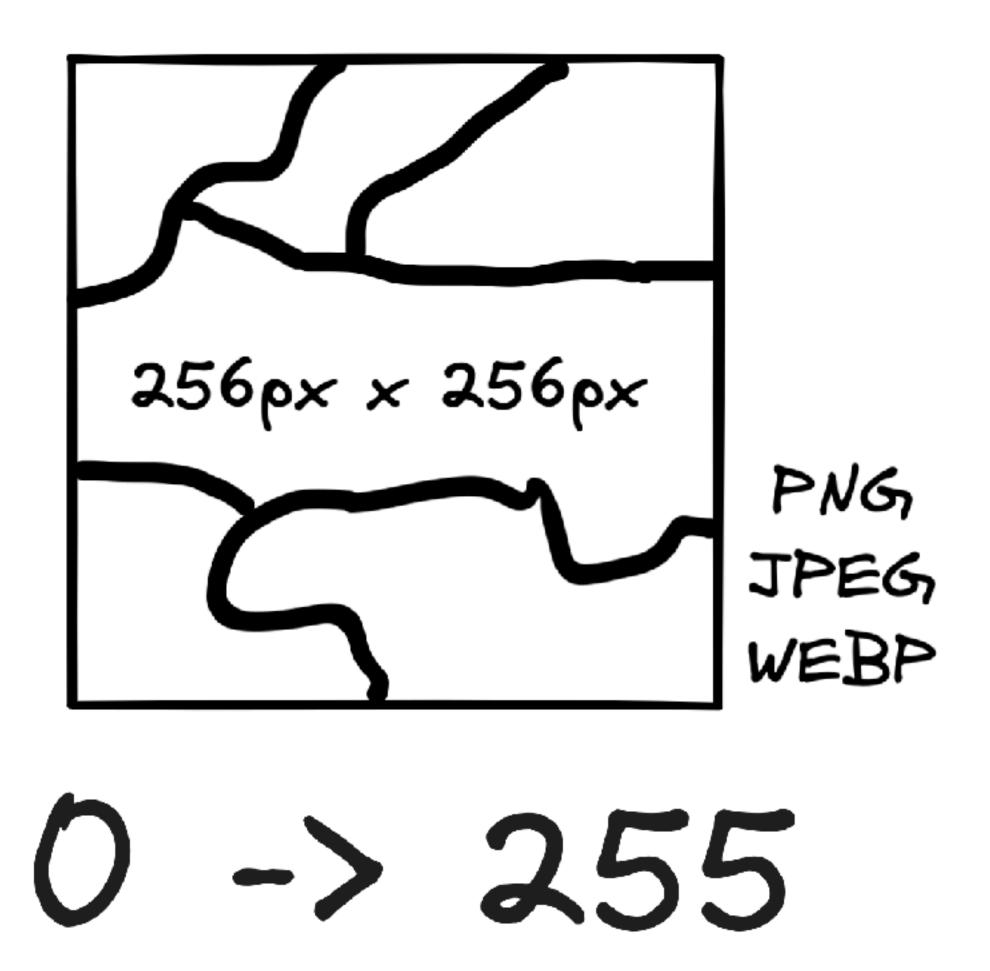


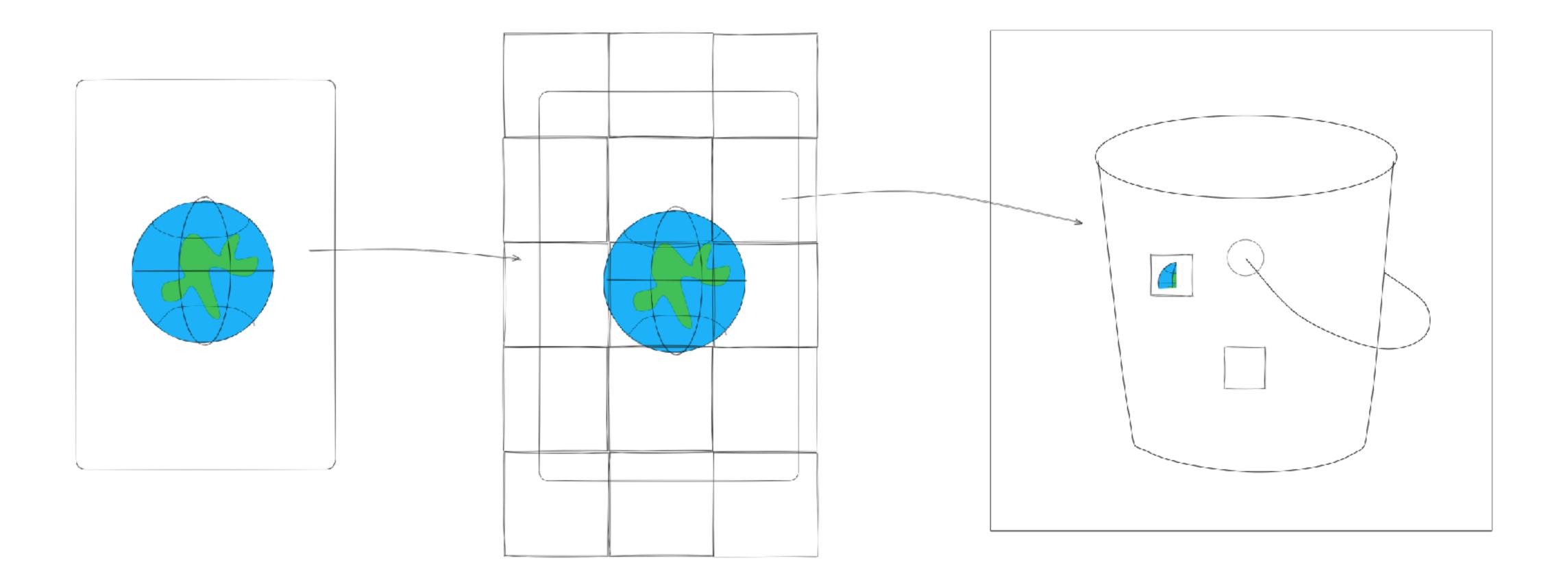
Dynamic Tiling Or how to make tiles happy!

Map Tile (raster)

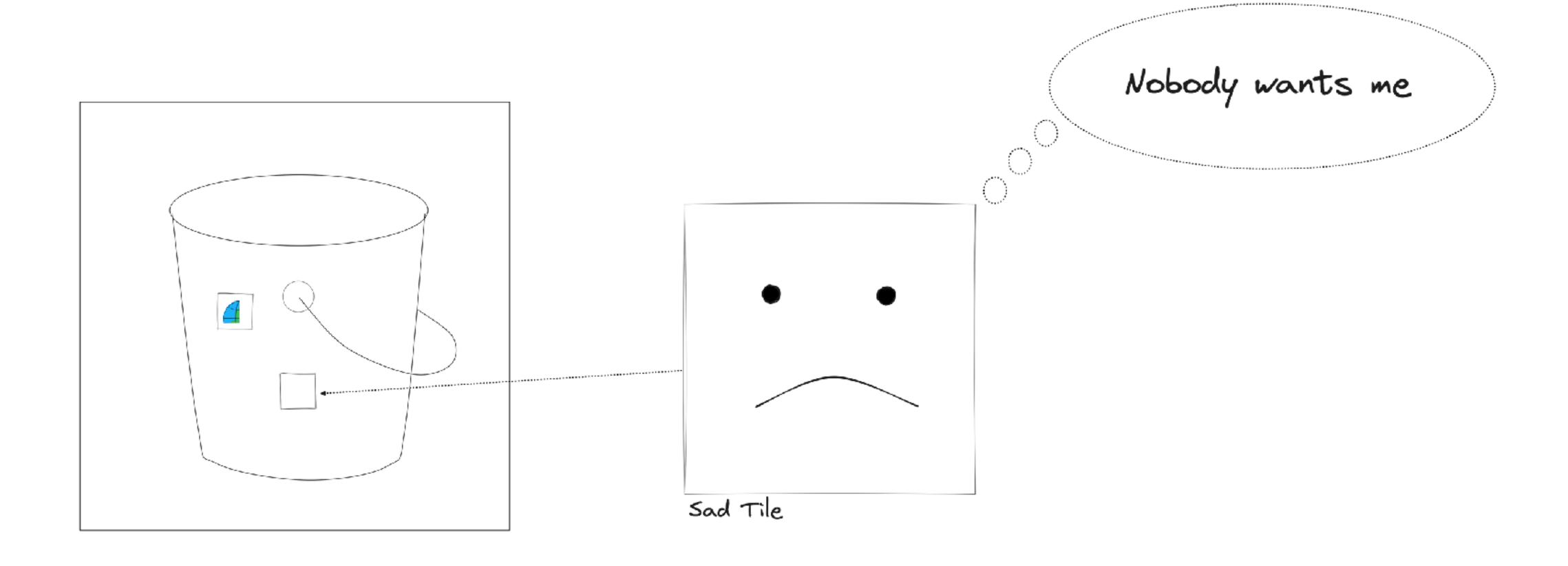




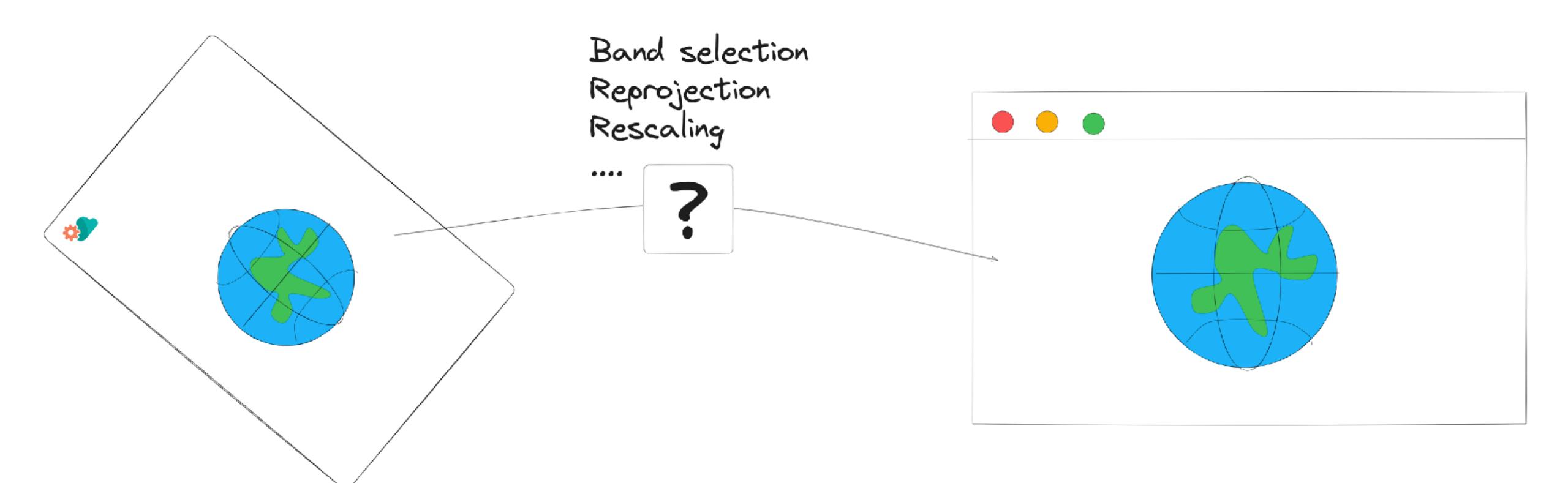
Static Tiling



Static Tiling



Dynamic Tiling

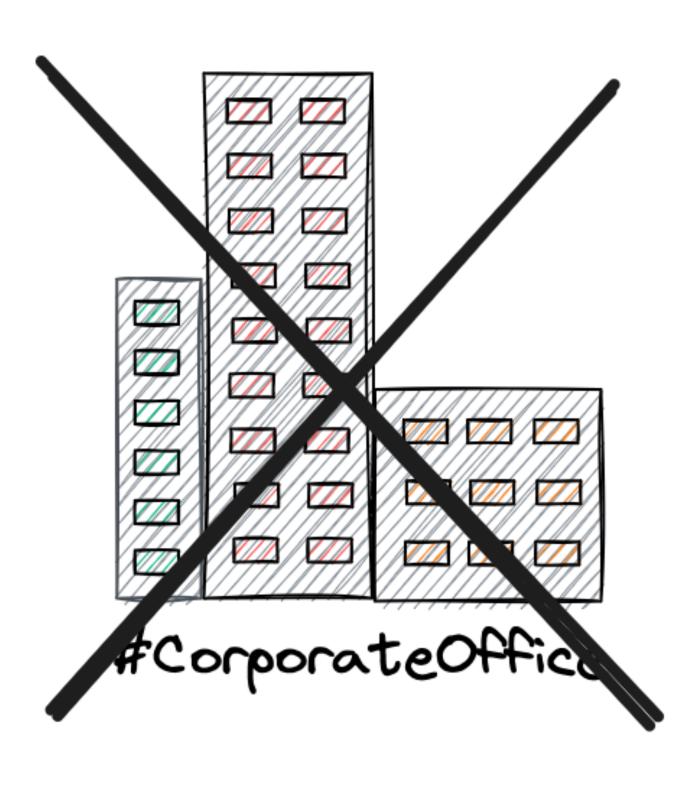


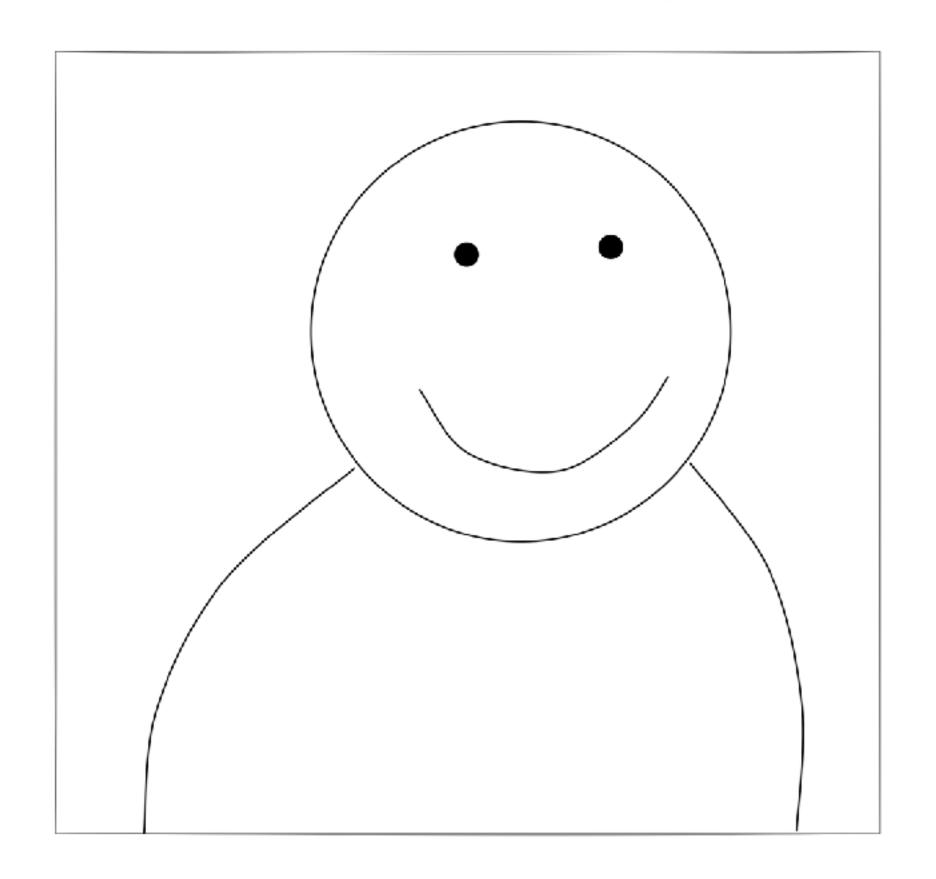
Dynamic Tiling



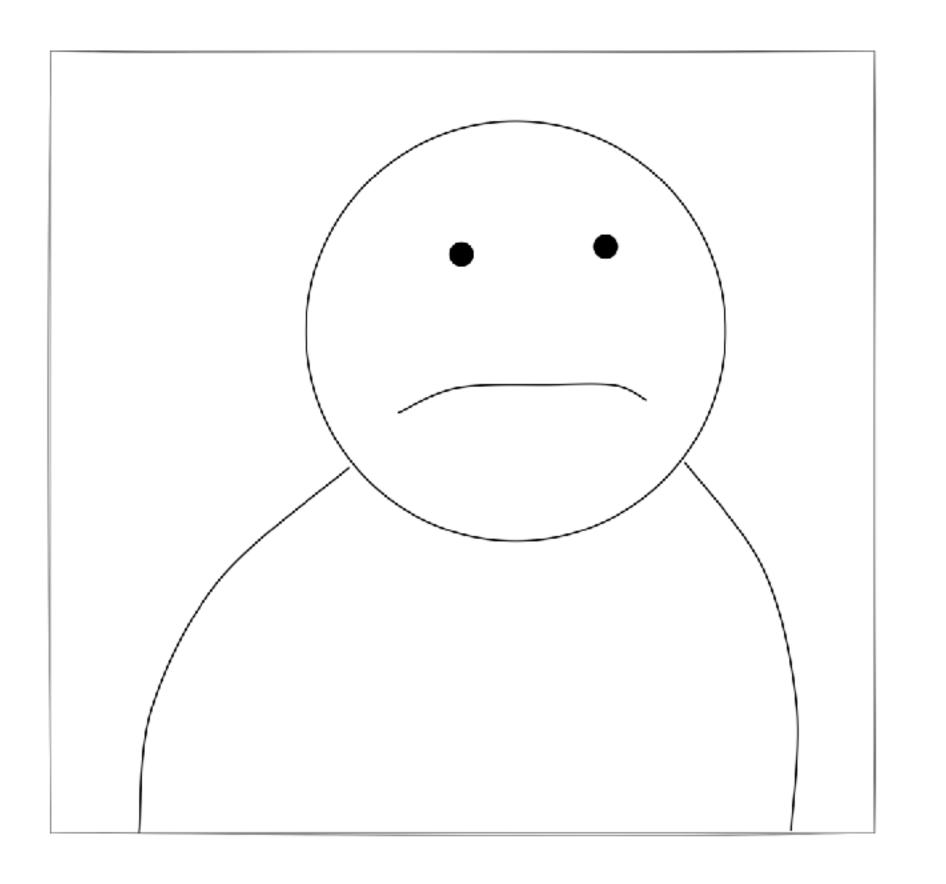


I want the power

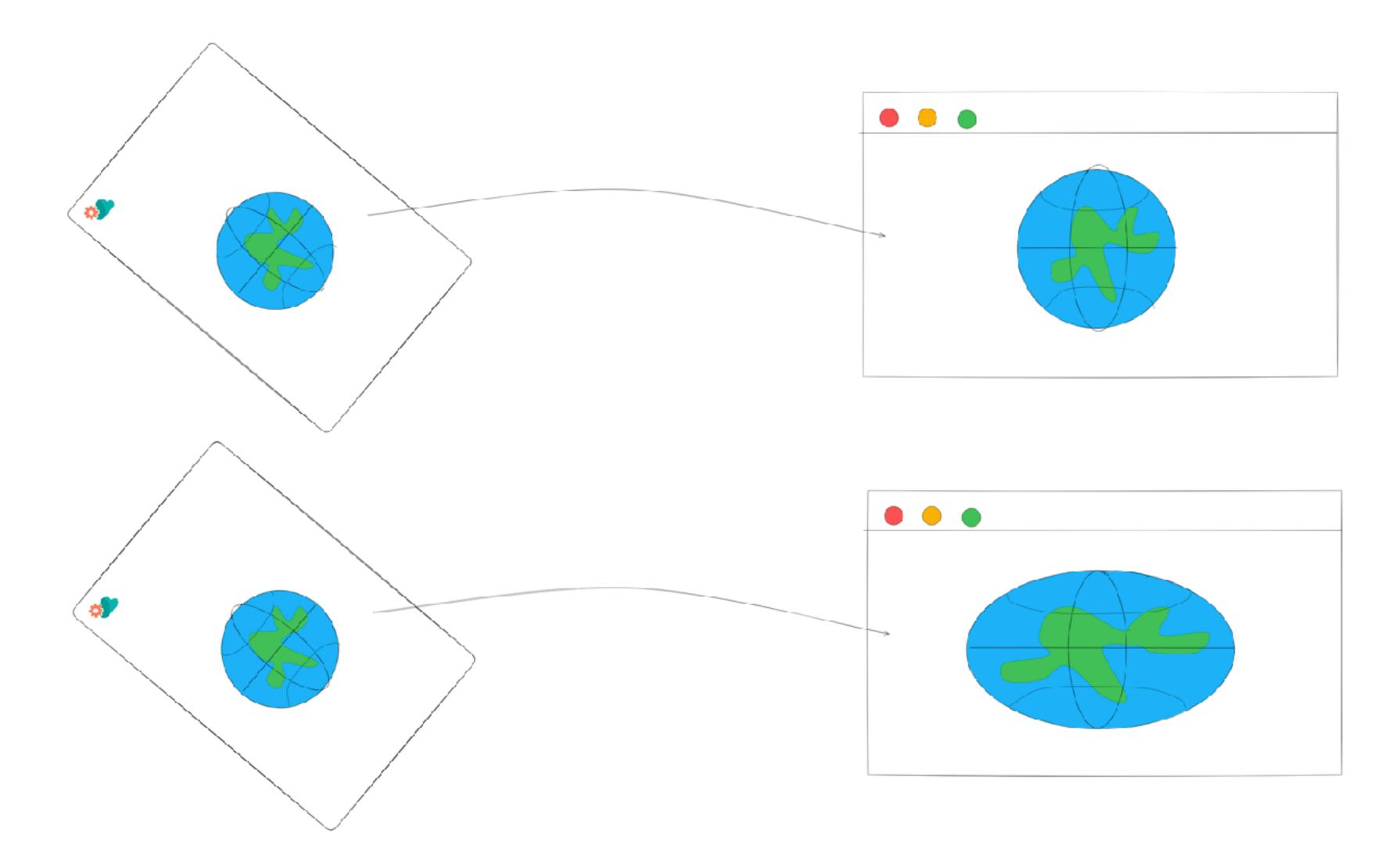




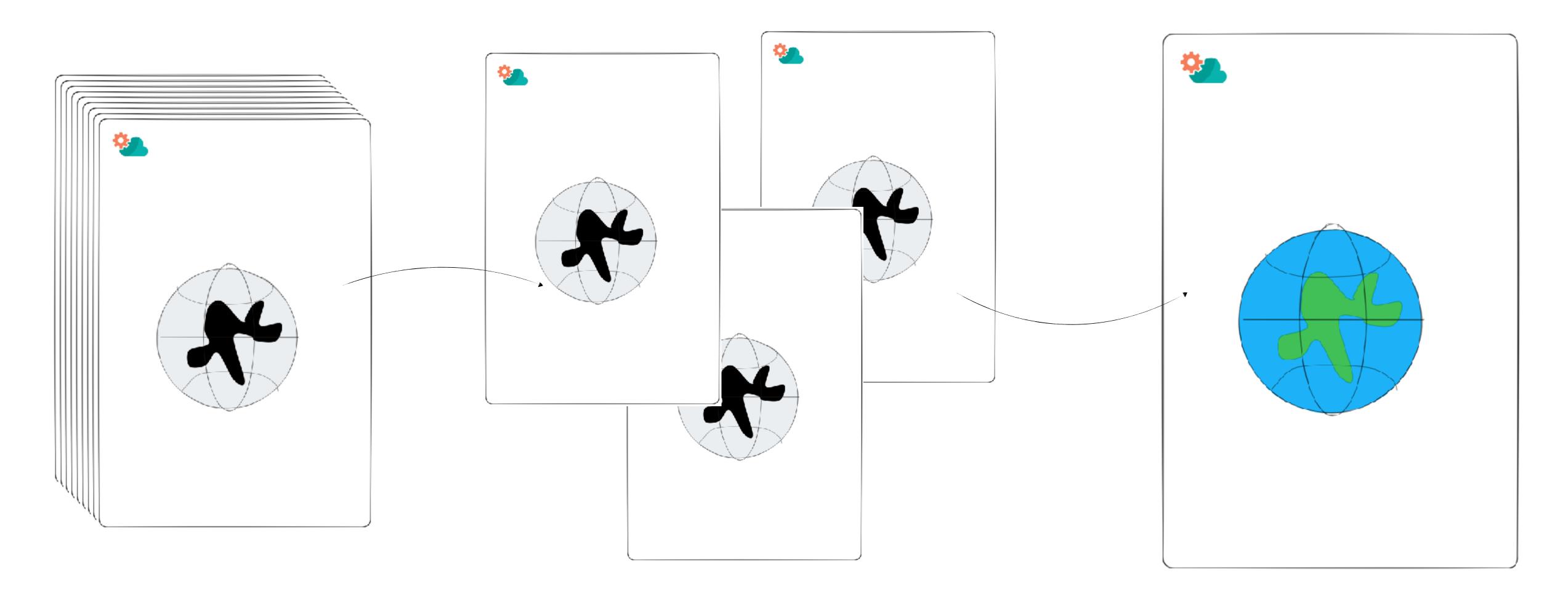
But what can I do?



Reprojection

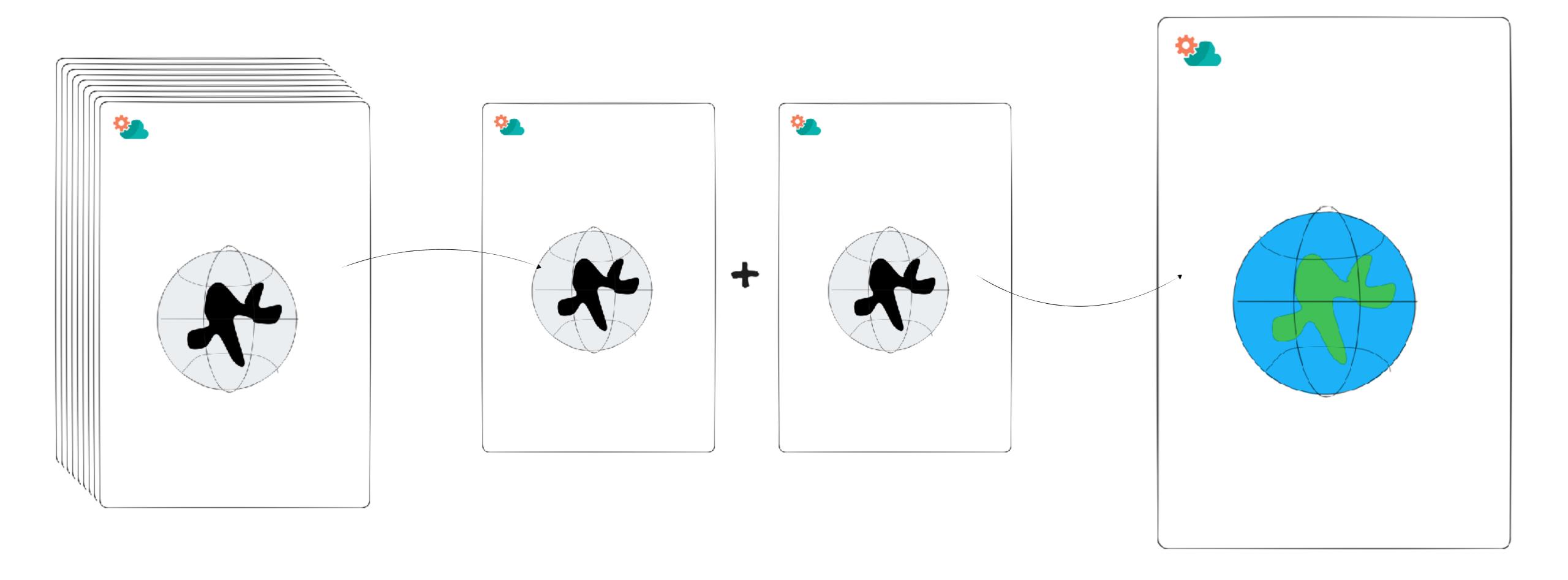


Bands selection

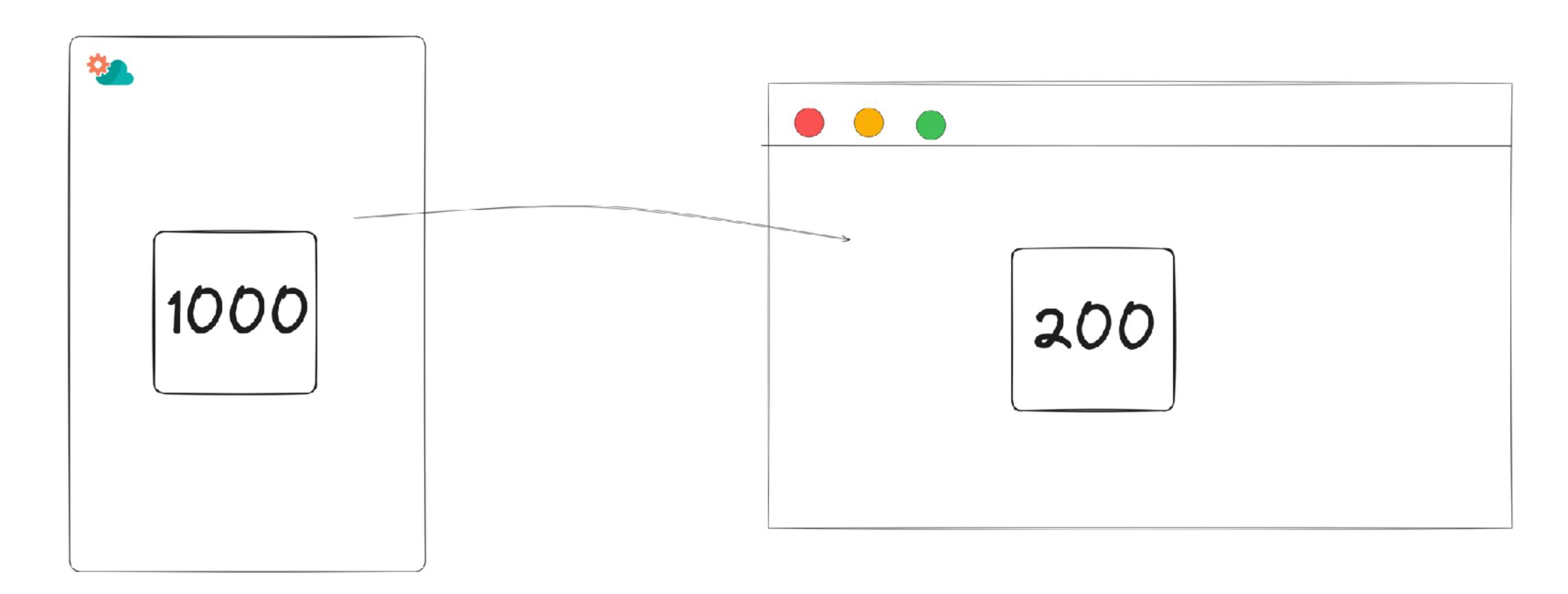


Mandatory for non 16 or 36 datasets

Bands math

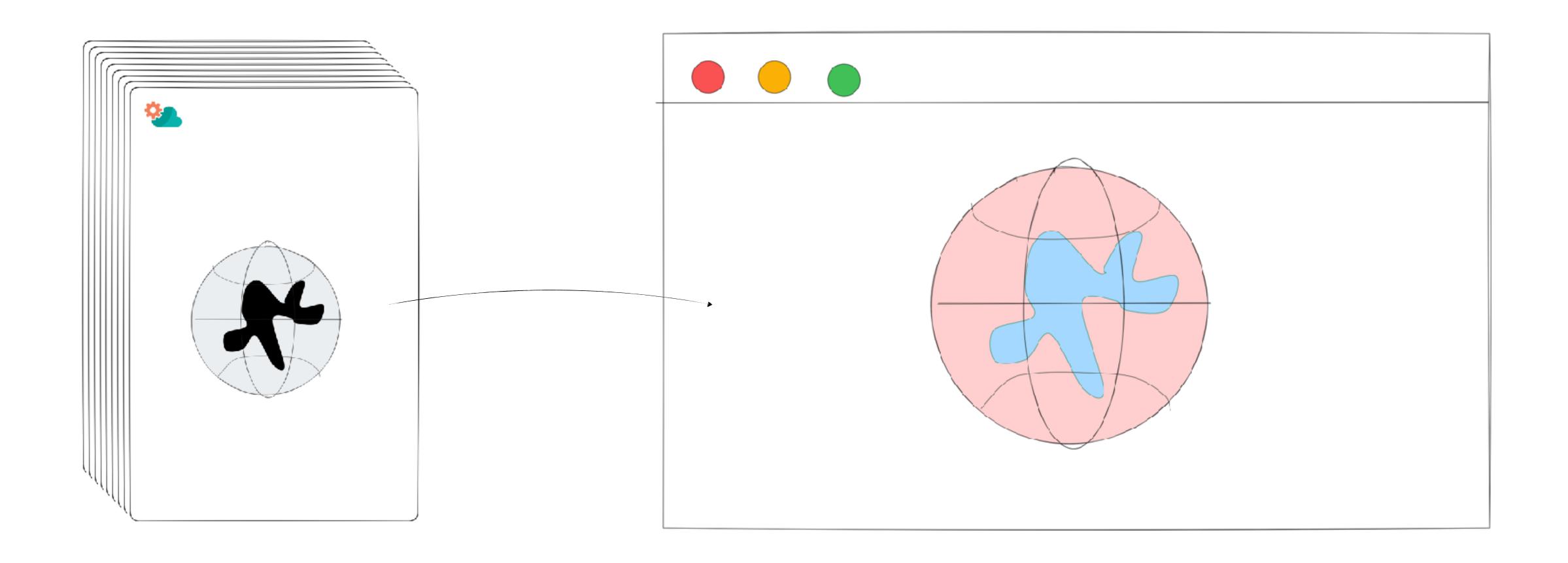


Rescaling

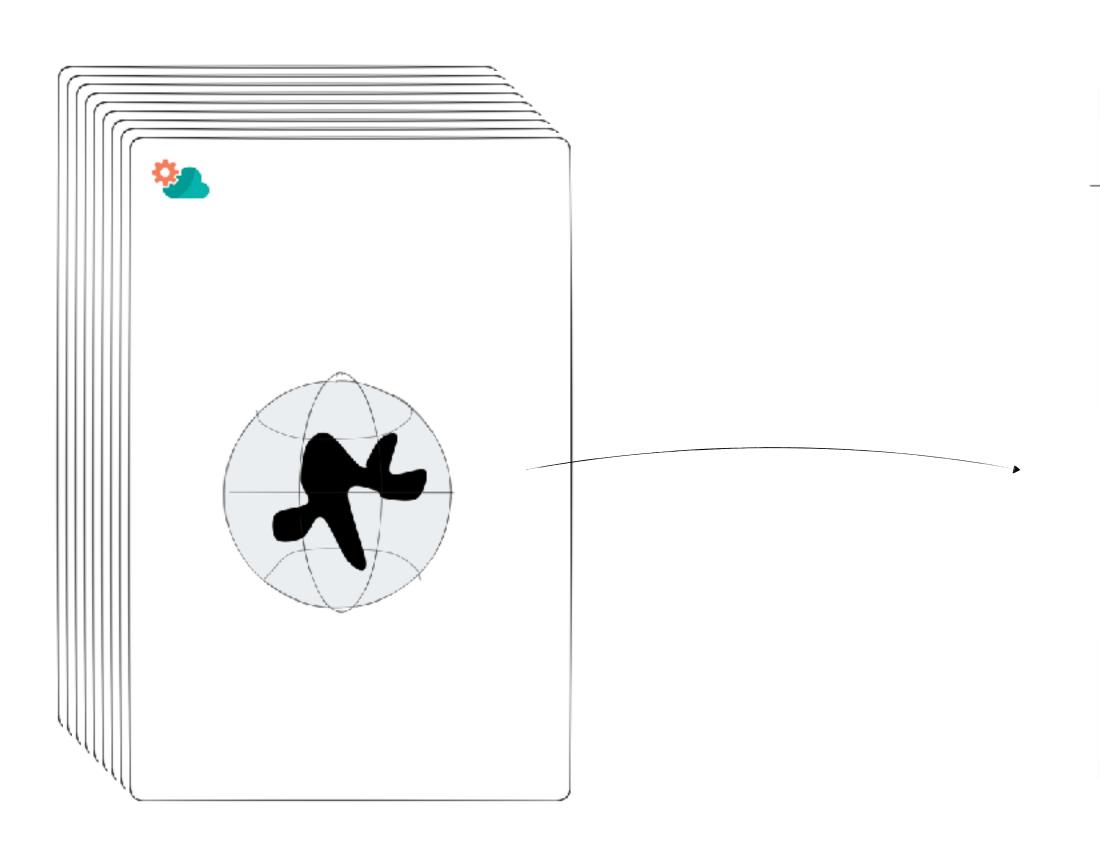


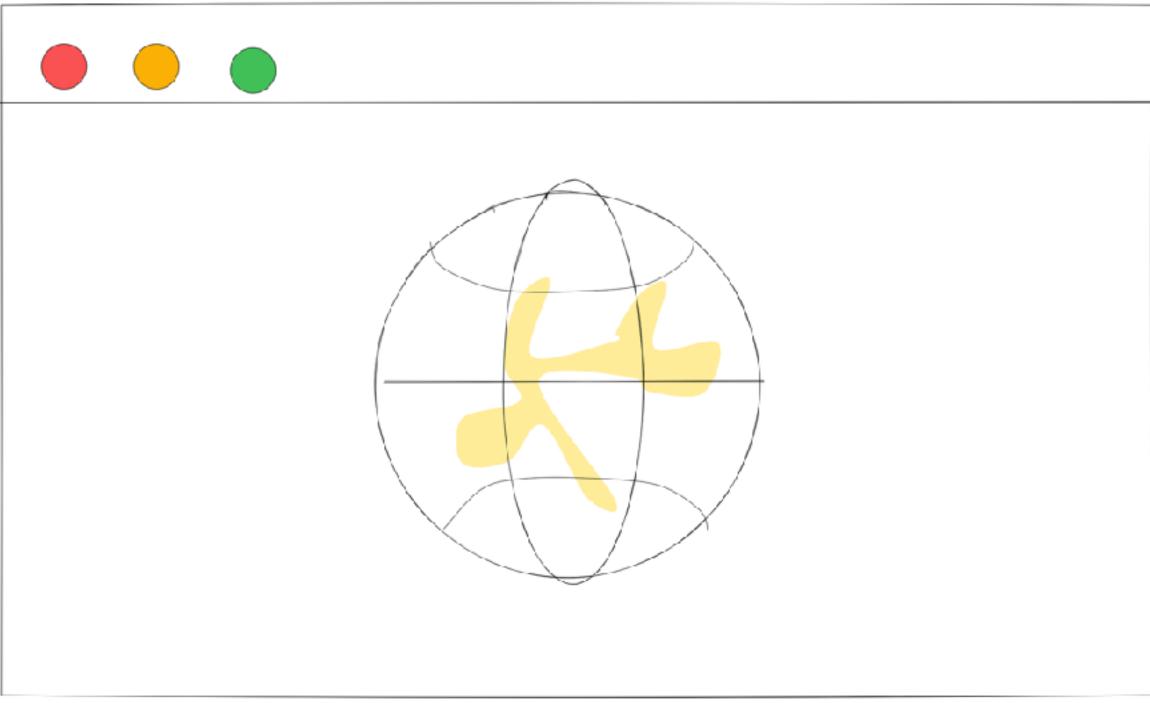
Mandatory for non-byte datasets

Colormap

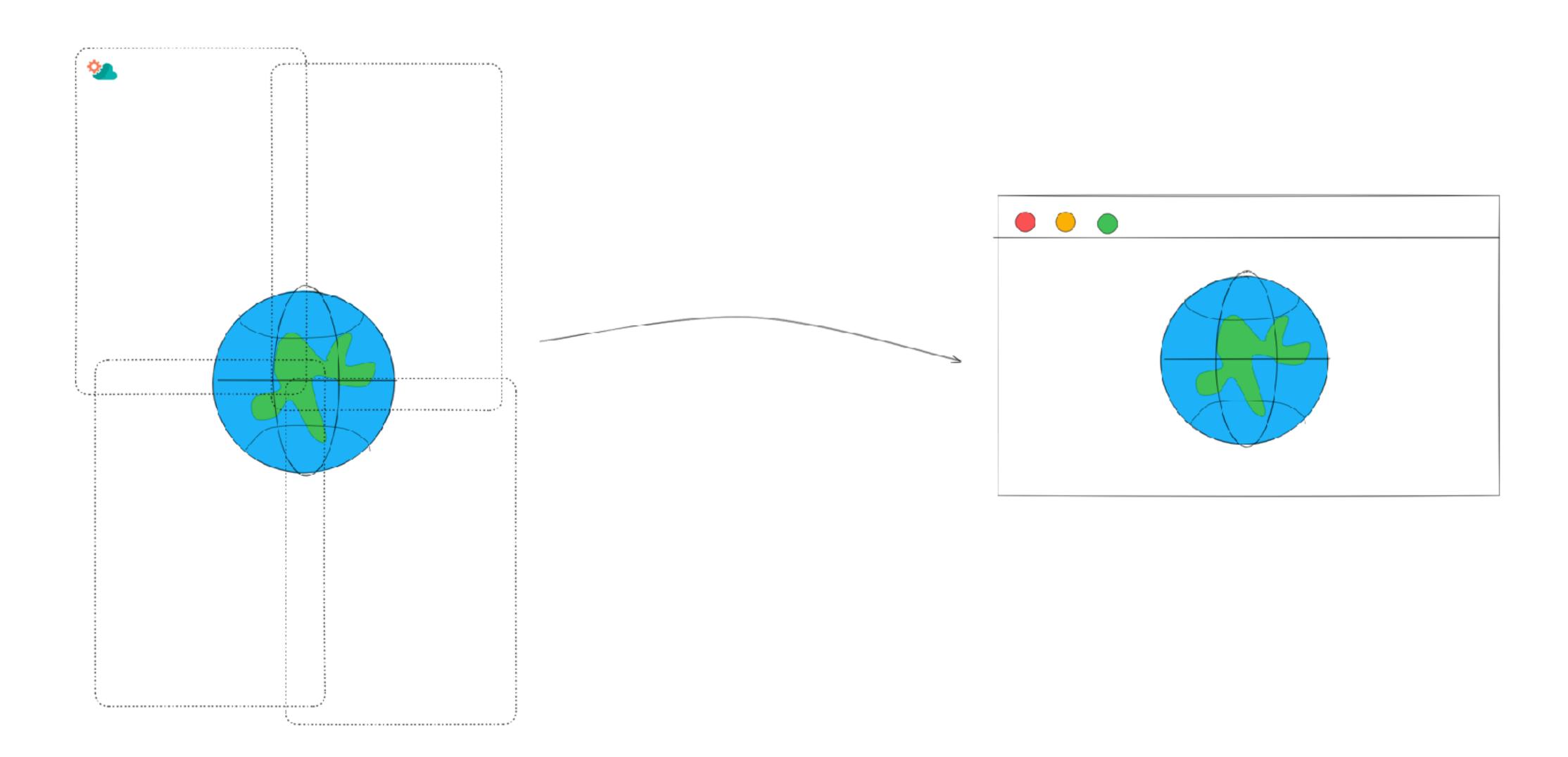


Custom processes

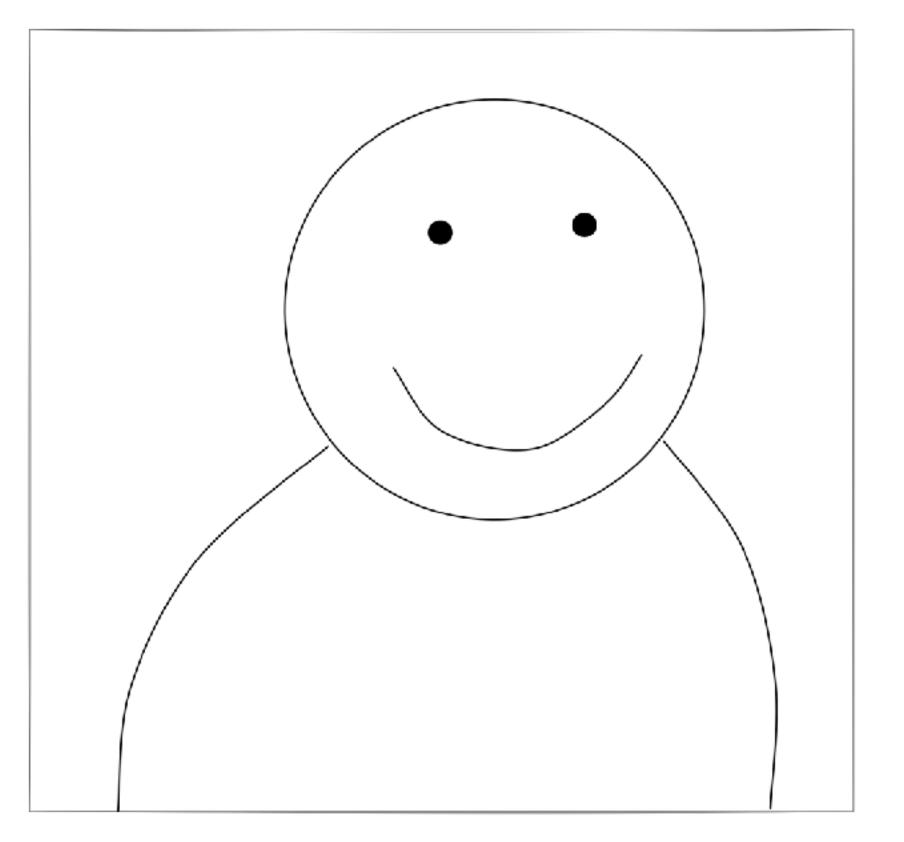




Mosaic



Happy tiles make me happy!



The data provider needs to explain its dataset



