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Digital Relief Presentation

Imhof in his classic book Cartographic Relief Presentation describes
many methods for generating good maps and depictions of terrains. In
particular,
he describes beautiful methods for shading and
hachures, and also other clever ways to portray rocks and other
features of the environment. Using digital terrain model and auxillary
data (orthoimagery, multispectral imagery) we attempt to do form
analysis that
allows us to depict the terrain with a variety of lines:
- demarcation lines (lines delimiting the limits of rock masses)
- ravines or gully lines
- crest lines
- edge silhouettes and suggestive contours
While it is impossible to duplicate hand-crafted relief presentations
of human
cartographers, we provide insights into terrain features and its
depiction.