Abstract

This paper presents a methodology for synthesizing and visualizing 3D terrain model from SRTM data. The synthesized terrain model is color coded for different height levels of the corresponding region. The height information of different geographical region is obtained and terrain synthesized by segmenting the massive data file containing grid of height values. The
paper also present a watermarking technique through which any string information can be embedded in the vertices of the model and successfully retrieved. This methodology provides disruption of the information content if it is subjected to attacks.

Reference

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Index Terms

Computer Science
Security

Key words
SRTM (Shuttle Radar Topology Mission)  
Mesh segmentation  
Terrain  

Visualization  
Watermarking  

Digital Elevation Model