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

- V. Krishnamurthy, and M. Levoy,” Fitting smooth surfaces to dense polygonal meshes”, in Proc. 23rd annual conference on Computer graphics and interactive techniques, pp. 313-324, 1996.

Index Terms

Computer Science

Security

Key words
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<tr>
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<th>Mesh segmentation</th>
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