

Making 3D Drape Files

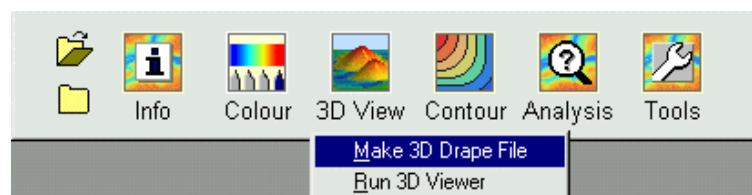
The process of draping in the context of digital mapping generally involves the combining of georeferenced map objects with gridded data to create 3D perspective views of the area defined by the grid. Typically the gridded information represents elevation; however, it can represent any numeric data. For *GridView*, acceptable georeferenced map entities include symbols, lines, regions, text and other raster images such as air photos. Essentially anything that can be displayed in a MapInfo Map window can be included in a drape. If other raster images are to be draped, it is suggested these images be orthorectified in the same projection system as the other map components.

GridView drape files are created in MapInfo with the help of *Vertical Mapper*. Before a drape can be created three requirements must be met.

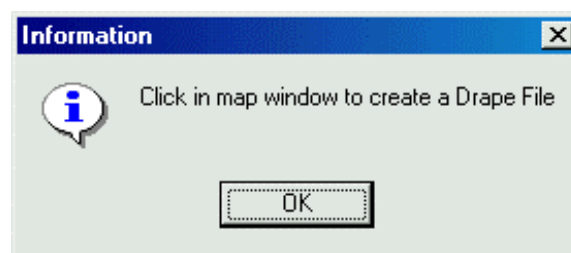
1. To ensure proper registration in *GridView*, the grid file that will be draped upon must be present as one of the layers in the current MapInfo Map window. This layer does not have to be visible.
2. All of the MapInfo layers contained in the drape file must also be in the current Map window and be coincident with the geographic extents of the grid being draped. Only those map entities that fall within the extents of the grid will included in the drape.
3. The grid to be draped upon must be highlighted in the *Grid Manager*.

There are two ways to invoke the process of making a drape file for *GridView*.

1. The first way is to select the *Make 3D Drape File* command from the *3D View* drop-down menu on the *Grid Manager*.



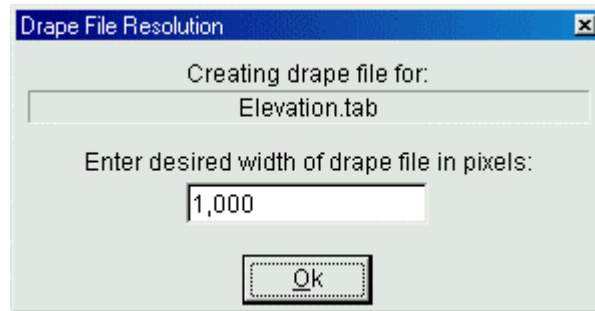
The user is prompted to select the Map window that contains the scene to be draped.



1. The second way is to use the *Create Drape File*  button located on the *Vertical Mapper* ButtonPad. The button is automatically activated and changes the pointer to a cross hair, at

which point the user must select the Map window that contains the scene to be draped.

Regardless of which method is used, the user is prompted to set the drape file resolution after selecting the Map window with the mouse.



The ***Drape File Resolution*** dialogue contains two important pieces of information. The first is the name of the grid file upon which the drape will be created. The name will coincide with the highlighted grid in the *Grid Manager*. The second is the number of pixels in width of the drape file. By default, the drape file is rasterized to 1000 pixels in width. The user may enter any value in the edit box bearing in mind that large bitmap files can quickly consume hundreds of megabytes of disk space and require significant memory to process efficiently. As a general rule, if the drape file will be used in creating promotional materials such as large scale maps or posters, a resolution of 2000 pixels or more is recommended.

This process will create two files, a bitmap (.BMP) of the Map window and a drape file (.DRP) which contains the registration information need by *GridView*.

Note: The process of creating a drape is similar to MapInfo's *File / Save Window As* command. The difference is that you can specify the resolution with *Vertical Mapper's Create Drape File* command.

To add a drape file to a *GridView* scene simply highlight the grid to be draped inside the *Grid Layer Control* of the *Scene Properties* dialogue. Select the *Load* button and change the *Files of type:* option to *Drape Files (*.drp)*. Select the desired drape file and choose *Open*.