

QGIS Application - Bug report #10003
rendering artifacts while trying to use a custom CRS Ortho projection on Valmiera

2014-04-06 01:19 PM - Steven Kay

Status:	Closed	
Priority:	Low	
Assignee:		
Category:	Projection Support	
Affected QGIS version:	2.2.0	Regression?: No
Operating System:	Ubuntu	Easy fix?: No
Pull Request or Patch applied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 18493
Description		
<p>Spotted some rendering 'artifacts' while trying to use a custom CRS Ortho projection on Valmiera.</p> <p>My custom CRS is an orthographic projection centered on London :-</p> <p>+proj=ortho +lat_0=51.45 +lon_0=-1.0 +x_0=0 +y_0=0</p> <p>As you can see from the enclosed screenshot, there are two types of rendering artifacts...</p> <ul style="list-style-type: none">- 45 degree extensions to the top-left (filled vector layer)- gradient filled ellipses radiating to (0,0) on the canvas (tisserot indicatrices vector layer) <p>I suspect that polygons which cross the visible 'horizon' aren't being clipped to the circle, and any vertices on these polygons which are hidden are being set to NaN / infinite / zero value?</p> <p>Polygons, lines and points which are fully beyond the horizon remain hidden.</p>		

History

- #1 - 2014-06-28 07:36 AM - Jürgen Fischer
- Target version changed from Version 2.2 to Future Release - Lower Priority
- #2 - 2015-08-11 01:03 PM - Steven Kay
- Status changed from Open to Closed

I've closed this, there's a plugin called "Clip to Hemisphere" which clips a vector layer to the hemispherical edge from a given center point... this fixes the rendering issues.

Files

40.png	609 KB	2014-04-06	Steven Kay
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