QGIS Application - Bug report #14133
2.5d symbology: spacial ordering issue

2016-01-18 10:44 PM - Mathieu Pellerin - nIRV

Status:	Closed		
Priority:	Normal		
Assignee:	Matthias Kuhn		
Category:	Symbology		
Affected QGIS version:	master	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:		**Resolution:**	end of life
Crashes QGIS or corrupts data:		**Copied to github as #:**	22135

Description

The spacial ordering of features require further tweaking, as the attached screenshot shows (ordering-issue.png).

I've attached the dataset used in the screenshot, shows ordering issue using the default angle (set height to the HEIGHT layer field).

History

#1 - 2016-01-20 12:39 AM - Matthias Kuhn

The problem is not trivial.

Right now the rendering order is defined by the distance from an imaginary camera being placed "extent width * 1000" from the map center in opposite view direction.

One option would be tessellating the buildings. But that would mean to introduce a virtual layer or a preprocessing step.

Using distance(centroid) may improve the situation in certain cases but would probably make it worse in others.

Better ideas?

#2 - 2017-05-01 01:06 AM - Giovanni Manghi

- Easy fix? set to No

- Regression? set to No

#3 - 2019-03-09 04:09 PM - Giovanni Manghi

- Resolution set to end of life

- Status changed from Open to Closed

End of life notice: QGIS 2.18 LTR

Source:

http://blog.qgis.org/2019/03/09/end-of-life-notice-qgis-2-18-ltr/

Files

3dbuildings.zip	153 KB	2016-01-18	Mathieu Pellerin - nIRV
ordering-issue.png	508 KB	2016-01-18	Mathieu Pellerin - nIRV