QGIS Application - Bug report #17529
QGIS 3D view - Flickering and blank white screen with rotating and titling viewport

2017-11-23 06:49 AM - Jeremy Palmer

Status:	Closed			
Priority:	Normal			
Assignee:	Martin Dobias			
Category:	3D			
Affected QGIS version:	master	**Regression?:**	No	
Operating System:		**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**	not reproducable	
Crashes QGIS or corrupts data:		**Copied to github as #:**	25426	

Description

See video showing issues on MacOSX running b288a5f: https://youtu.be/OwTXqmJJ5IY

Note the white gaps in the 3D terrain on the tile edges. Also the input layers are WMTS raster layer and a tiled (single band VRT) DEM layer.

History

#1 - 2017-11-23 06:55 AM - Jeremy Palmer

Layers used in this test were:

1. WMTS layer (https://tiles.maps.linz.io/nz_aerialimagery_basemap/WMTSCapabilities.xml)
2. DEM (few tiles in VRT from https://data.linz.govt.nz/layer/51768-nz-8m-digital-elevation-model-2012/)

#2 - 2017-11-23 09:41 AM - Martin Dobias

The gaps between tiles can be hidden by increasing the "skirt height" option in terrain configuration... the skirts are additional vertical walls on the edges of terrain tiles (a technique used in other terrain engines as well).

The flickering you get is something I have not seen before - it looks like all terrain tiles get culled. Could you please check if the flickering goes away if you use a smaller area, e.g. just one tile with DEM instead of using a whole bunch of them through VRT?

#3 - 2017-11-23 09:54 AM - Jeremy Palmer

> The gaps between tiles can be hidden by increasing the "skirt height" option in terrain configuration... the skirts are additional vertical walls on the edges of terrain tiles (a technique used in other terrain engines as well).

Thanks changing this to 200 fixed the issue.

> The flickering you get is something I have not seen before - it looks like all terrain tiles get culled. Could you please check if the flickering goes away if you use a smaller area, e.g. just one tile with DEM instead of using a whole bunch of them through VRT?

Now I can't replicate the issue! I need to determine the exact steps to get this flickering happening again. Maybe it's only after some time in the application.

#4 - 2017-11-23 06:49 PM - Giovanni Manghi

- Resolution set to not reproducable

- Status changed from Open to Closed

Reopen if/when necessary.

#4 - 2017-11-23 06:49 PM - Giovanni Manghi

- Resolution set to not reproducable

- Status changed from Open to Closed