

QGIS Application - Bug report #20574

Bad raster resampling in QGIS

2018-11-21 07:34 AM - Alexey T

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Rasters	
<b>Affected QGIS version:</b>	3.4.1	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 28394
<b>Description</b>		
<p>Add raster layer to QGIS</p> <p>set resampling to bilinear or to cubic.</p> <p>You will see artifacts on high zoom levels</p> <p>The exaples are attached</p> <p>The same bug is in 2.18 and 3.4.1</p> <p>This is very bad for high quality printed maps production</p>		

History

#1 - 2018-11-21 12:45 PM - Giovanni Manghi

- Operating System deleted (Win7)

Files

2.tif	815 KB	2018-11-21	Alexey T
2_.jpg	174 KB	2018-11-21	Alexey T