

QGIS Application - Bug report #20574

Bad raster resampling in QGIS

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

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|--|---------|-------------------------------------|
| Status: | Open | |
| Priority: | Normal | |
| Assignee: | | |
| Category: | Rasters | |
| Affected QGIS version: | 3.4.1 | Regression?: No |
| Operating System: | | Easy fix?: No |
| Pull Request or Patch supplied: | No | Resolution: |
| Crashes QGIS or corrupts data: | No | Copied to github as #: 28394 |
| Description | | |
| <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 |