QGIS Application - Bug report #20691
3D without elevation layer renders badly

2018-12-01 02:27 PM - Klas Karlsson

Status:	Open		
Priority:	Normal		
Assignee:			
Category:	3D		
Affected QGIS version:	3.4.2	**Regression?:**	No
Operating System:	Ubuntu 18.04	**Easy fix?:**	No
Pull Request or Patch supplied:	No	**Resolution:**	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	28511

Description

If I don't have an elevation layer to generate the terrain QGIS should apply a flat terrain model so I can render 3D objects from vector layers.
It does render, but pan, zoom and orbit is "jumpy" and unpredictable. Even the simplest models renders poorly (attached file).

As soon as a terrain layer is applied as elevation source, all issues are resolved.

Files

Skärmbild från 2018-12-01 14-24-41.png	278 KB	2018-12-01	Klas Karlsson