

# QGIS Application - Bug report #9735

## Raster resampling bilinear produces unexpected results

2014-03-07 12:46 AM - Paolo Corti

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Rasters	
<b>Affected QGIS version:</b> 2.2.0	<b>Regression?:</b> No
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> worksforme
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 18288

### Description

When using the raster resampling option, resulting pixels seem blurred and less accurate if compared with same option used in proprietary software.

See pictures attached.

Tested in Linux/OsX/Windows with 2.0 and 2.2.

### History

#### #1 - 2014-03-07 12:48 AM - Paolo Corti

- File *bilinear-qgis.png* added

- File *bilinear-\_\_\_\_.png* added

Here are the screenshots.

#### #2 - 2015-03-16 03:39 AM - Nyal Dawson

- Status changed from *Open* to *Feedback*

This looks very strange - can you share the raster file used?

#### #3 - 2015-05-22 04:57 AM - Giovanni Manghi

- Resolution set to *worksforme*

- Status changed from *Feedback* to *Closed*

closing for lack of feedback. Please reopen if necessary, possibly attaching sample data. Thanks!

### Files

<i>bilinear-____.png</i>	123 KB	2014-03-06	Paolo Corti
<i>bilinear-qgis.png</i>	145 KB	2014-03-06	Paolo Corti