

Technical Information Elevation4 Digital Surface Model

Method		Automatic stereo matching including auto-filtering of artefacts followed by manual editing. After editing tasks, all remaining voids are interpolated. Large voids over areas that are not flat are filled in with stereo data. Final visual quality check.
Manual Editing Level		 Detection of water bodies (sea, lake, large river) and DEM flattening. Removal of main artefacts (spike, hole). Manual editing. Main roads in city centres will be cleaned up to remove artificial obstructions.
Source Data		Pléiades Stereo or Tristereo pair(s), Pansharpened, Primary, JPEG 2000 Regular
Available Option		50cm Pléiades orthoimage
Grid Spacing		4m
	Absolute XY*	 With accurate GCPs: 1.5m CE90. With Ref3D GCPs: 6 to 10m CE90**. Without GCPs: 8.5m to 10.5m CE90.
Accuracy	Absolute Z*	 With accurate GCPs: 2m LE90. With Ref3D GCPs: 6 to 10m LE90**. Without GCPs: up to 10m LE90.
	Relative	XY: 1,5m CE90.Z: 2m LE90.
Format		AsciiGrid or GeoTIFF.
Projection		Geo WGS84 or UTM / WGS84 (custom projection on request).
Vertical Unit		Metres
Vertical Reference		Elevations above mean sea level (ref. = EGM96).
Accuracy Level		The accuracy specification of Elevation4 (with GCPs) is similar to the HRE40 NGA classification.



GCPs	 Ground control points can help to attain optimal accuracy. The customer can provide accurate GCPs (~50cm XYZ) that are visible in the stereopair.
AOI	 Large AOIs can be covered by adjacent stereopairs; the DEM mosaic will be seamless with no edge effect. A minimum width of 10km is required. Minimum area = 100 sq.km. / Maximum area = 2,000 sq.km. (larger areas will be considered on a case-by-case basis).
No Data Value	 The value -32767 is set for areas where the elevation is not determined (around AOI). Potential clouds (if any) are considered as 'No Data'.
Metadata	No additional metadata is provided with the DEM.
Tiling	DEM 4m tile is 50km x 50km (~600 Mb).
B/H Ratio	 The optimal B/H ratio is in the range of [0.3 – 0.6]. A high ratio (i.e. 0.6) is suitable for flat areas with small buildings. A low ratio (i.e. 0.3) is suitable for steep terrain or high buildings.