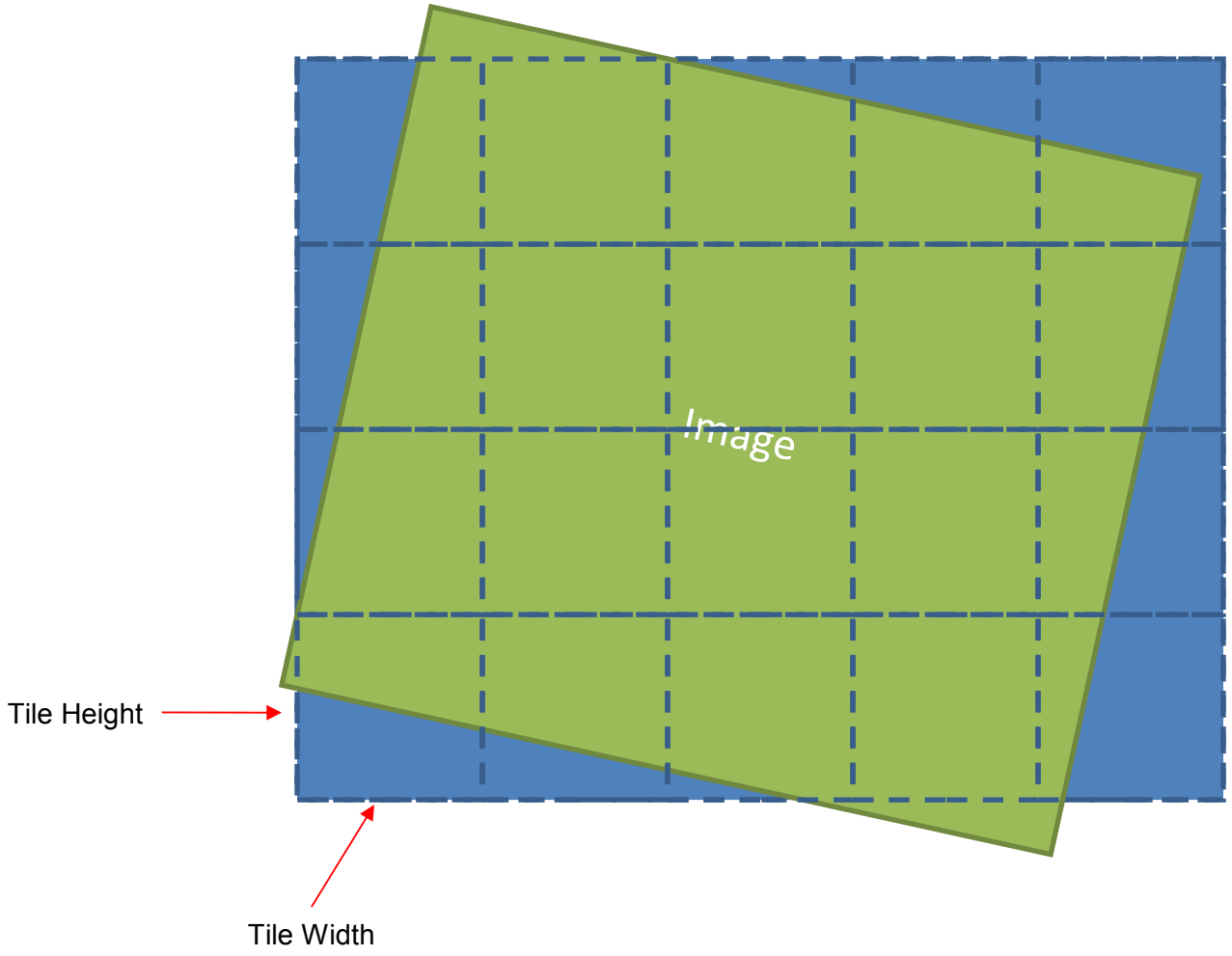
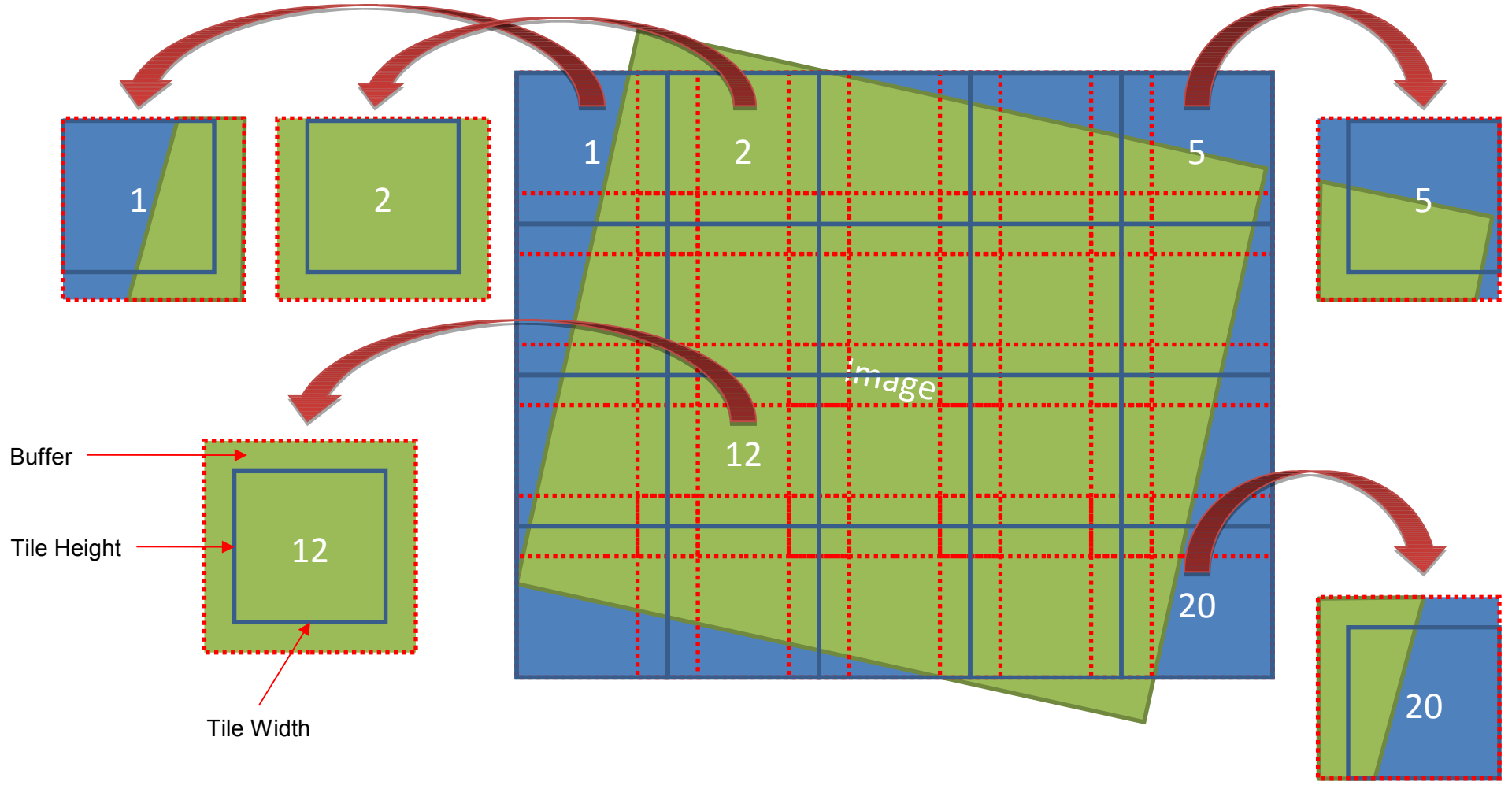
Chipping Options

EarthWhere allows users to chop up an image into smaller images or tiles using advanced chipping options. Users have the option to specify the output tile dimensions and a buffer.



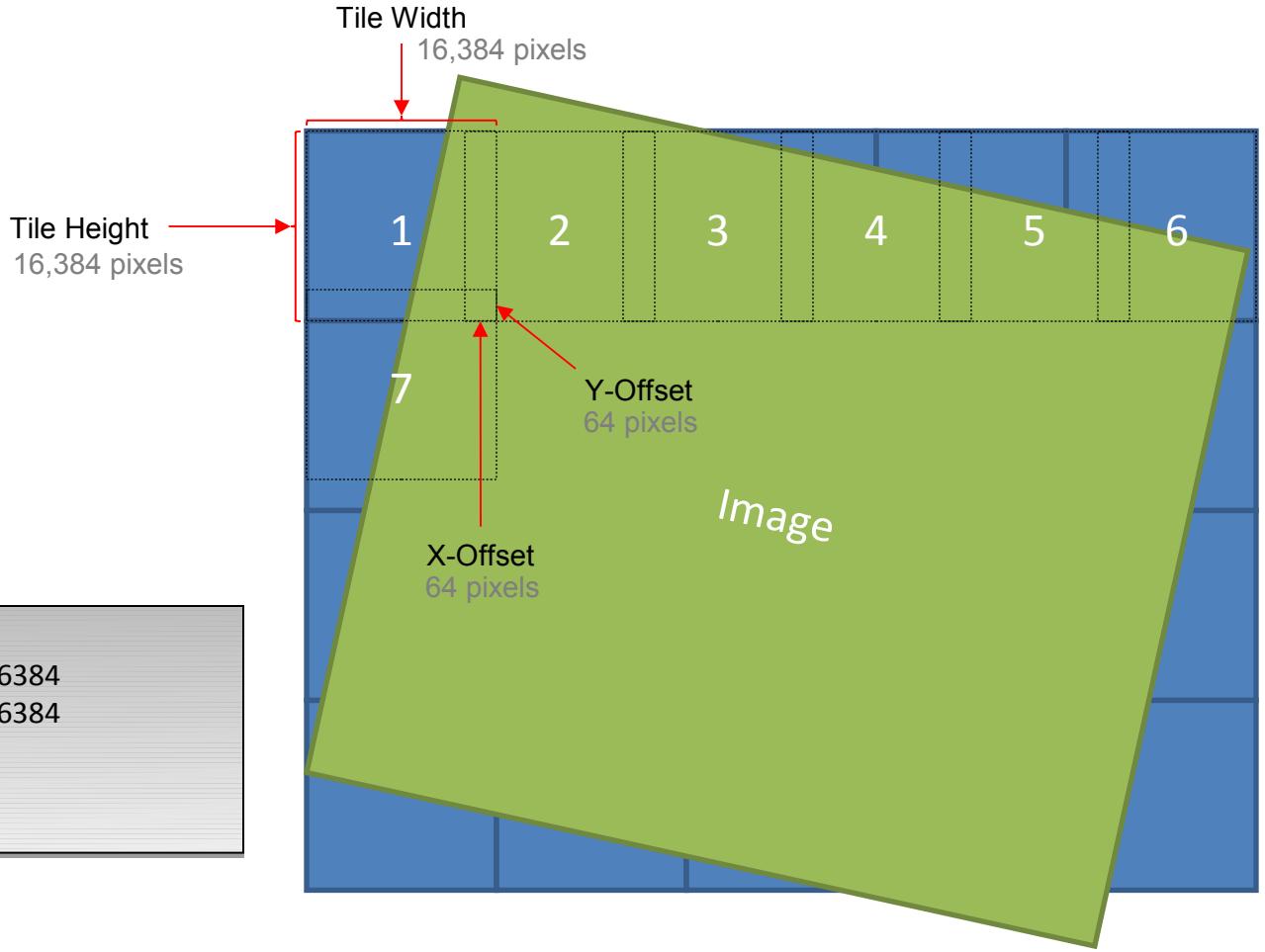
Chipping with Buffer

When chipping an image, users have the option to specify a buffer. Here's a quick illustration of how the buffer works with chipping. Note that margins are not applied to the edges of the image.



Chipping with Offset

When chipping an image, users have the option to specify an offset. Here's a quick illustration of how the offset works with chipping.

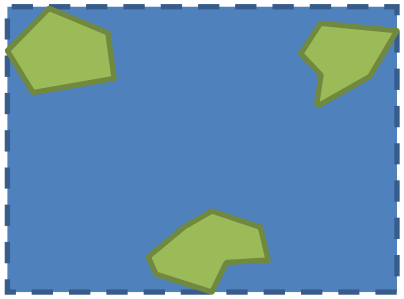


Tile 1 starts at 0,0 and is 16384x16384
Tile 2 starts at 16320,0 and is 16384x16384
Tile 3 starts at 32640,0 and is 16384x16384
etc…
Tile 7 starts at 0,16320

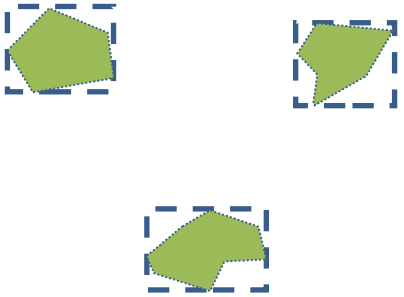
Chipping with Vector Data

EarthWhere also provides users the option to use a vector dataset to chip an image. When using vector data, users have 3 chipping options:

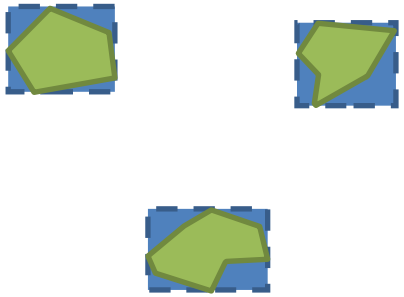
1. Use Extents
   - Creates a single image chip using the minimum bounding rectangle (MBR) of all selected features
   - All pixels within the MBR will be preserved



1. Use Vertices of Each Feature
   - Creates multiple images, one for each selected feature
   - Output images have null values for areas outside the feature



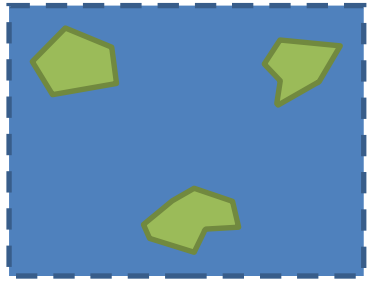
1. Use Extents of Each Feature
   - Creates multiple images, one for each selected feature
   - All pixels within the extents of a feature will be preserved



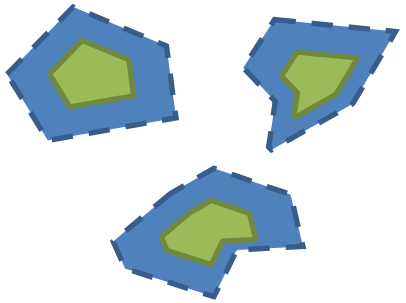
Buffer Options with Vector Data

When using vector data to chip, users have the option to specify a buffer.

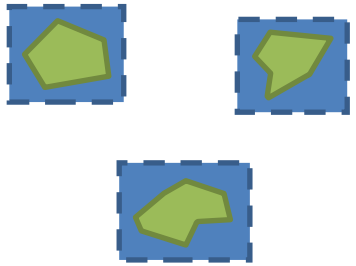
1. Use Extents + Buffer
   - Creates a buffer around the minimum bounding rectangle (MBR) of all selected features
   - All pixels within the MBR will be preserved



1. Use Vertices of Each Feature + Buffer
   - Creates a buffer around each feature
   - Pixels outside the buffer will be replaced with null values

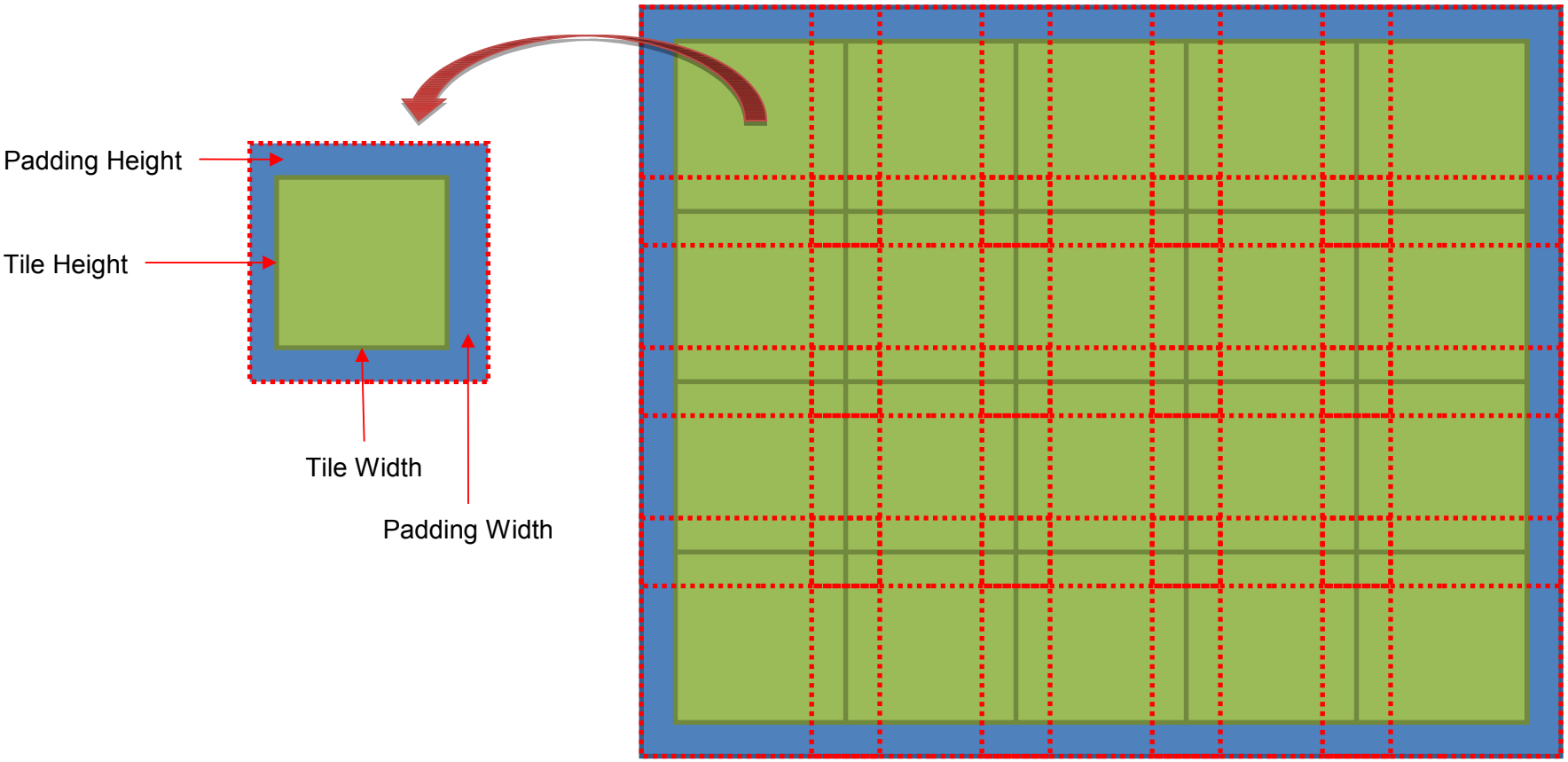


1. Use Extents of Each Feature + Buffer
   - Creates a buffer around the MBR of each feature



Back-Up Graphics

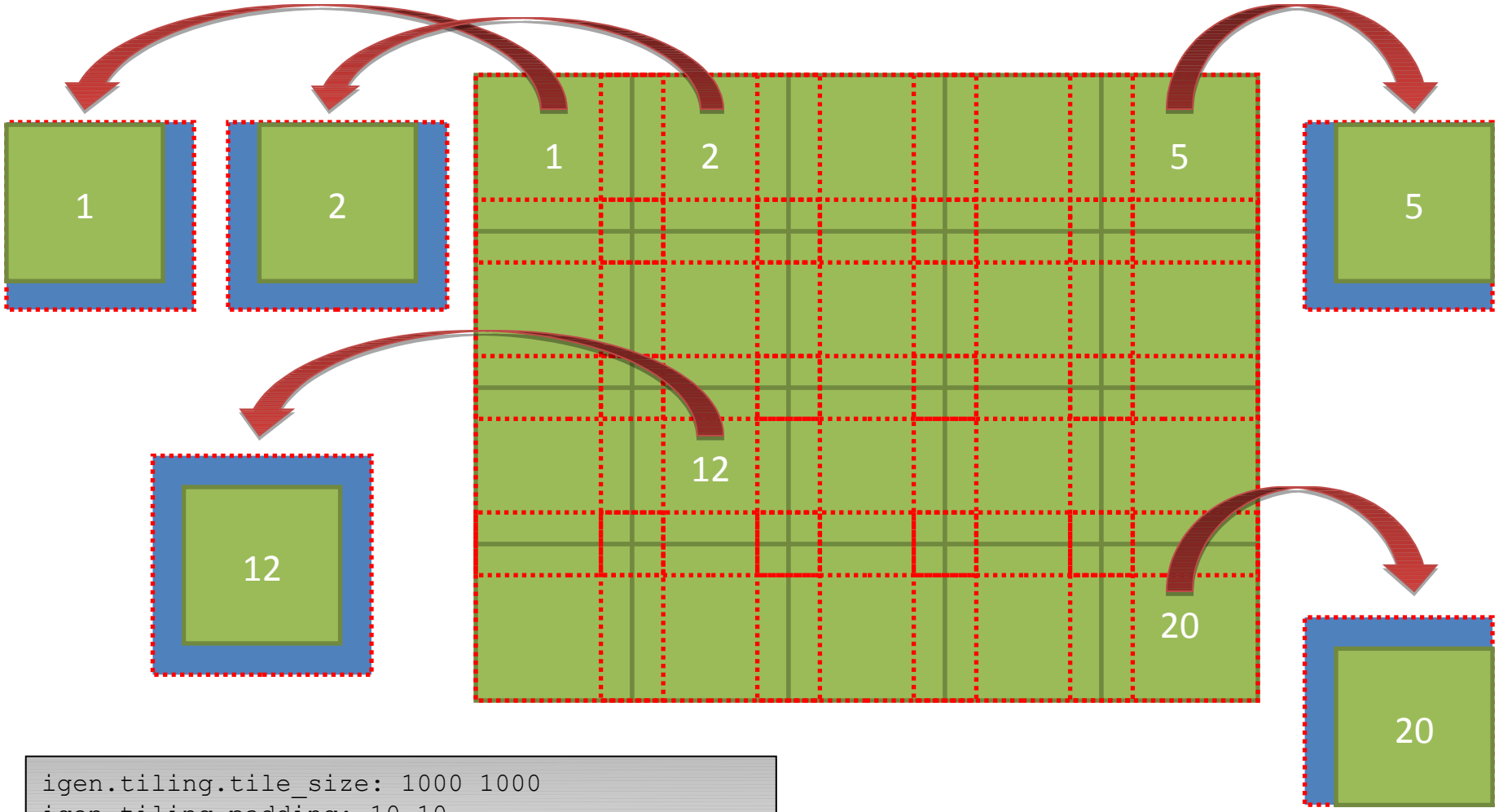
OSSIM Tiling Template




```
igen.tiling.tile_size: 1000 1000
igen.tiling.padding: 10 10
igen.tiling.units: meters
igen.tiling.clip_to_aoi: false
igen.tiling.output_file_name: tile_%r%_%c%.jpg
```

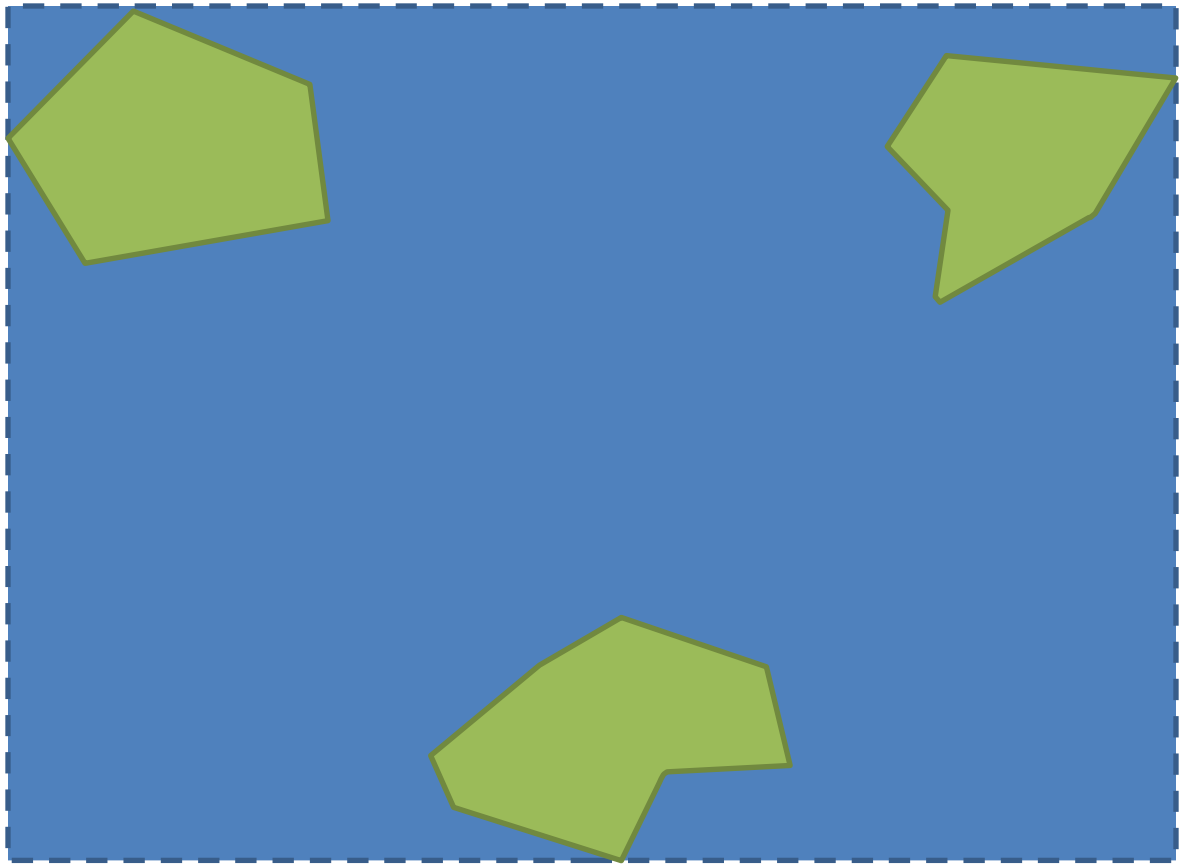
OSSIM Tiling Template

Clip to AOI

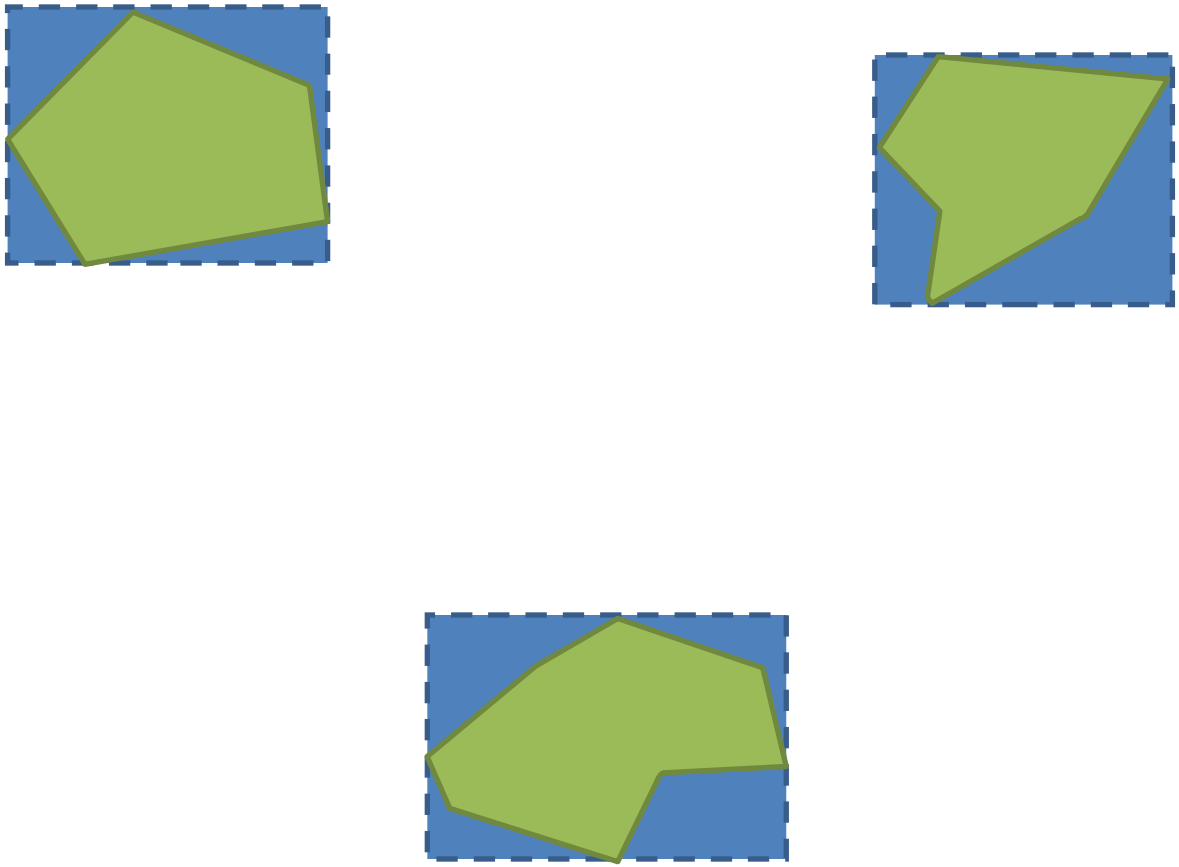



```
igen.tiling.tile_size: 1000 1000
igen.tiling.padding: 10 10
igen.tiling.units: meters
igen.tiling.clip_to_aoi: true
igen.tiling.output_file_name: tile_%r%_%c%.jpg
```

Use Extents

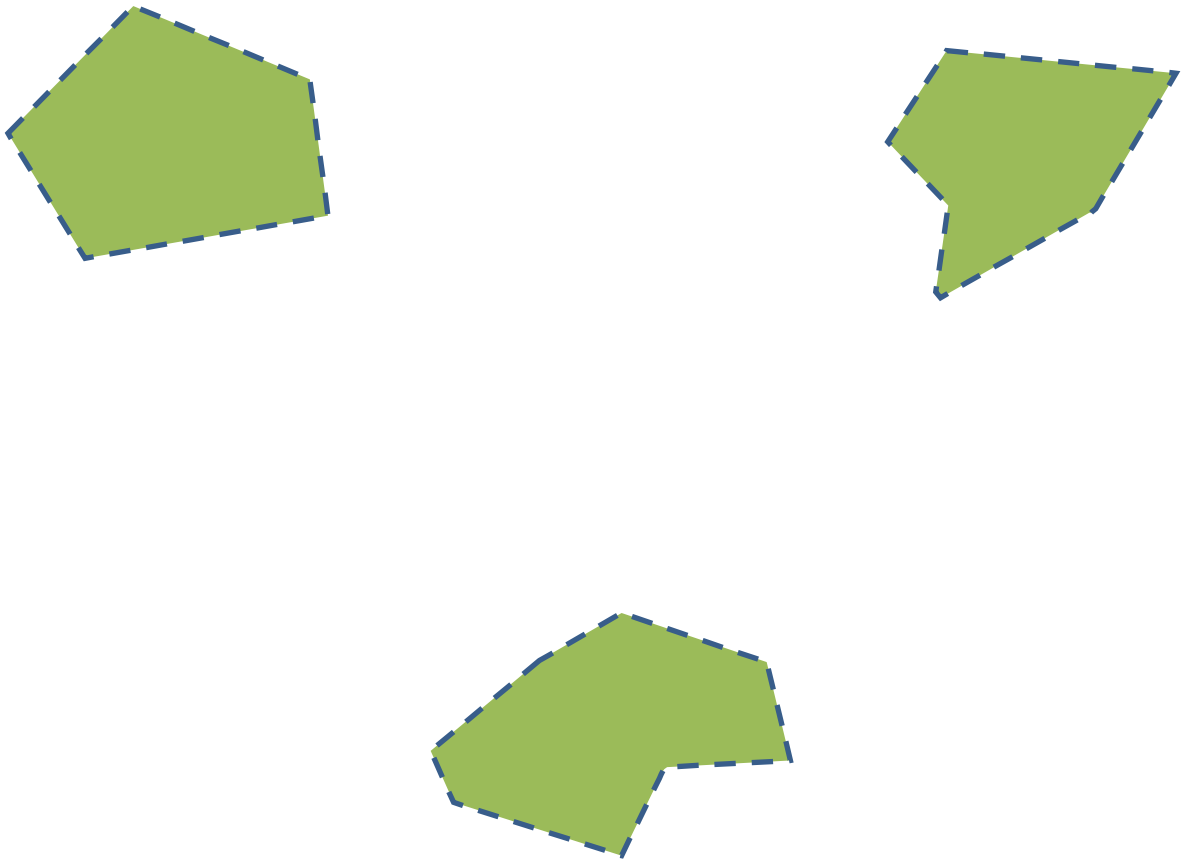


Use Extents of Each Feature



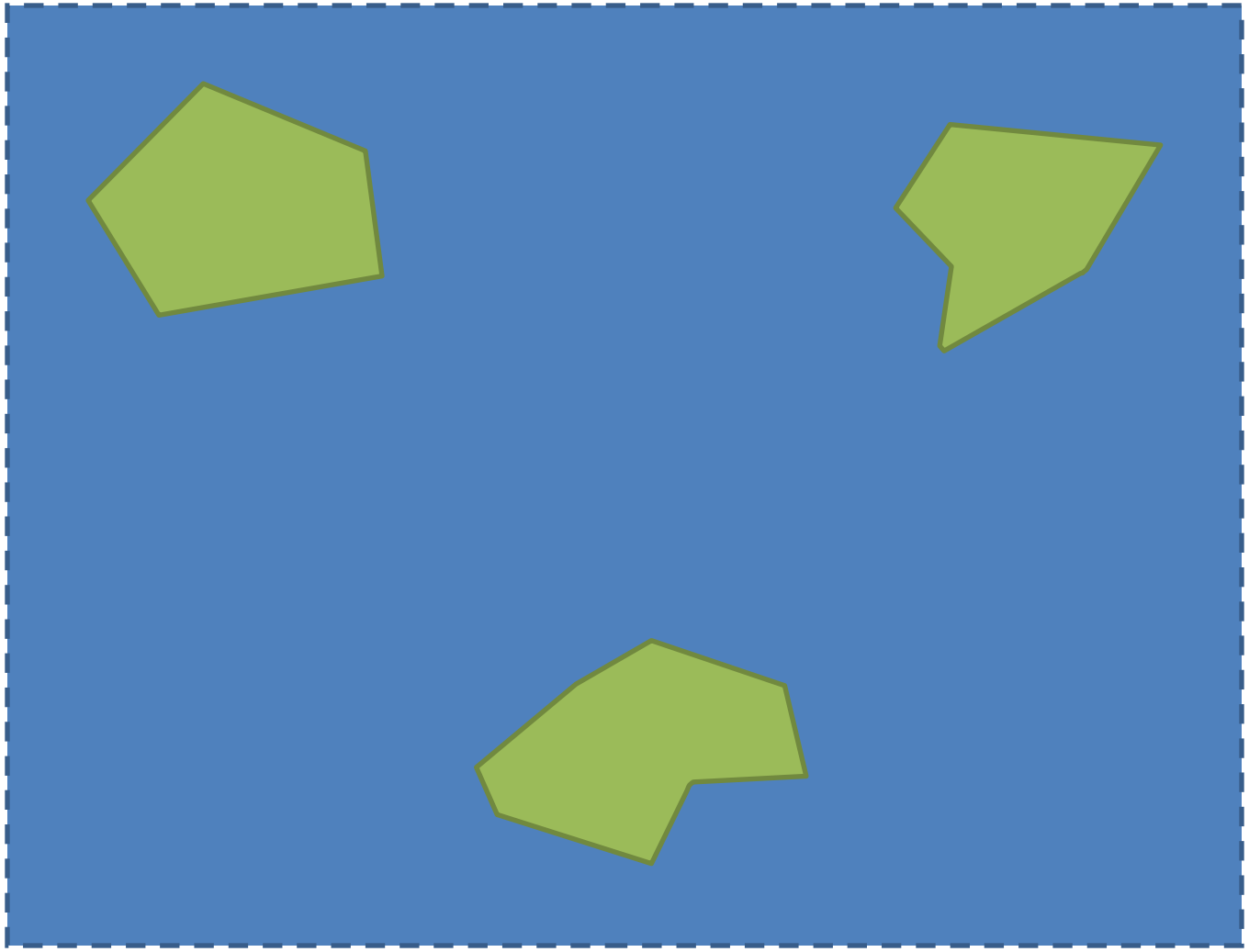
No padding

Use Vertices of Each Feature

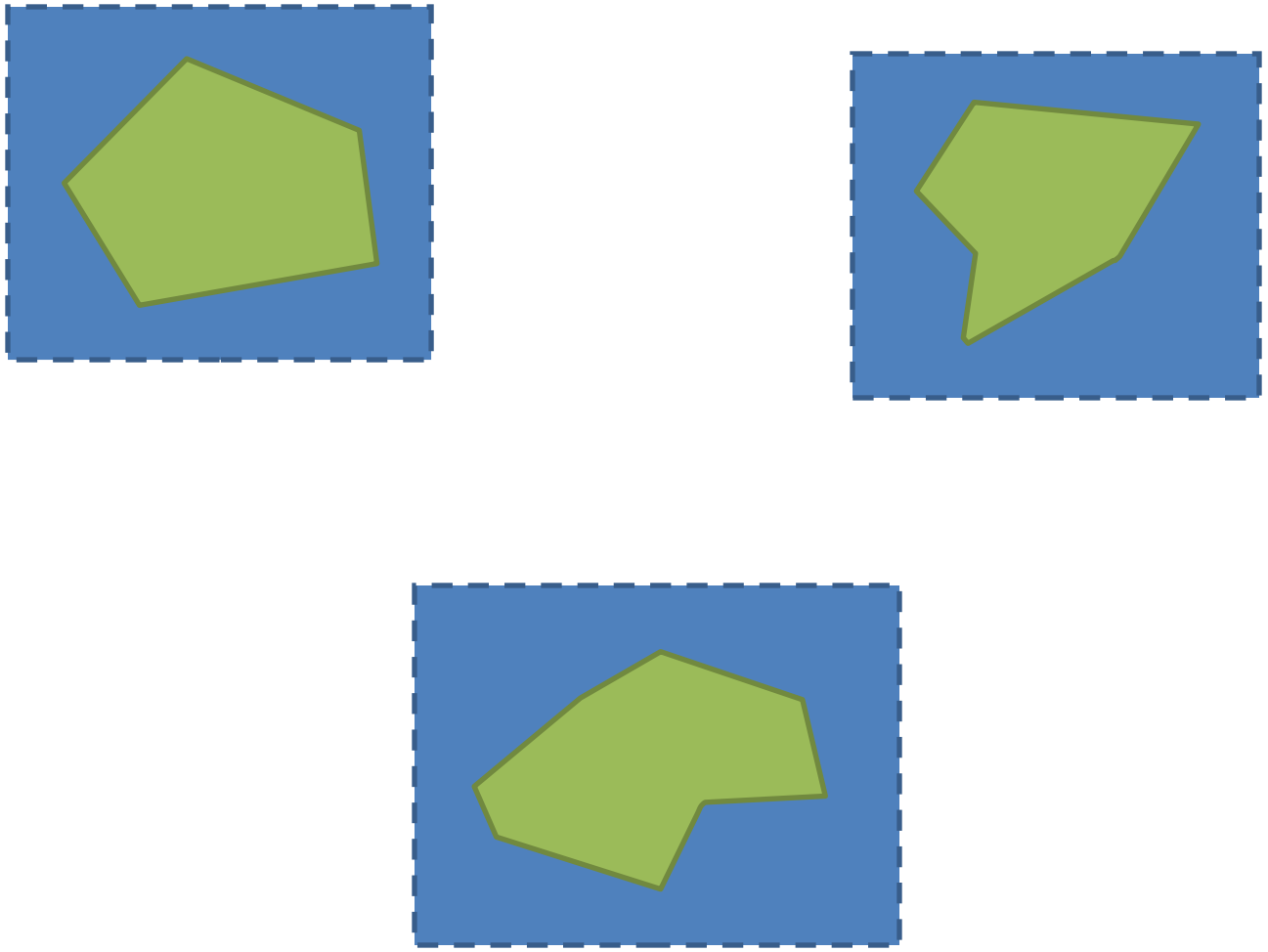


No padding

Use Extents + Buffer

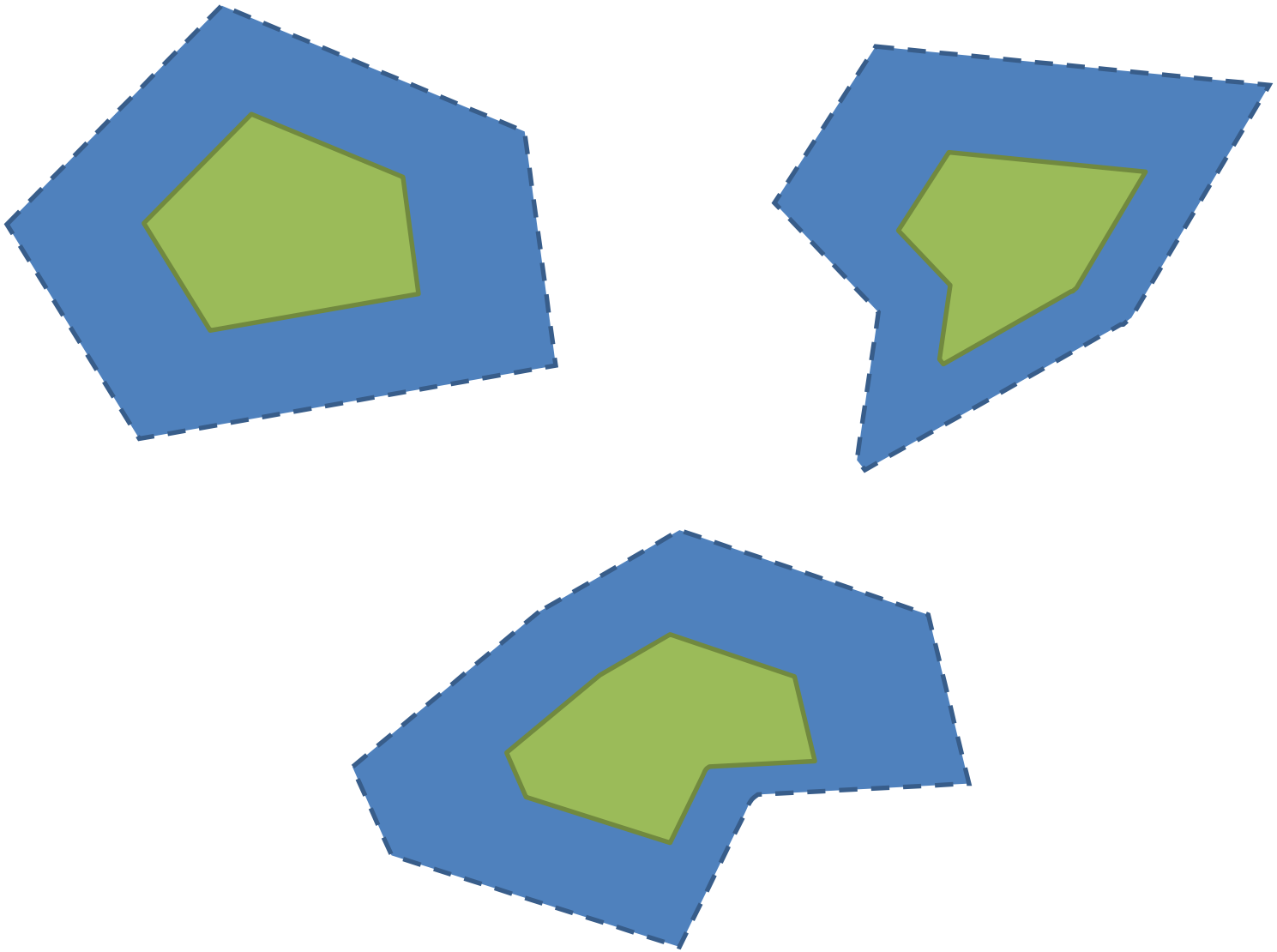


Use Extents of Each Feature + Buffer



padding_use_mbr: true

Use Vertices of Each Feature + Buffer



padding_use_mbr: false