

## QGIS Application - Bug report #10003

### rendering artifacts while trying to use a custom CRS Ortho projection on Valmiera

2014-04-06 01:19 PM - Steven Kay

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>		
<b>Category:</b>	Projection Support	
<b>Affected QGIS version:</b>	2.2.0	<b>Regression?:</b> No
<b>Operating System:</b>	Ubuntu	<b>Easy fix?:</b> No
<b>Pull Request or Patch applied:</b>	No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 18493
<b>Description</b>		
<p>Spotted some rendering 'artifacts' while trying to use a custom CRS Ortho projection on Valmiera.</p> <p>My custom CRS is an orthographic projection centered on London :-</p> <pre>+proj=ortho +lat_0=51.45 +lon_0=-1.0 +x_0=0 +y_0=0</pre> <p>As you can see from the enclosed screenshot, there are two types of rendering artifacts...</p> <ul style="list-style-type: none"><li>- 45 degree extensions to the top-left (filled vector layer)</li><li>- gradient filled ellipses radiating to (0,0) on the canvas (tisserot indicatrices vector layer)</li></ul> <p>I suspect that polygons which cross the visible 'horizon' aren't being clipped to the circle, and any vertices on these polygons which are hidden are being set to NaN / infinite / zero value?</p> <p>Polygons, lines and points which are fully beyond the horizon remain hidden.</p>		

#### History

##### #1 - 2014-06-28 07:36 AM - Jürgen Fischer

- Target version changed from Version 2.2 to Future Release - Lower Priority

##### #2 - 2015-08-11 01:03 PM - Steven Kay

- Status changed from Open to Closed

I've closed this, there's a plugin called "Clip to Hemisphere" which clips a vector layer to the hemispherical edge from a given center point... this fixes the rendering issues.

#### Files

40.png	609 KB	2014-04-06	Steven Kay
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