

QGIS Application - Bug report #15542

Hillshad renderer creates artifacts

2016-09-07 08:44 AM - Paolo Cavallini

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Symbology	
Affected QGIS version:	3.0.0	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: duplicate
Crashes QGIS or corrupts data:		Copied to github as #: 23465
Description		
Along cell borders. See attached image.		

History

#1 - 2017-05-01 01:03 AM - Giovanni Manghi

- Easy fix? set to No
- Regression? set to No

#2 - 2018-02-25 03:53 PM - Paolo Cavallini

- Affected QGIS version changed from 2.16.2 to 3.0.0
- Subject changed from Shaded renderer creates artifacts to Hillshad renderer creates artifacts

Still true in QGIS 3.

To replicate, just load a DTM, apply hillshade render style from layer properties, and zoom until you see the effect.

#3 - 2018-02-25 11:13 PM - Giovanni Manghi

- Resolution set to duplicate
- Status changed from Open to Closed

#15943

Files

shade_otf.png	14.2 KB	2016-09-07	Paolo Cavallini
---------------	---------	------------	-----------------