

QGIS Application - Bug report #20691

3D without elevation layer renders badly

2018-12-01 02:27 PM - Klas Karlsson

Status:	Open	
Priority:	Normal	
Assignee:		
Category:	3D	
Affected QGIS version:	3.4.2	Regression?: No
Operating System:	Ubuntu 18.04	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 28511
Description		
<p>If I don't have an elevation layer to generate the terrain QGIS should apply a flat terrain model so I can render 3D objects from vector layers.</p> <p>It does render, but pan, zoom and orbit is "jumpy" and unpredictable. Even the simplest models renders poorly (attached file).</p> <p>As soon as a terrain layer is applied as elevation source, all issues are resolved.</p>		

Files

Skärmbild från 2018-12-01 14-24-41.png	278 KB	2018-12-01	Klas Karlsson
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