Figure 3 is the effect of terrain loaded by OSG system. Topographic features keeps consistent with the original image; the reconstructed grid can accurately express the characteristics of the surface, and don't have the cracks, dislocation and other issues. From the figure, we can distinguish the mountains and plains very well.

5 Conclusions

To solve the problem of low displaying performance in 3D visualization modules, we simplify the modeling data based on this algorithm. Not only reduce the amount of data modeling, but also improve the efficiency. In the subsequent studies, we will refine the local areas again to optimize the modeling data, so as to improve the performance of the output of terrain model.

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