Reproject Geometric Objects

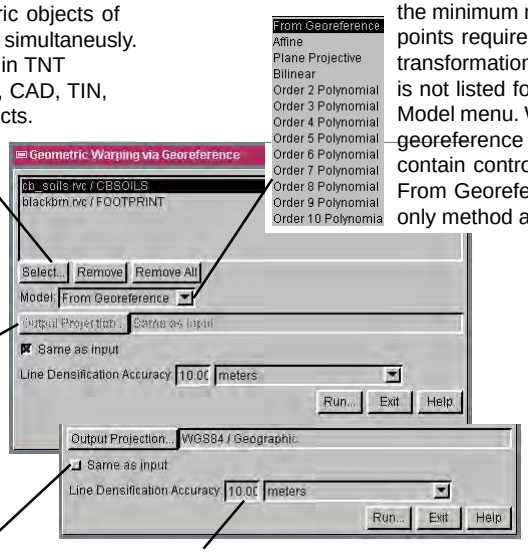
DID YOU KNOW . . . *you can reproject geometric objects to change their map projections or correct spatial distortions?*

What Reprojecting Geometric Objects Gives You

- *Ability to warp one or several geometric objects simultaneously*
- *Warp geometric objects that do not share the same georeference or extents*
- *Use various geometric transformation models for reprojection*
- *Create output with implied georeference (object coordinates = geographic coordinates)*

The Select button lets you choose one or several geometric objects of any type to be warped simultaneusly. Geometric object types in TNT products include vector, CAD, TIN, region, and shape objects.

If the input object does not have the minimum number of control points required for a geometric transformation model, that model is not listed for selection in the Model menu. When the georeference subobject does not contain control points, the default From Georeference option is the only method available.



Output Projection button lets you change the Coordinate Reference System. This button is dimmed when Same as input button is toggled on.

Same as input option is used when correcting distortion in a geometric object using the map projection of the input object.

The Line Densification Accuracy value sets the maximum allowed deviation between any segment of the reprojected line and its computed location in the new projection. Smaller accuracy values result in more line vertices, producing a better match to the projected location.

How to Reproject Geometric Objects

- *Select Geometric/Reproject to open Geometric Warping via Georeference window.*
- *Click the Select button to choose the objects to be warped.*
- *Select the appropriate geometric transformation model.*
- *Set the Output Projection if it is not the same as the input.*
- *Click on the Run button.*

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