

# SBMT

## Importing Custom Data

# **This SBMT tutorial explains how to:**

- Import a custom shape model.
- Import custom images.
- Import custom altimetry tracks.

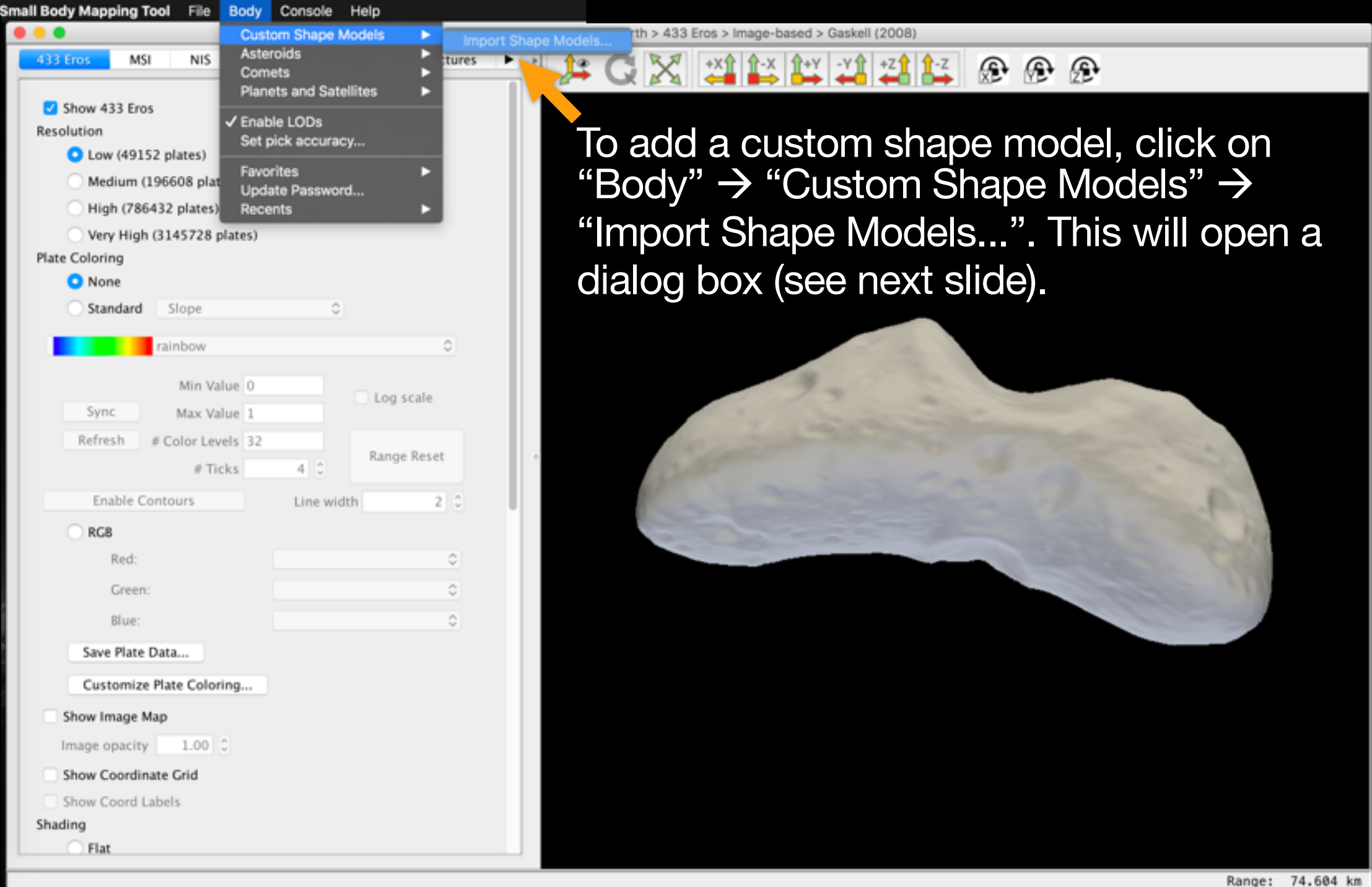
# **This SBMT tutorial explains how to:**

- Import a custom shape model.
- Import custom images.
- Import custom altimetry tracks.

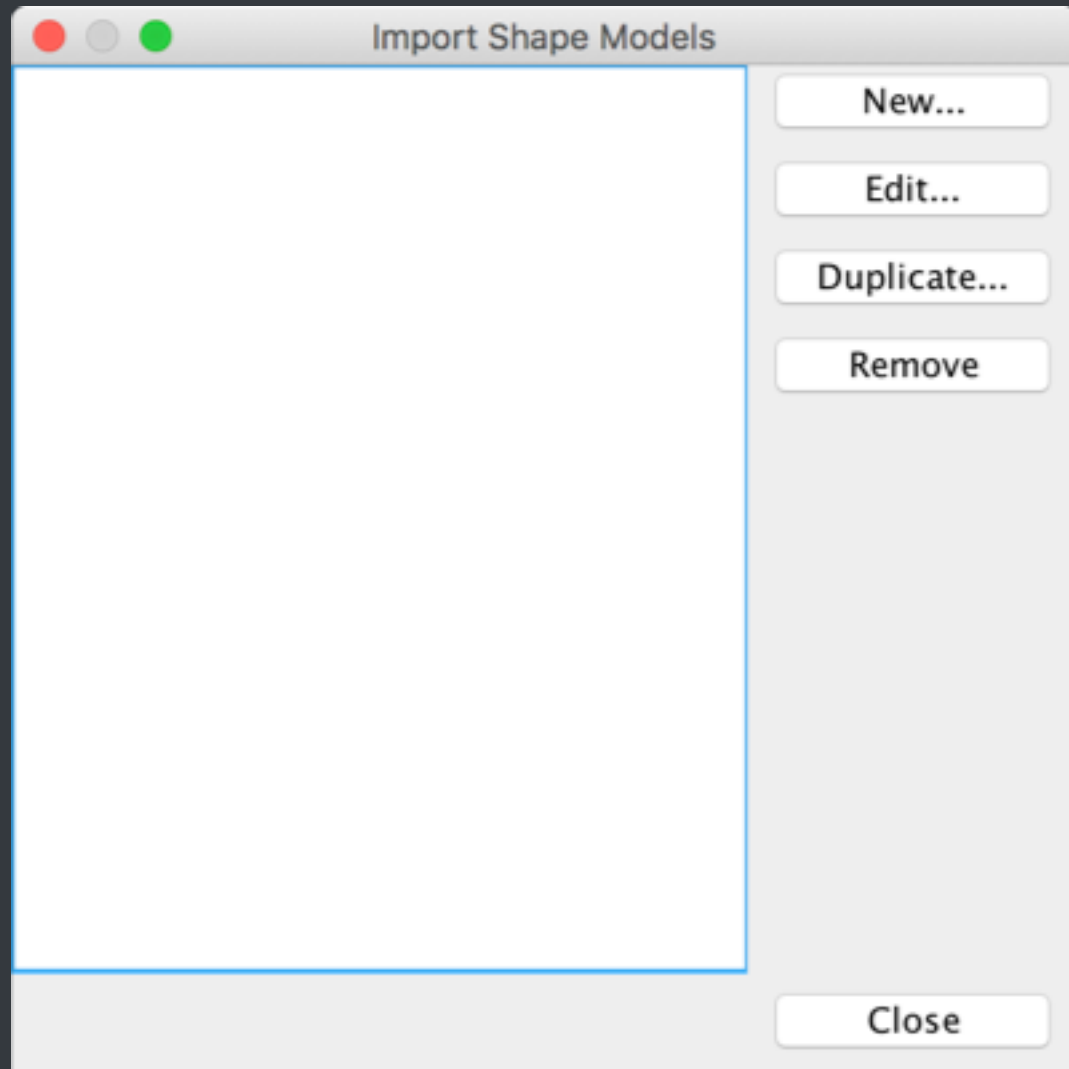
# Adding a new custom shape model

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- Users can import custom shape models of their choice (e.g., add a body that doesn't exist in the SBMT or add a different model for an existing body).
- Custom shape models have some, but not all, of the functionality available for built-in bodies (e.g., the structures tab works, but spacecraft data are not available unless imported as custom data).



To add a custom shape model, click on “Body” → “Custom Shape Models” → “Import Shape Models...”. This will open a dialog box (see next slide).



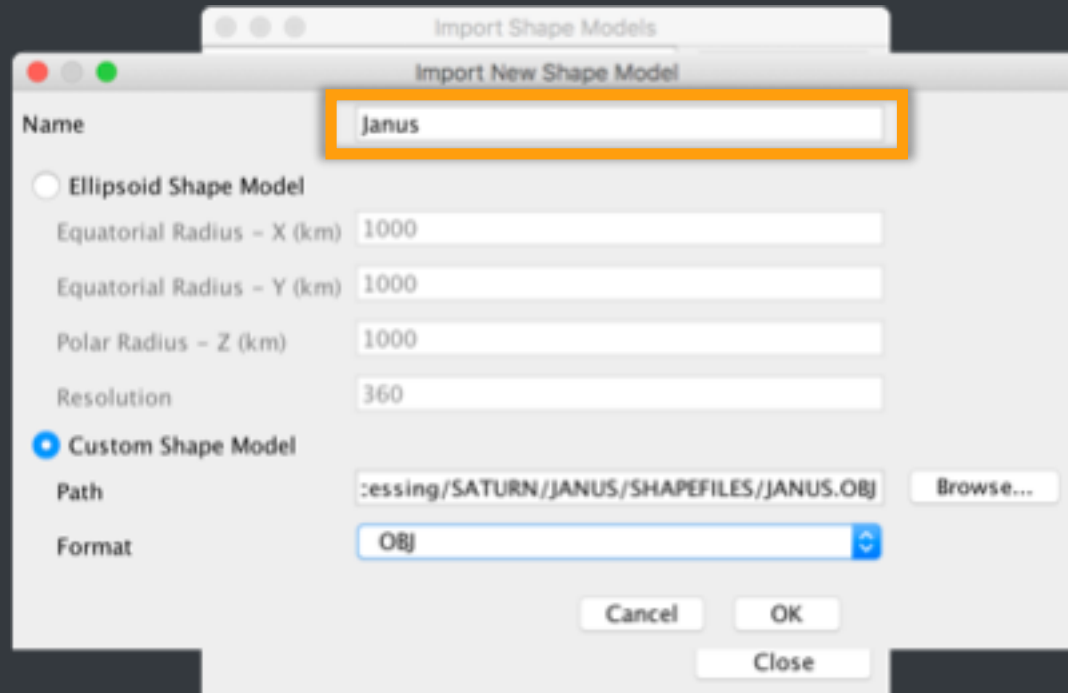
Click “New...” to add a new custom shape model.

Click “Edit...” to edit an existing custom shape model.

Click “Duplicate...” to duplicate an existing custom shape model.

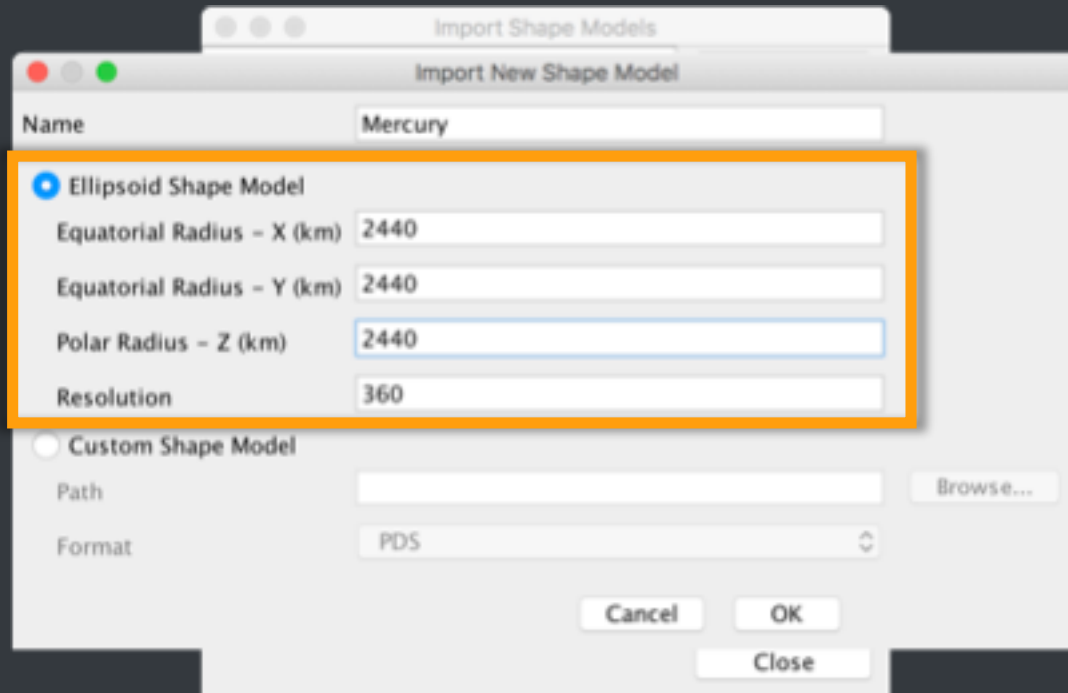
Click “Remove” to remove an existing custom shape model.

Click “Close” to close the dialog box.



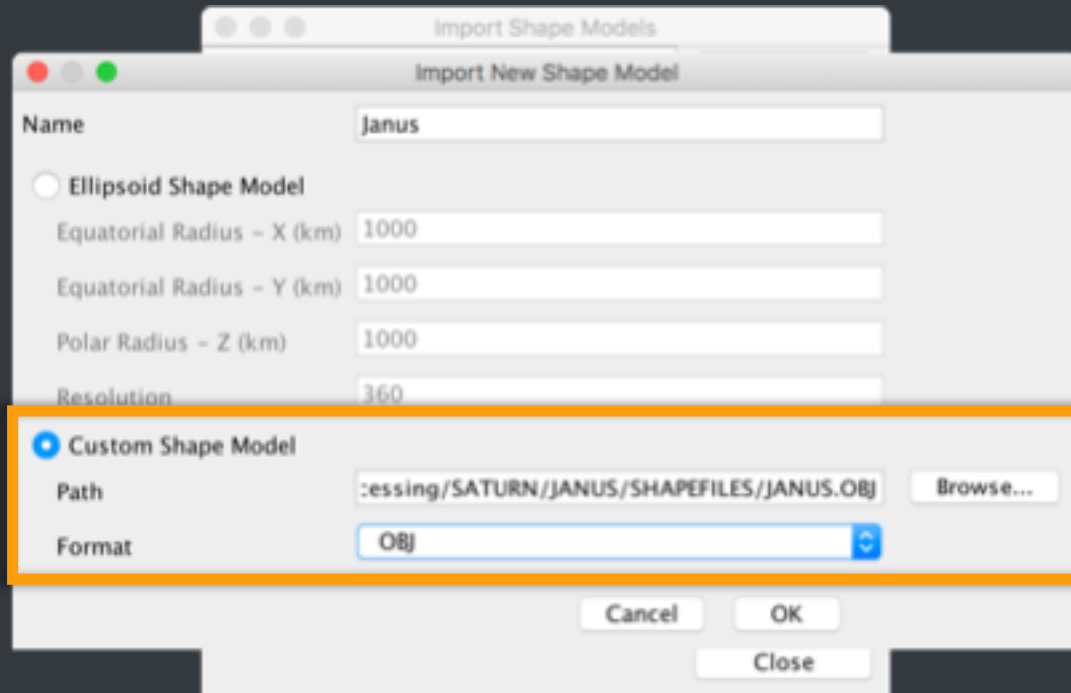
Clicking “New” opens this dialog.

Give the body a name (e.g., Janus).

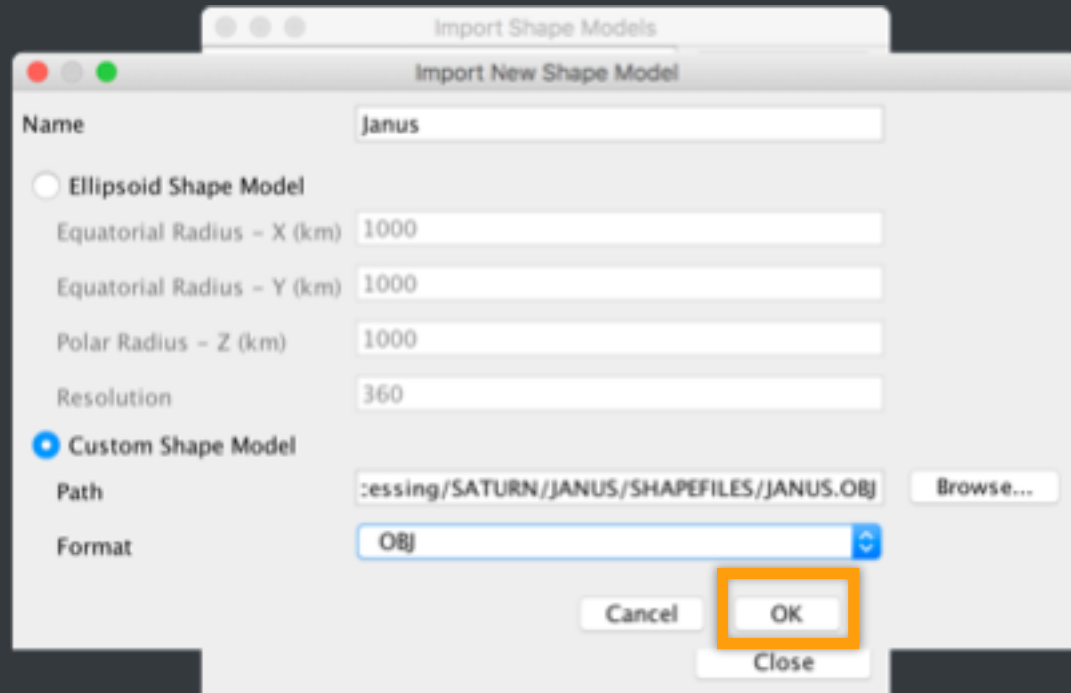


Users can create a triaxial ellipsoid to represent a ellipsoidal body, such as Mercury. The default resolution of 360 works well in most cases.

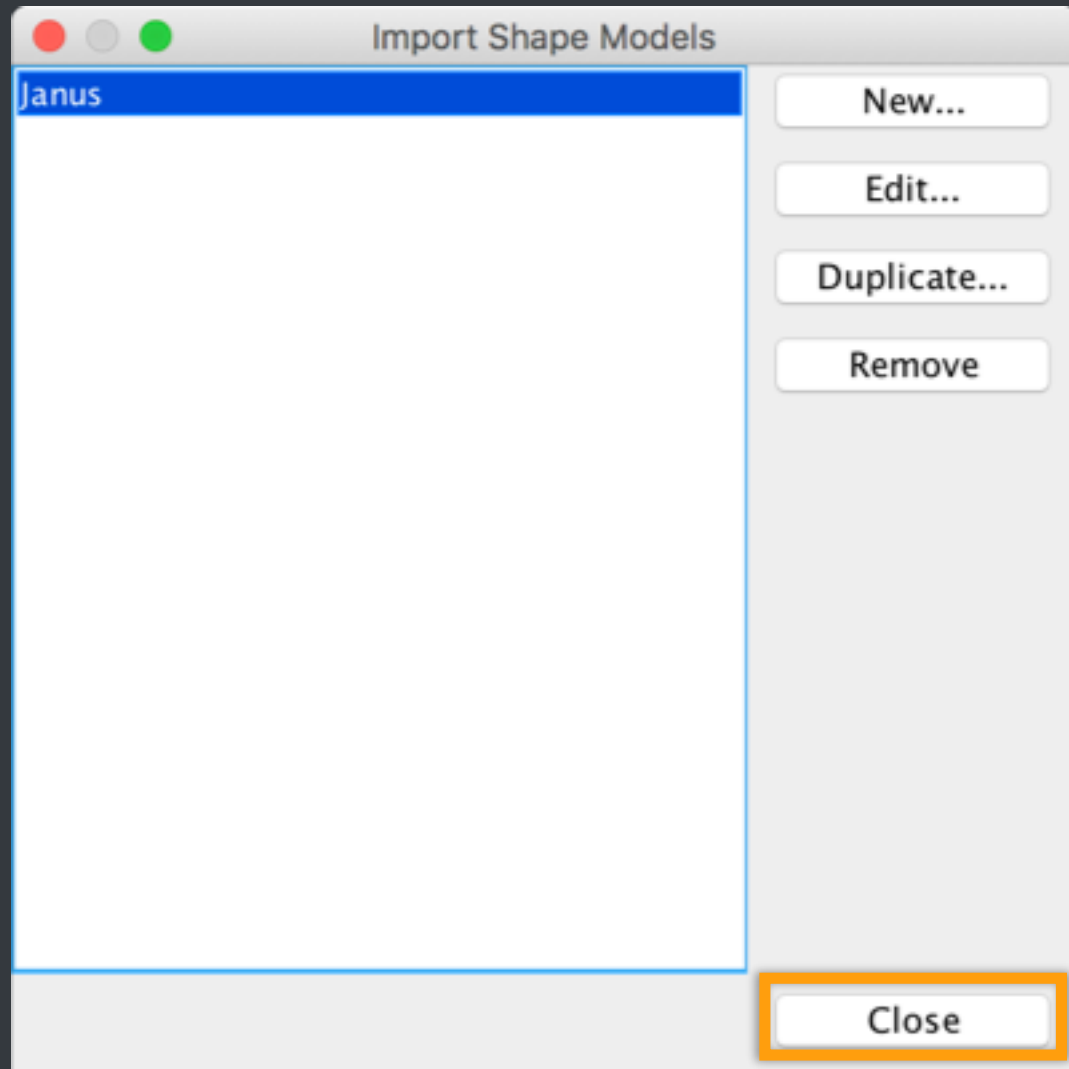




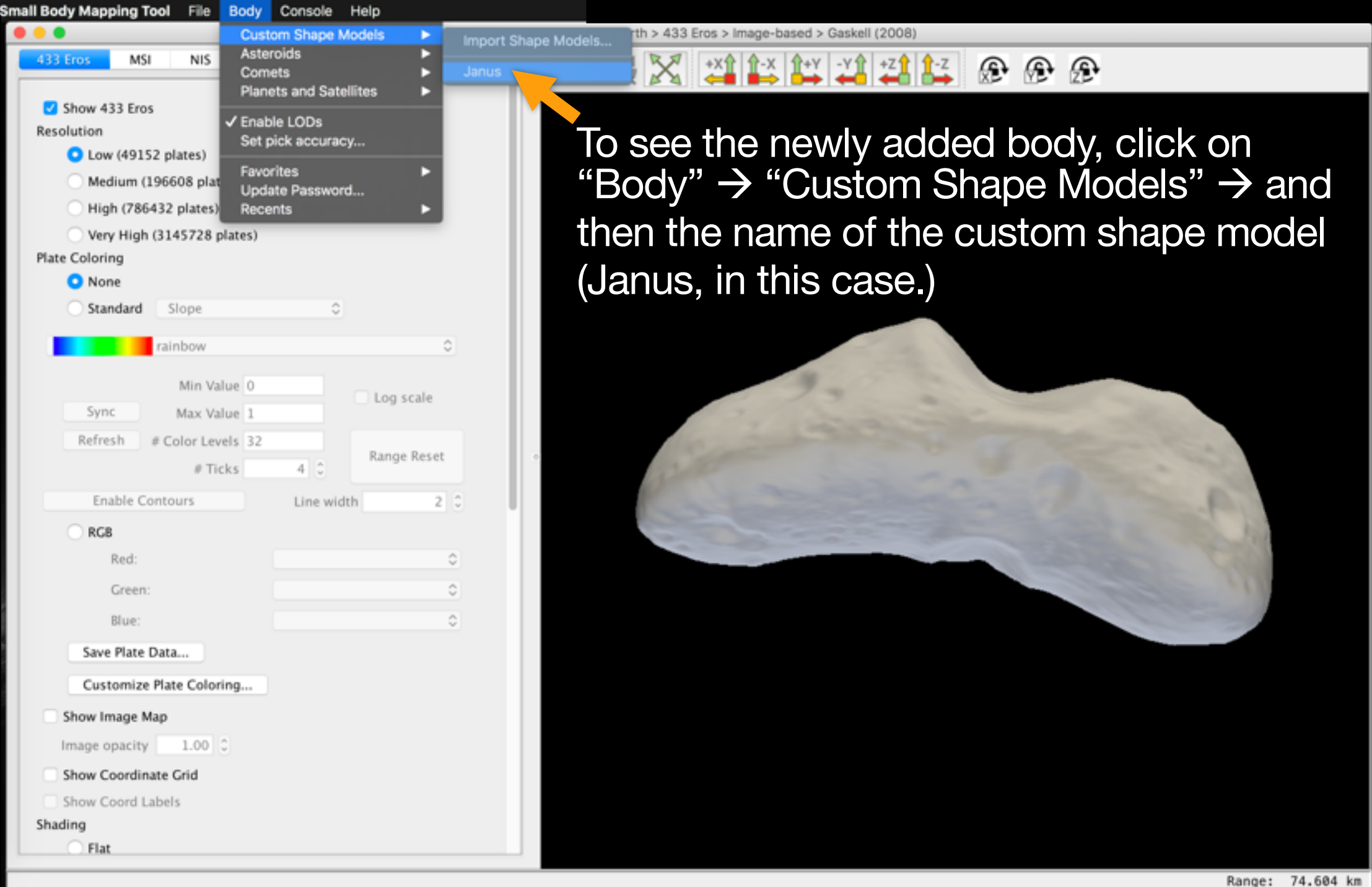
Alternatively, users can import a 3D shape model in PDS, OBJ, VTK, or FIT formats. Use the “Browse...” button to navigate to the file to be imported, and use the “Format” dropdown menu to select the correct file format.



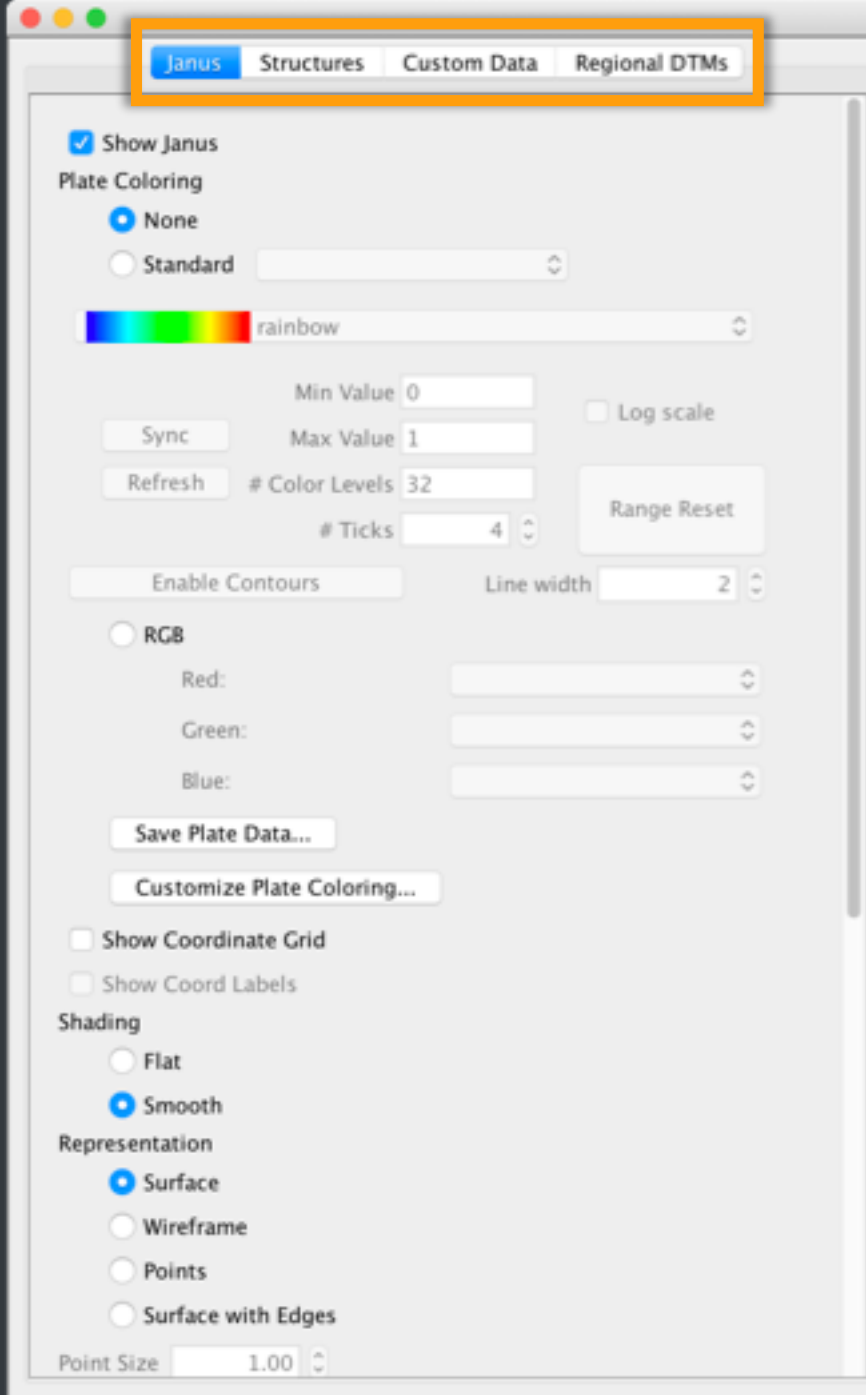
Click “OK” to finish.



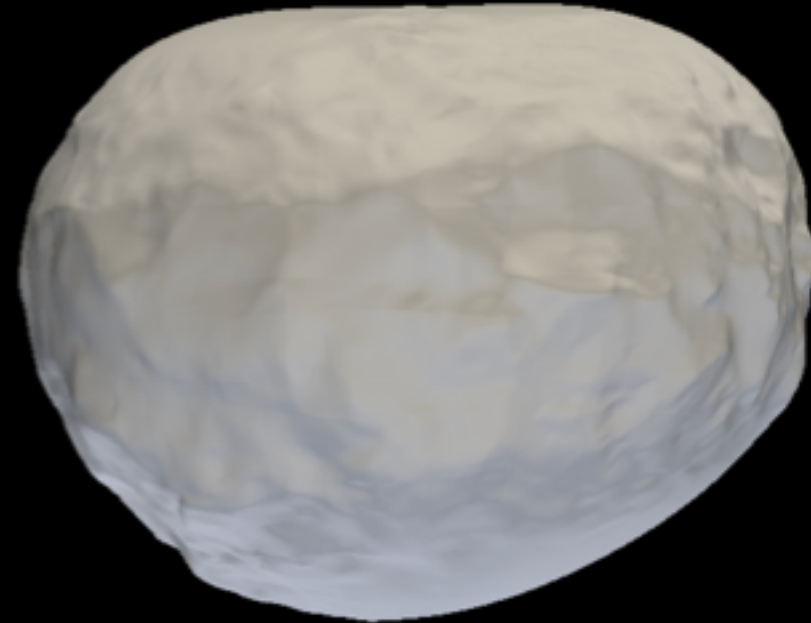
Click “Close” to close the Import Shape Models dialog.



To see the newly added body, click on “Body” → “Custom Shape Models” → and then the name of the custom shape model (Janus, in this case.)



The body now appears in the rendering panel. The control panel has the main body tab, the structures tab, custom data tab, and regional DTMs tab.



Note: Custom models do not have standard plate colorings, but users can use the “Customize Plate Coloring...” option to add their own plate colorings.

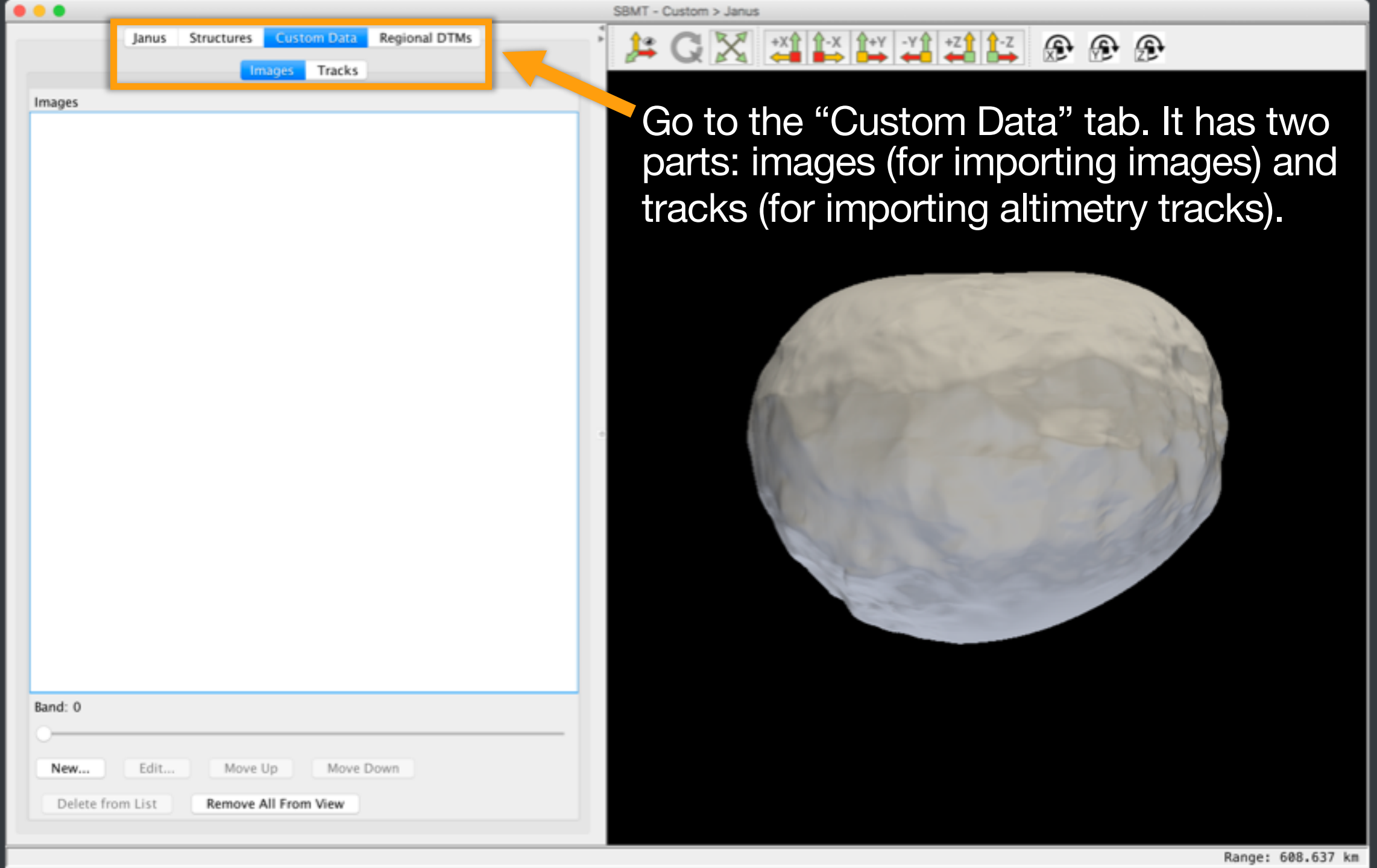
# **This SBMT tutorial explains how to:**

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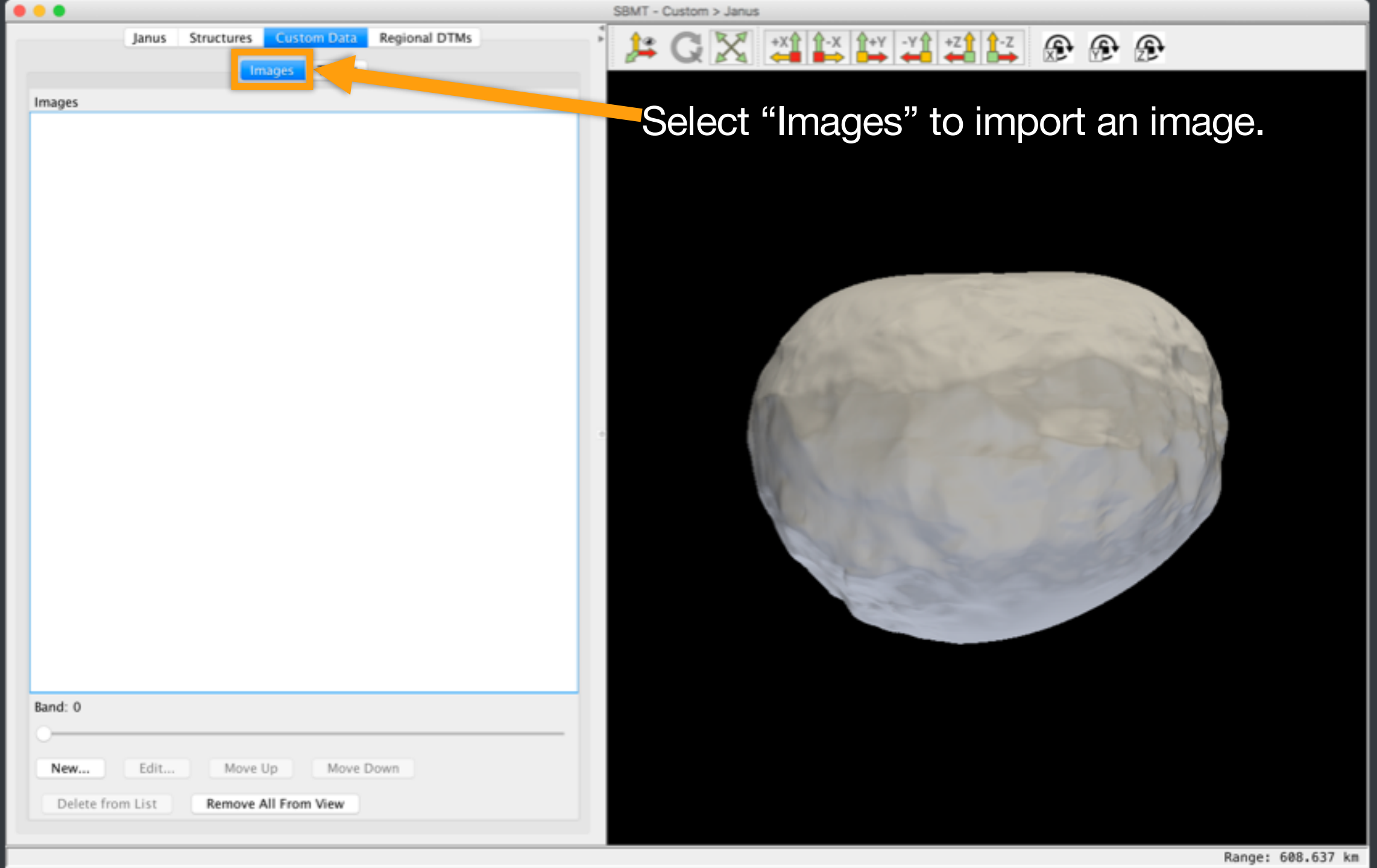
# Adding custom images

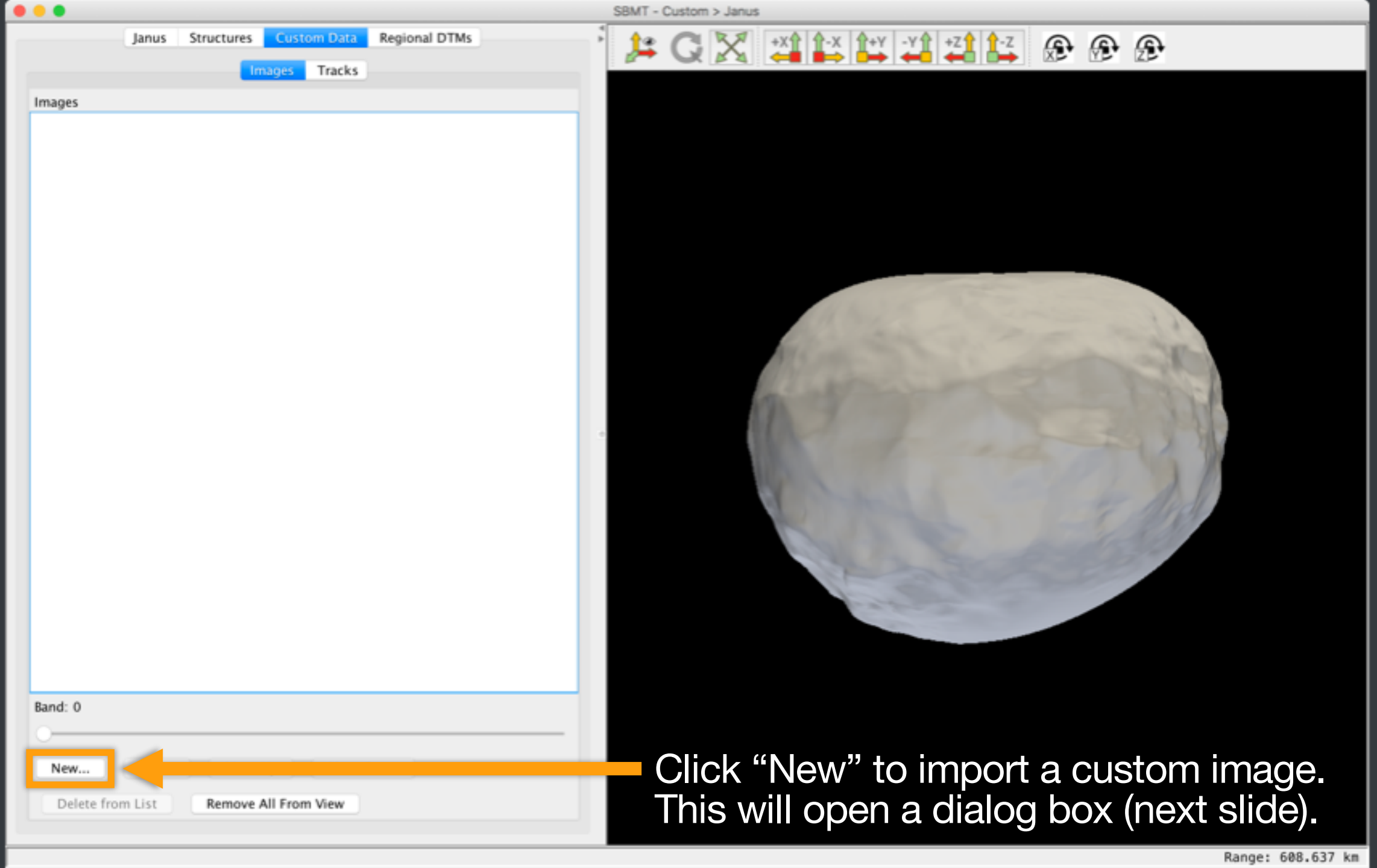
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- Users can import custom images for bodies that already exist in the SBMT (e.g., to visualize an image that the user has stretched or processed).
- Users can also import custom images to see images on bodies that the user imported as a custom shape model (see previous section of this tutorial).
- The process is the same in either case.









Click "New" to import a custom image.  
This will open a dialog box (next slide).

Import New Image

Image Path

Name

Image Type

Image Rotate

Image Flip

☒ Simple Cylindrical Projection

Lower Left Latitude

Lower Left Longitude

Upper Right Latitude

Upper Right Longitude

☐ Perspective Projection

Sumfile Path

Infofile Path

Click “Browse” and navigate to the image to be imported.

Import New Image

Image Path  Browse...

Name

Image Type

Image Rotate

Image Flip

☒ Simple Cylindrical Projection

Lower Left Latitude

Lower Left Longitude

Upper Right Latitude

Upper Right Longitude

☐ Perspective Projection

Sumfile Path  Browse...

Infofile Path  Browse...

Cancel OK

Give the image a name.

Import New Image

Image Path

Name

Image Type **GENERIC\_IMAGE**

Image Rotate

Image Flip

☒ Simple Cylindrical Projection

Lower Left Latitude

Lower Left Longitude

Upper Right Latitude

Upper Right Longitude

☐ Perspective Projection

Sumfile Path

Infofile Path

GENERIC\_IMAGE is currently the only option. Users can import JPG or PNG files. Support for other file types may be forthcoming.

The image shows a macOS-style dialog box titled "Import New Image". It contains several input fields and buttons. The "Image Path" field has a "Browse..." button next to it. The "Image Type" dropdown menu is set to "GENERIC\_IMAGE". The "Image Rotate" spinner is at 0, and the "Image Flip" dropdown is set to "None". Below these, there are two radio button options: "Simple Cylindrical Projection" (which is selected and highlighted with an orange box) and "Perspective Projection". Under "Simple Cylindrical Projection", there are four text input fields: "Lower Left Latitude" (value: -90.0), "Lower Left Longitude" (value: 0.0), "Upper Right Latitude" (value: 90.0), and "Upper Right Longitude" (value: 360.0). Under "Perspective Projection", there are two text input fields: "Sumfile Path" and "Infofile Path", each with a "Browse..." button. At the bottom of the dialog are "Cancel" and "OK" buttons.

Field	Value
Image Path	
Name	
Image Type	GENERIC_IMAGE
Image Rotate	0
Image Flip	None
Projection Type	Simple Cylindrical Projection
Lower Left Latitude	-90.0
Lower Left Longitude	0.0
Upper Right Latitude	90.0
Upper Right Longitude	360.0
Sumfile Path	
Infofile Path	

Users can choose to show the image using either a simple cylindrical projection or a perspective projection.

To use a simple cylindrical projection, ensure the image to be imported is in that projection. Then specify the latitude and longitude of two corners of the image, as requested.

The screenshot shows a macOS-style dialog box titled "Import New Image". It contains several input fields and buttons. The "Image Path" field shows "TESTPIC.jpg" with a "Browse..." button. The "Name" field also shows "TESTPIC.jpg". The "Image Type" dropdown is set to "GENERIC\_IMAGE". The "Image Rotate" spinner is at 0, and the "Image Flip" dropdown is set to "None". There are two projection options: "Simple Cylindrical Projection" (unselected) and "Perspective Projection" (selected and highlighted with an orange border). Under "Simple Cylindrical Projection", there are four text fields: "Lower Left Latitude" (-90.0), "Lower Left Longitude" (0.0), "Upper Right Latitude" (90.0), and "Upper Right Longitude" (360.0). Under "Perspective Projection", there are two text fields: "Sumfile Path" (containing "N1711579429.SUM" with a "Browse..." button) and "Infofile Path" (empty with a "Browse..." button"). At the bottom are "Cancel" and "OK" buttons.

Image Path	TESTPIC.jpg	Browse...
Name	TESTPIC.jpg	
Image Type	GENERIC_IMAGE	
Image Rotate	0	
Image Flip	None	
<input type="radio"/> Simple Cylindrical Projection		
Lower Left Latitude	-90.0	
Lower Left Longitude	0.0	
Upper Right Latitude	90.0	
Upper Right Longitude	360.0	
<input checked="" type="radio"/> Perspective Projection		
Sumfile Path	N1711579429.SUM	Browse...
Infofile Path		Browse...
Cancel OK		

To use a perspective projection, the user must provide a file with pointing information. The SBMT accepts two types of files that contain such information: sumfiles and infofiles. Users need to provide one of these, not both.

Users can export an info file for any image already in the SBMT. Please see the “Searching for Data” tutorial for details.

Import New Image

Image Path: TESTPIC.jpg [Browse...]

Name: TESTPIC.jpg

Image Type: GENERIC\_IMAGE [v]

Image Rotate: 0 [v]

Image Flip: None [v]

☐ Simple Cylindrical Projection

Lower Left Latitude: -90.0

Lower Left Longitude: 0.0

Upper Right Latitude: 90.0

Upper Right Longitude: 360.0

☒ Perspective Projection

Sumfile Path: N1711579429.SUM [Browse...]

Infopile Path: [Browse...]

Cancel OK

If the user chooses a perspective projection, the user can also specify an image rotation or flip, which in some cases may be needed in order for the image to display correctly on the body.

Leave these unchanged if unsure whether the image to be imported needs to be rotated or flipped.



Import New Image

Image Path

Name

Image Type

Image Rotate

Image Flip

☐ Simple Cylindrical Projection

Lower Left Latitude

Lower Left Longitude

Upper Right Latitude

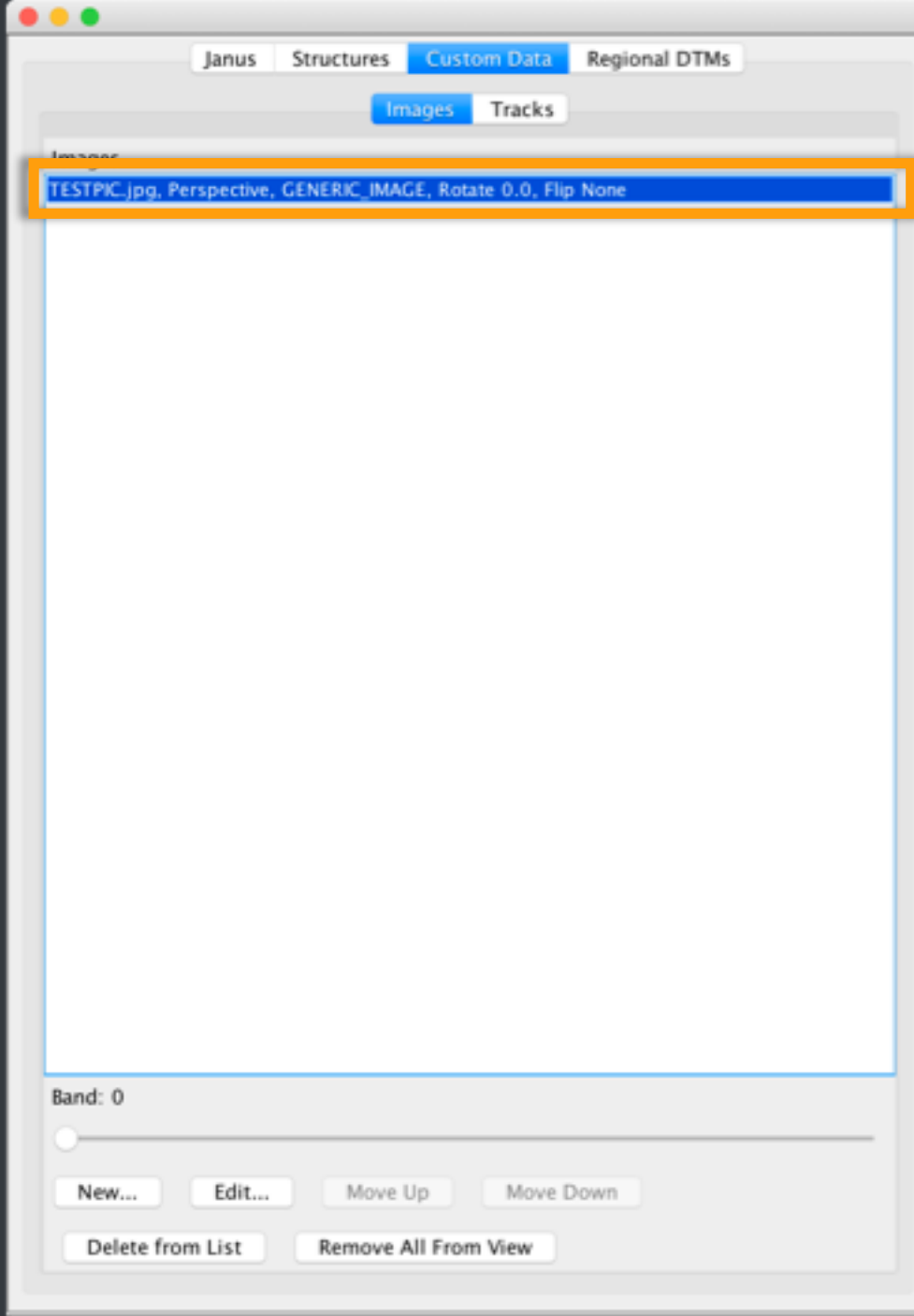
Upper Right Longitude

☒ Perspective Projection

Sumfile Path

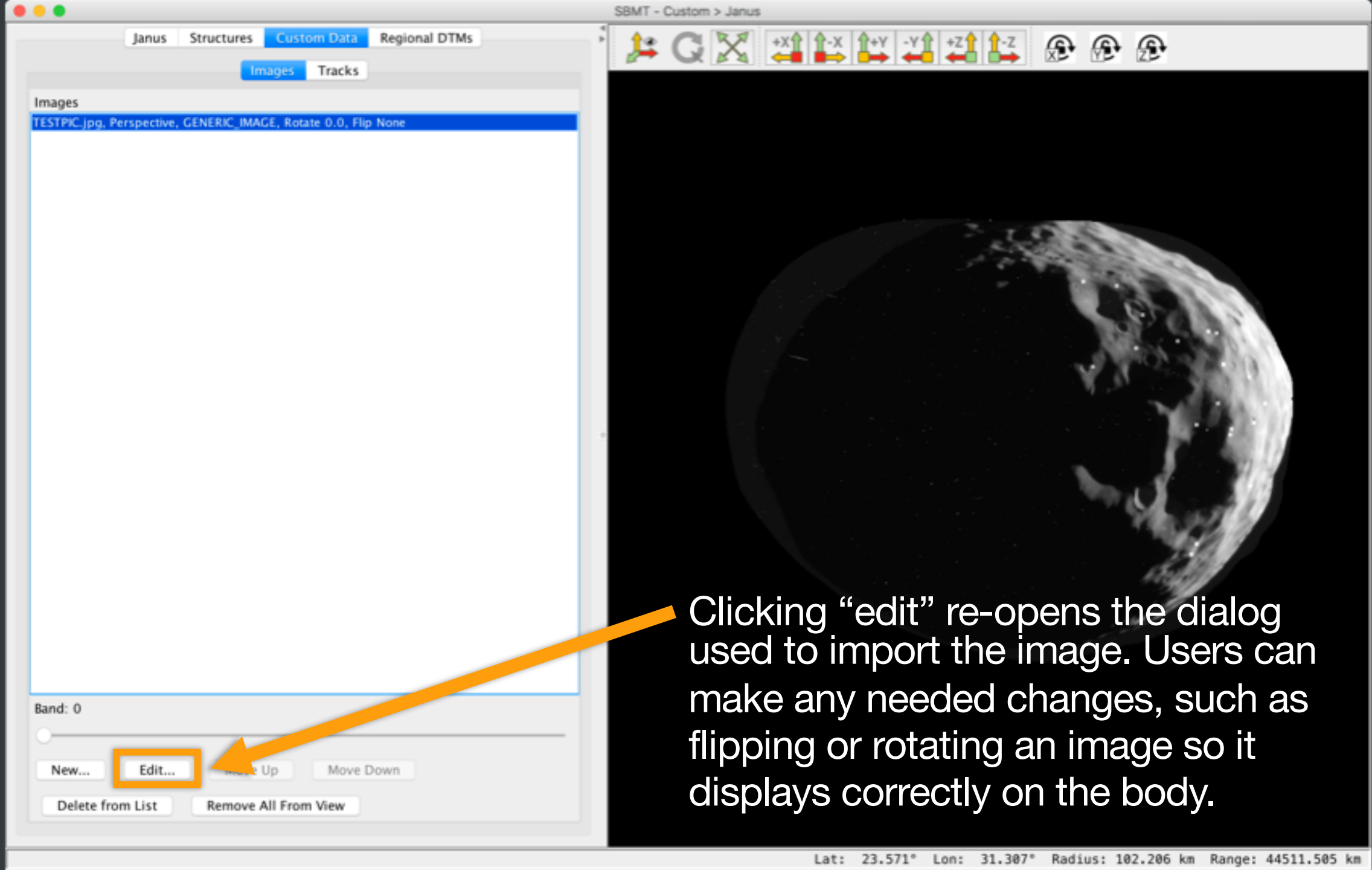
Infofile Path

Then click "OK".

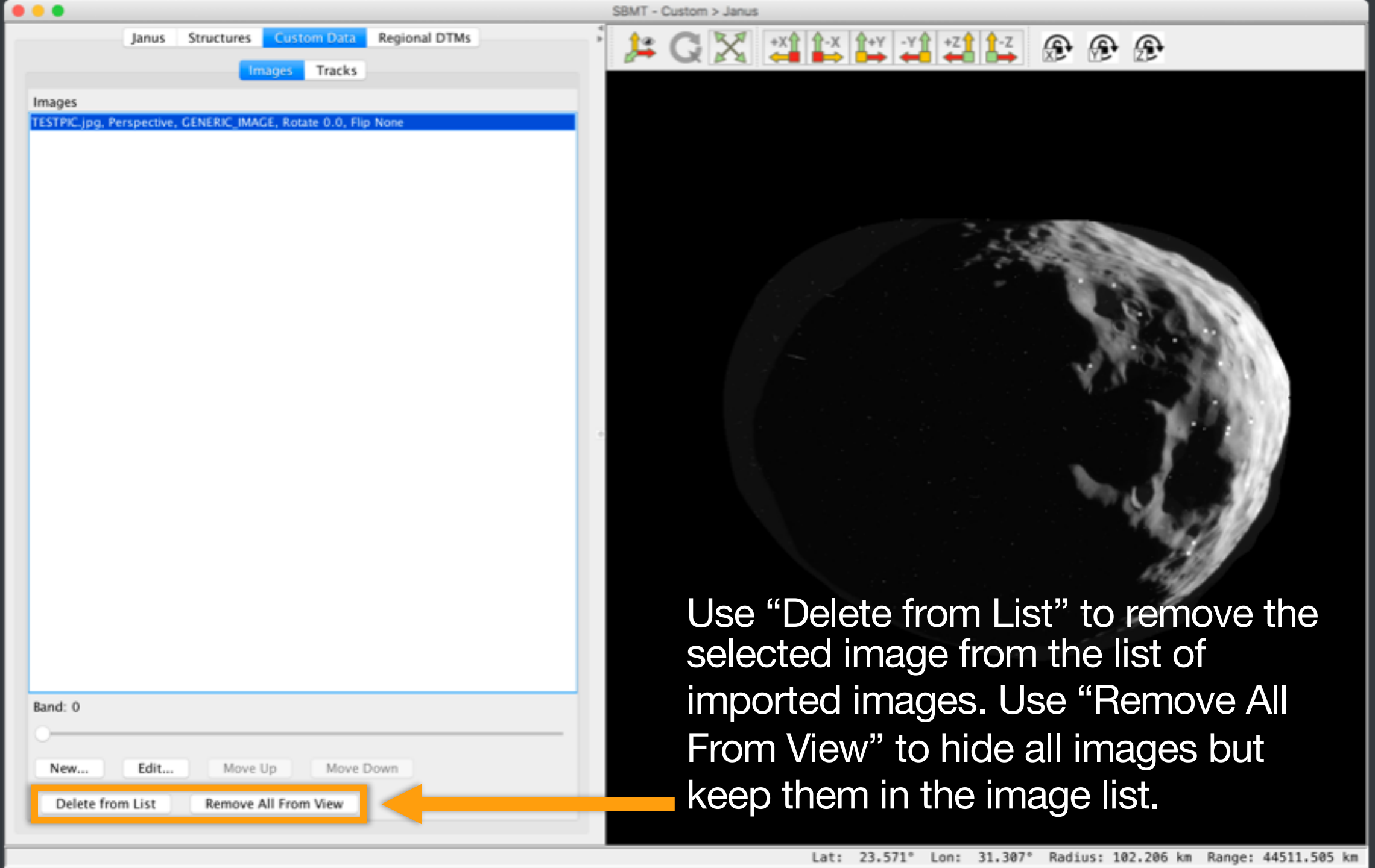


← The image is listed in the control panel. Right-click and select “Map Image” to display the image on the body.

Note: The menu that appears when users right-clicks on a custom image contains many of the same options as the menu that appears when users right-click on an image built in to the SBMT. Please see the “Searching for Data” tutorial for details.



Clicking “edit” re-opens the dialog used to import the image. Users can make any needed changes, such as flipping or rotating an image so it displays correctly on the body.



Use “Delete from List” to remove the selected image from the list of imported images. Use “Remove All From View” to hide all images but keep them in the image list.

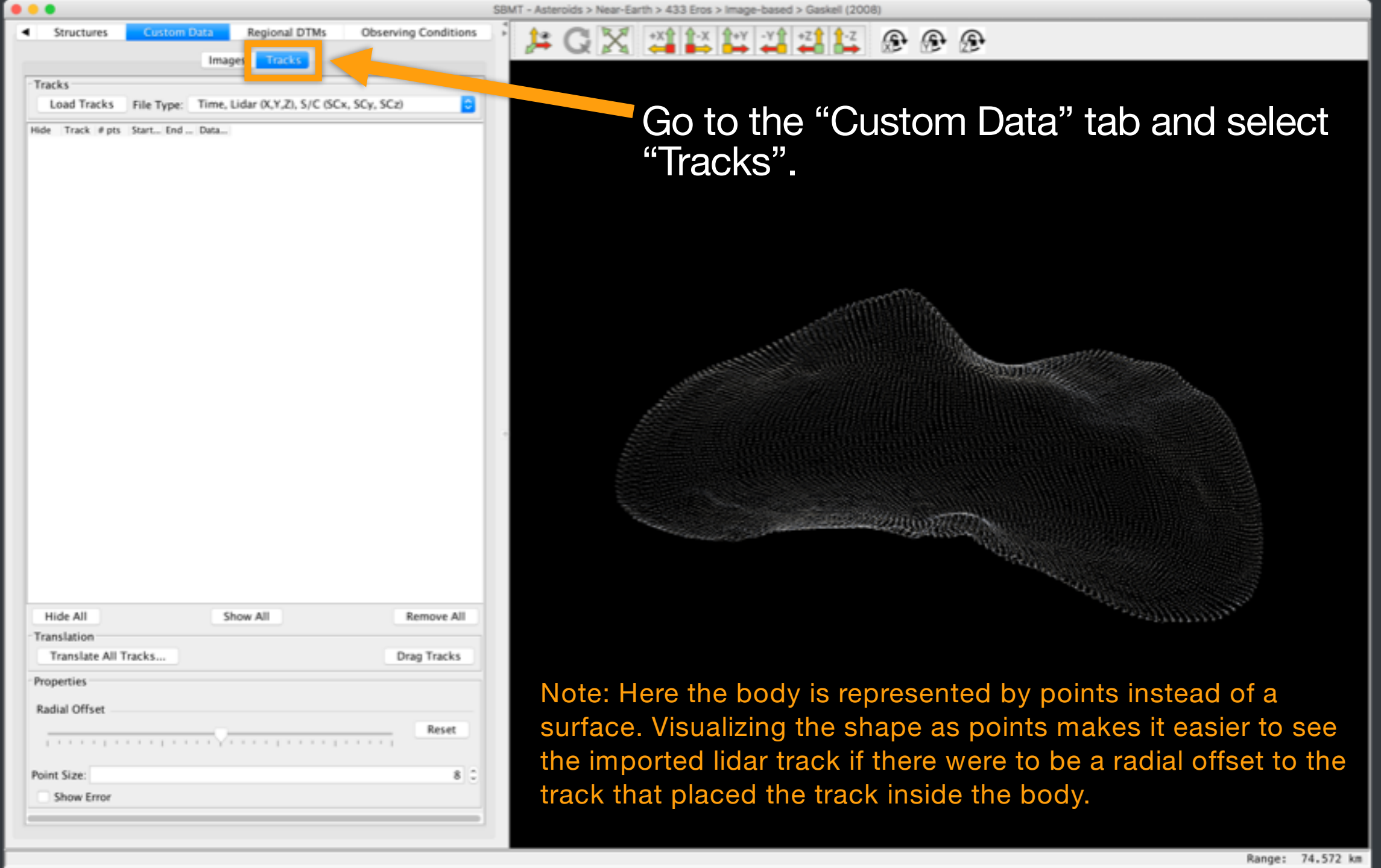
# **This SBMT tutorial explains how to:**

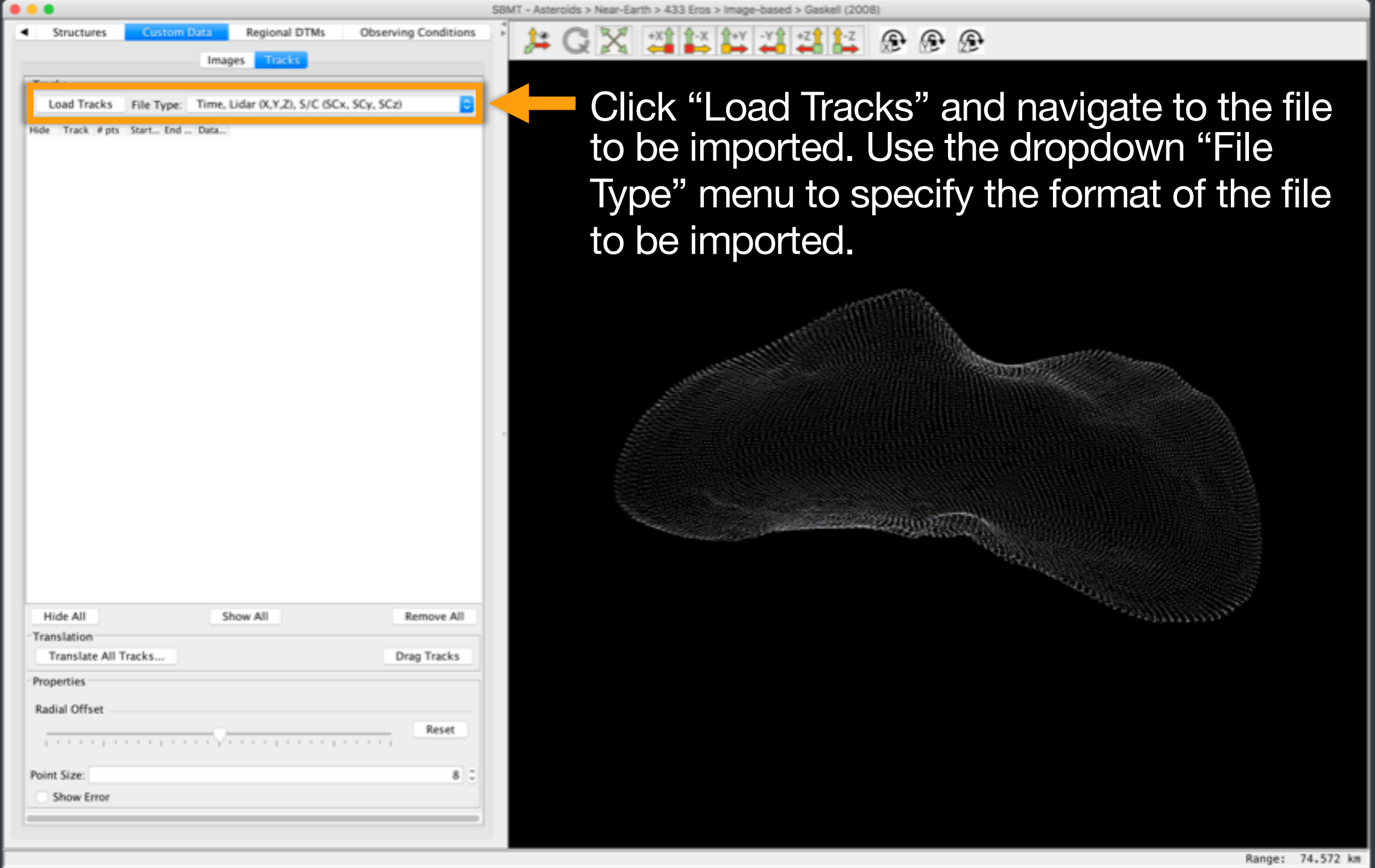
- Import a custom shape model.
- Import custom images.
- Import custom altimetry tracks.

# Importing custom altimetry tracks

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- Users can import custom altimetry tracks for bodies that already exist in the SBMT (e.g., to load a track that the user has processed in some way).
- Users can also import for custom bodies created using the “Import Custom Bodies...” feature.
- The process is the same in either case.



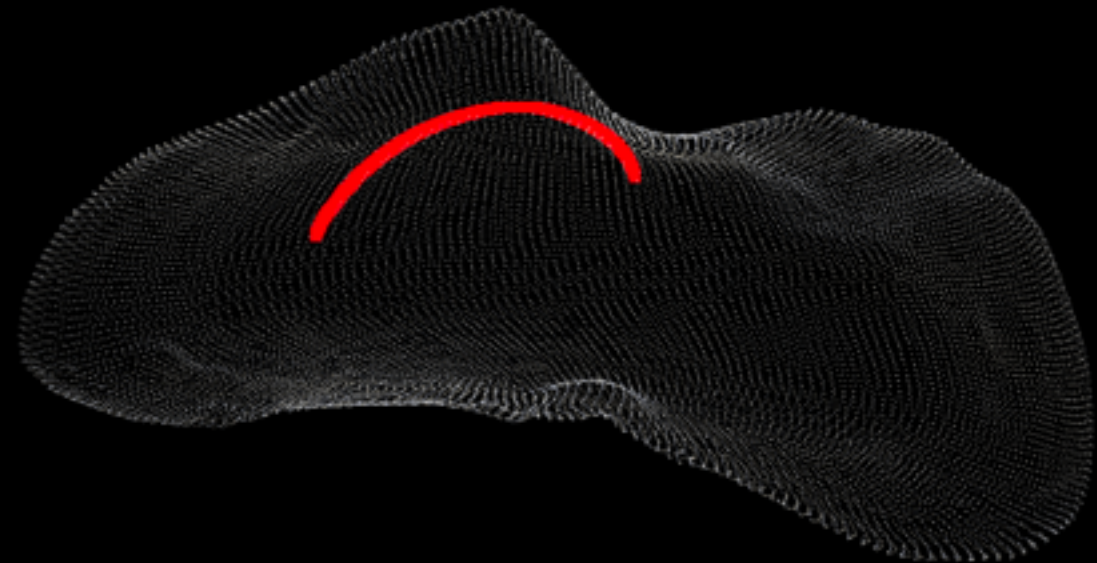


Click “Load Tracks” and navigate to the file to be imported. Use the dropdown “File Type” menu to specify the format of the file to be imported.

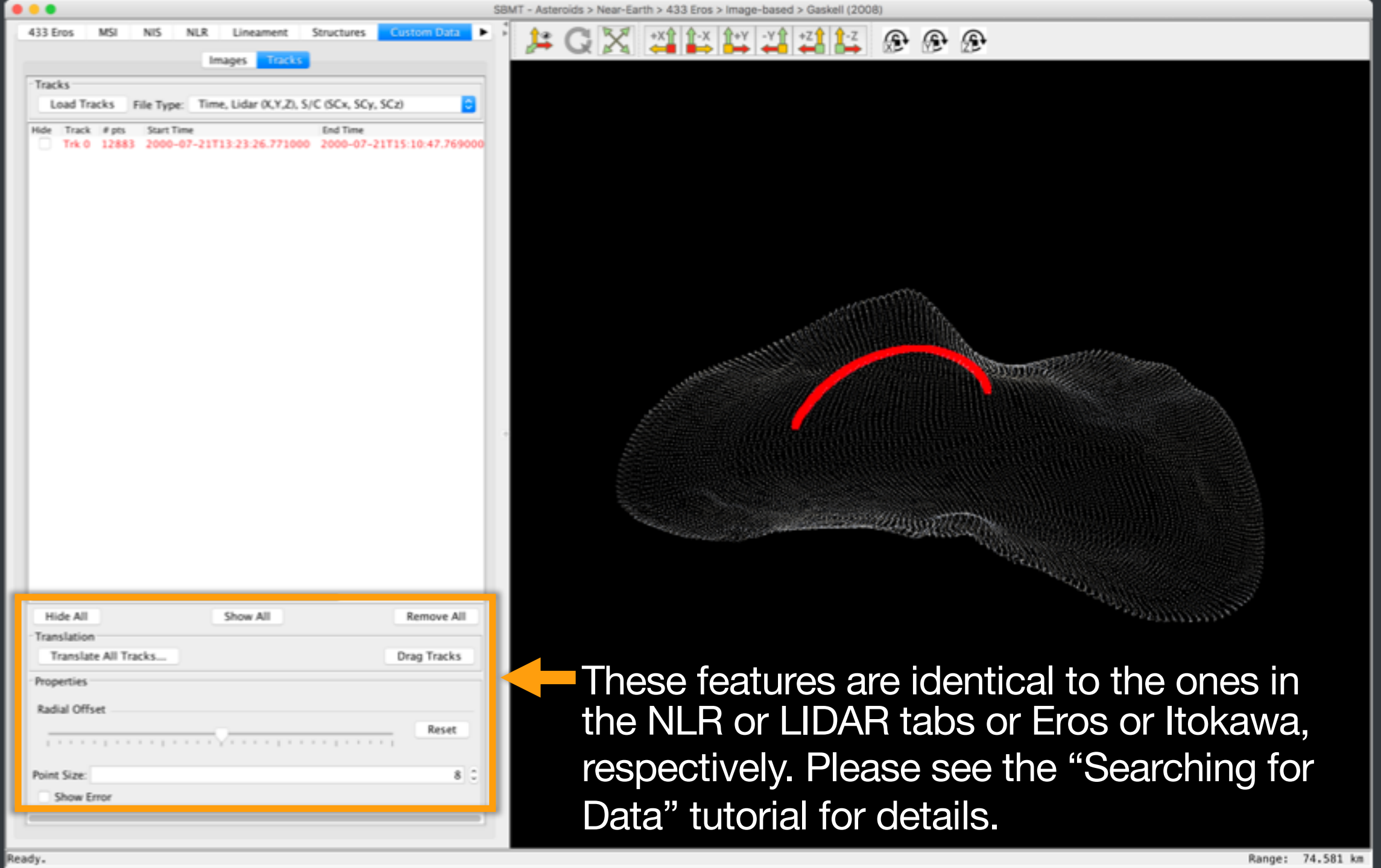




← The track now appears in the file list and appears on the body.



Note: The menu that appears when users right-clicks on an imported altimetry track contains many of the same options as the menu that appears when users right-click on an altimetry track built in to the SBMT. Please see the “Searching for Data” tutorial for details.



These features are identical to the ones in the NLR or LIDAR tabs or Eros or Itokawa, respectively. Please see the “Searching for Data” tutorial for details.

# SBMT

For more information, visit  
[sbmt.jhuapl.edu](http://sbmt.jhuapl.edu).