

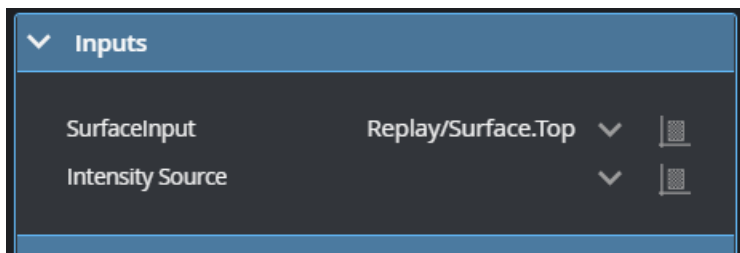
# Surface Converter

## Purpose

The tool can convert between uniform heightmap and intensity data

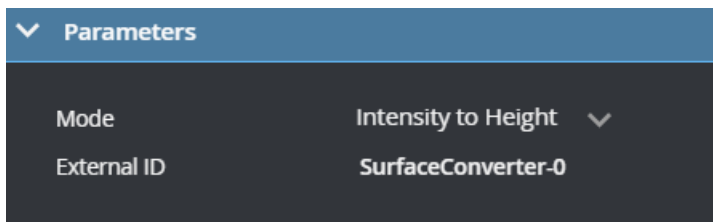
1. Convert the intensity data to a standalone height data which can be processed by existing surface tools
2. Convert the processed height data back to intensity data and then combine with another input height data to generate the final uniform surface output.

## Inputs



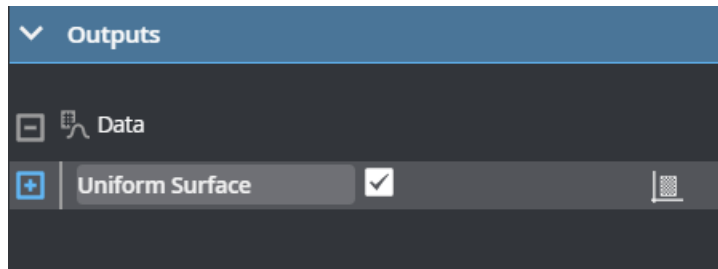
Name	Description
Surface Input	The surface data (uniform) that the tool will apply converters to.
Intensity Sources	The surface data source that will be converted to the intensity data.

## Parameters



Name	Description
Mode	<ul style="list-style-type: none"> <li>• Intensity to Height: Convert the surface input stream's intensity to a heightmap whose dimension, scale and offset are the same as the input stream.</li> <li>• Height to Intensity: When this is chosen, another parameter "Intensity Source" should obtain a secondary input stream. The primary input stream will provide the heightmap of the output surface, while the secondary input stream's height will be converted to the intensity data of the output surface. If the two input streams have different dimensions, scale or offset, resampling the secondary input to match the primary one is done internally.</li> </ul>

## Outputs



Type	Name	Description
Data Output	Uniform Surface	Have different meanings based on the "Mode" parameter.

## Major Revisions

### Gocator Classic to GoPXL

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## Application Examples

