# Oasis montaj Advanced Imaging

It is often helpful for interpretation to combine multiple types of data together using special colour schemes. It is possible to create maps and add images to them, including single colour grid images, colour-shaded grid images, and JPG (or other image format) files. In addition, the system also supports a variety of advanced options that you can access via the *Display* option from the *Grid and Image* menu.

Two common methods of combining grid images are:
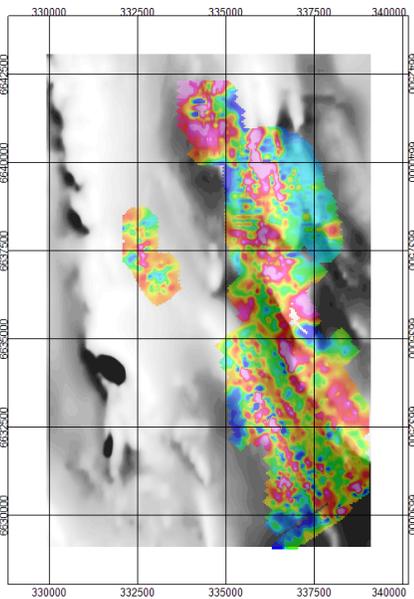
2-Grid Composite Map

This map uses two grids with varying colours. In this example (shown above) we see a greyscale colour shaded grid of topographic data overlain by a colour grid of magnetic data.
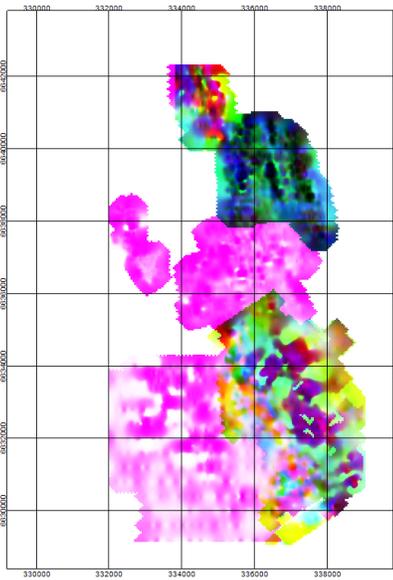
Ternary Diagram Presentation

This map uses three grids with varying colours. The map (shown above),includes three separate data grids that are using either a cyan-magenta-yellow (CMY) or red-green-blue (RGB) colour model. This display method is commonly used with airborne radiometric data.

Create Advanced Images

The following workflow describes how to create 2 and 3 grid composite images, as shown in the images above.

2-Grid Composite Map

1. Open the database and the map.
2. From the *View/Group Manager Tool*, hide all *Data* groups except the coordinates group. If your map does not have all these groups (path, profile, etc.) you will not need to hide them.
3. On the *Grid and Image* menu, select *Display* and then select **2-Grid Composite**.
   The *Display 2 grid composite on map* dialog appears*.*
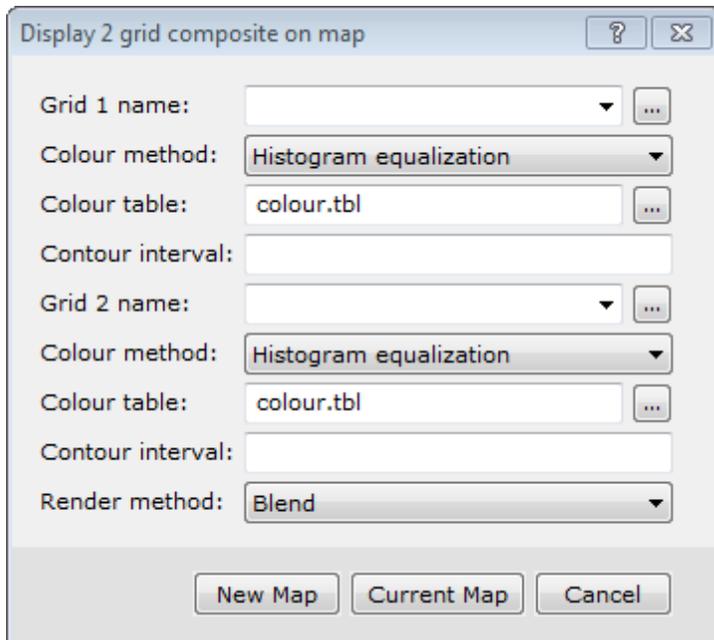
4. Select the first *Grid name* from the dropdown list (or use the "browse" button to load the desired grid into the project, if you haven't done so already).

5. Select the second *Grid name* from the dropdown list.

6. Specify *Colour* parameters for each grid. In order to differentiate between the grids, each grid should be displayed using different colour tables.

> ⚠️ *To replicate the example above, one grid would be mapped using the grey.tbl Colour table option. The other grid would use the default colour.tbl.*

7. Select the *Render method* from the dropdown list. This determines how the colours interact on the map. The default is *Blend.*

8. Click **Current Map** to load the map into the currently open map or **New Map** to create a new map using the specified settings.

3-Grid Ternary Plot

Before you create a 3-grid ternary plot, you must have created grid files, (*.grd) for the 3 channels from the selected database.

1. Open the database and the map.

2. From the *View/Group Manager Tool*, hide all *Data* groups except the coordinates group. If your map does not have all these groups (path, profile, etc.) you will not need to hide them.

3. On the *Grid and Image* menu, Select *Display* and then select **Ternary Image**.
   The *Ternary colour image* dialog appears.
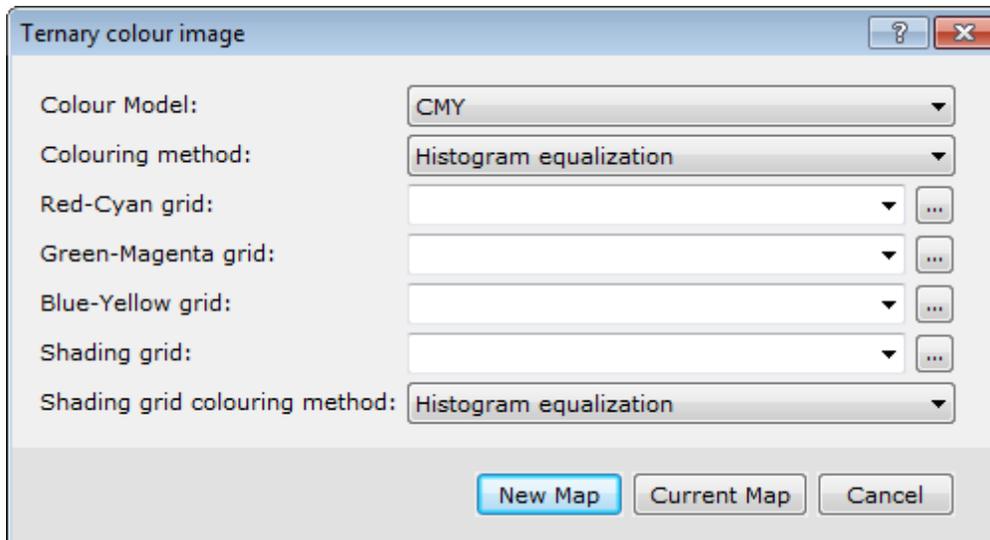
4. Select the *Colour Model* from the dropdown list. This determines which colour tables will be used to draw the map. The default is *CMY*.

5. Select the *Colouring method*.

6. Select the grid to control the *Red-Cyan* colour from the dropdown list (or use the "browse" button to load the desired grid into the project, if you haven't done so already).

7. Select the grid to control the *Green-Magenta* colour from the dropdown list.

8. Select the grid to control the *Blue-Yellow* colour from the dropdown list.

9. The *Shading grid* is an optional grid that controls the shading colour. Specify shading parameters, if desired.

10. Click **Current Map** to load the map into the currently open map or **New Map** to create a new map using the specified settings.

To Add a Ternary Legend to a Ternary Map

A Ternary Legend is a triangle legend added to the map which allows you to designate a label for the map colours. An example is shown below.
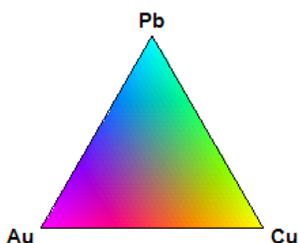

1. On the *Grid and Image* menu, select*Display* and then select **Ternary Legend**.
   The *Ternary Colour Legend* dialog box appears .
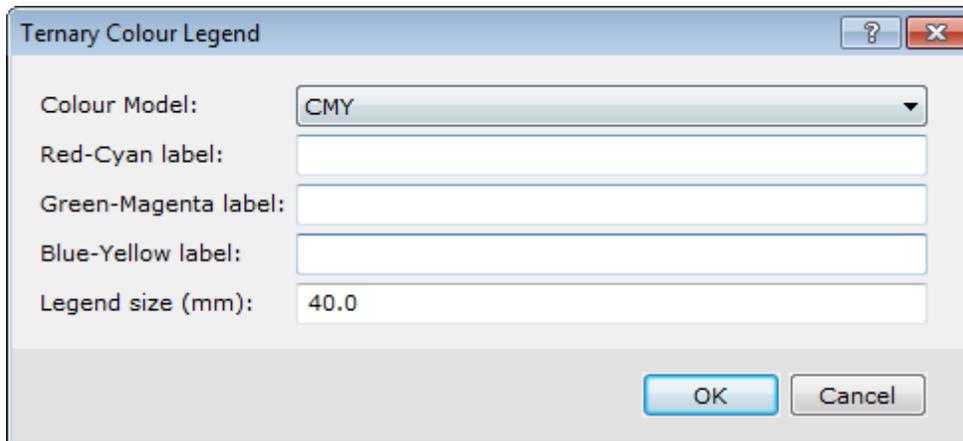
2. Select the *Colour Model* from the drop-down list. This should match the colour model selected for the map.

3. Enter the *labels* for the colours. This should reflect the grids chosen for the specific colours.

4. Specify the *Legend size*.

5. Click **OK**.
   The *Locate Legend* dialog appears.
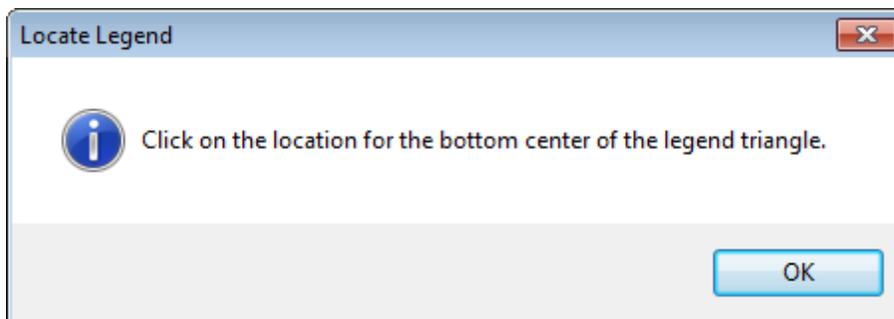
6. Click **OK** and left-click the desired location on the map to display the legend. The system creates and displays the ternary legend on your map.

Link Data Dynamically

Dynamic links are "virtual" georeferenced connections between spreadsheets, profiles and maps. These links work in two-directions so you can select any window and see the equivalent data in the other windows you are using.

To Link Spreadsheet, Profile and Map Data
Desktop linking enables you to place a special Link cursor on one or more maps and locate a specific part of the data.

1. Make sure only the desired map and the database are open in your project.

   ⚠ *Do not remove them from your project, just close the map, grid and database windows of the other items.*

2. From the *Window* menu, select *Tile Vertically*. The system arranges your database window and map window side by

side.

3. The system automatically turns on a map link and activates the *Shadow Cursors* button on the *Map Editing* toolbar. You can tell a button is activated because it will appear to be depressed more than the other buttons on the toolbar.

4. Click on a value in the database or on a point in the profile view, and you see that the Link cursor (large black cross) moves to the same location on the map. This type of linking enables you to quickly identify discrete anomalies on a map and view their corresponding values in the database.

5. You can display multiple maps and use this function to locate and visualize the same anomaly locations for different data types. It is quite useful for quality control (searching for anomalous noise spikes, for example) and for multi-parameter interpretation.

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