







The projected texture is a set of overlapping digital topographic maps which partially tile the surface of the body. The slopes are obtained by the stereo-photoclinometry and then integrated to produce the elevation maps relative to a local coordinate system.

## 6. CONCLUSION

This paper gives an overview of the detail design and operation of the developed 3-D visualization software (SRM) intended to facilitate retrieving optimal digital terrain shape models for the irregular-shaped celestial bodies. A hybrid algorithm is employed and evaluated using a class of captured images provided by recent space missions. Future work is focused on improving the quality of reconstruction. Also much consideration is given to enhancing and developing more utility tools to provide a fully integrated toolkit applicable for retrieving models of forthcoming space observations.

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