





## High Resolution Bathymetry of the Mediterranean off Northern Israel

Sade A. R. (1,4), Hall J. K. (1), Golan A. (2), Amit G. (2), Gur-Arie L. (3), Tibor G. (2), Ben-Avraham Z. (4), Hübscher C. (5), and Ben-Dor E. (4).

1. Geological Survey of Israel, Jerusalem , Israel 2. Israel Oceanographic & Limnological Research Ltd., Israel 3. Survey of Israel, Tel Aviv , Israel 4. Tel Aviv University, Tel Aviv , Israel 5. Institut für Geophysik, Universität Hamburg, Germany

4218 km of track,

840.4 million soundings













## Modification of a UKHO-SOI Navigational Chart

The 4 m grids shown in the Haifa Bay poster were used to texturize a section of Chart 1585 in order to give the navigator a far superior representation of the seafloor.

Depths, sediment types and other information for piloting are still very discernable on the chart.

Simple Global Mapper 9.02 software was used to make this example.

































The work day began at 5AM, and after a break during the windy afternoon, continued until late at night. Here the R/V Lillian is seen against the mountains above Tiberias.





## Poster of the Sea of Galilee

Land is a SPOT image with 2.5 m pixels, texturized with 4 m DTM of the Survey of Israel.

The mostly smooth lake floor is based on a 5 m multibeam DTM.











 Dr. John K. Hall - Geological Survey of Israel (Refired)
Vice Chairman, IBCM - International Bathymetric Chart of the Mediterranean Editor - IBCM-II bathymetric/topographic grid at 0.1'
(The Late) Prof. Carlo Morelli - Universita degli Studi di Trieste, Trieste, Italy Chairman, IBCM - International Bathymetric Chart of the Mediterranean





At this time the swath mapped areas constitute about 50% of the Mediterranean and less of the Black Sea.

My principal task will be generating a 0.1' grid of the shallow areas from soundings and surveys for navigational charts. There is some 46,000 km of shoreline, along which the SRTM data on land needs to be clipped and then merged in with the soundings from the continental margins..





