Pix4D**survey** 1.6

FEATURE LIST

	Features		Advantages
INPUTS	Pix4Dmapper project		Seamless import of processed Pix4Dmapper projects (.p4d). Start the vectorization using original images and generated point cloud
	Pix4Dmatic project		Seamless import of processed Pix4Dmatic projects (.p4s). Start the vectorization using original images and generated point cloud
	Point clouds		Import point clouds created with photogrammetry, laser scanners, LiDAR or other third-party tool in .las or.laz format
TOOLS AND FUNCTIONS	Easy to use interface		An intuitive interface with a short learning curve for a fast integration into existing workflows
	Layers		Manage the vectorized data in layers. Easily move objects between layers
	Properties		See properties and measurements of any object
	Shortcuts		Integrated shortcuts for faster navigation and vectorization
	Project visualization		Display vectorized geometry and point clouds in the same context
	Split view		See your project from multiple angles at once, vectorize seamlessly between views.
	Point cloud display		Fast and lightweight point cloud display optimized for large projects
	Camera display		Display the calibrated position of original images in the 3D view
	Vectors objects display in orignal images		Vectorized objects appear in both 3D and in the original images
	Terrain filter		Automatic point classification to terrain/non-terrain points
	Grid of points		An evenly spaced grid of points, that are representative of elevation and can be exported
	Smart grid of points		A set of points representing locations of elevation change in the project, simlar to what would be collected in the field
	Triangular Irregular Network		Create a TIN using terrain layers and grid of points or smart grid
	Outlier removal		Removes distant points with few neighbors from the project
VECTORIZATION	Create markers		Quickly vectorize individual objects, for example manholes, poles or trees to mark and inspect
	Create polylines		Ideal for vectorizing linear objects, for example roads, curbs, fences and breaklines
	Create polygons		Ideal for vectorizing polygons, for example building footprints and roofs
	Create catenary curves		For optimal vectorization of freely hanging power lines
EDITING	Editing in 3D		Edit the position of the point by simply dragging it to the desired position in 3D
	Editing in 2D		Take advantage of original images to precisely place points
	Vertex editor		Enter the desired coordinates of points manually or copy-paste a known position
3D OUTPUT	Vector layers		Export all or a single layer to .dfx or .shp file formats
	TIN		Export in LandXML format
LANGUAGE	Language option		English

HARDWARE SPECS

CPU: Quad-core or hexa-core Intel i7/ i9/ Xeon, AMD Threadripper

GPU: GeForce GTX GPU compatible with at least OpenGL 4.1

HD: SSD recommended

OS: Windows 10, 64 bits or macOS Mojave

RAM: 32GB