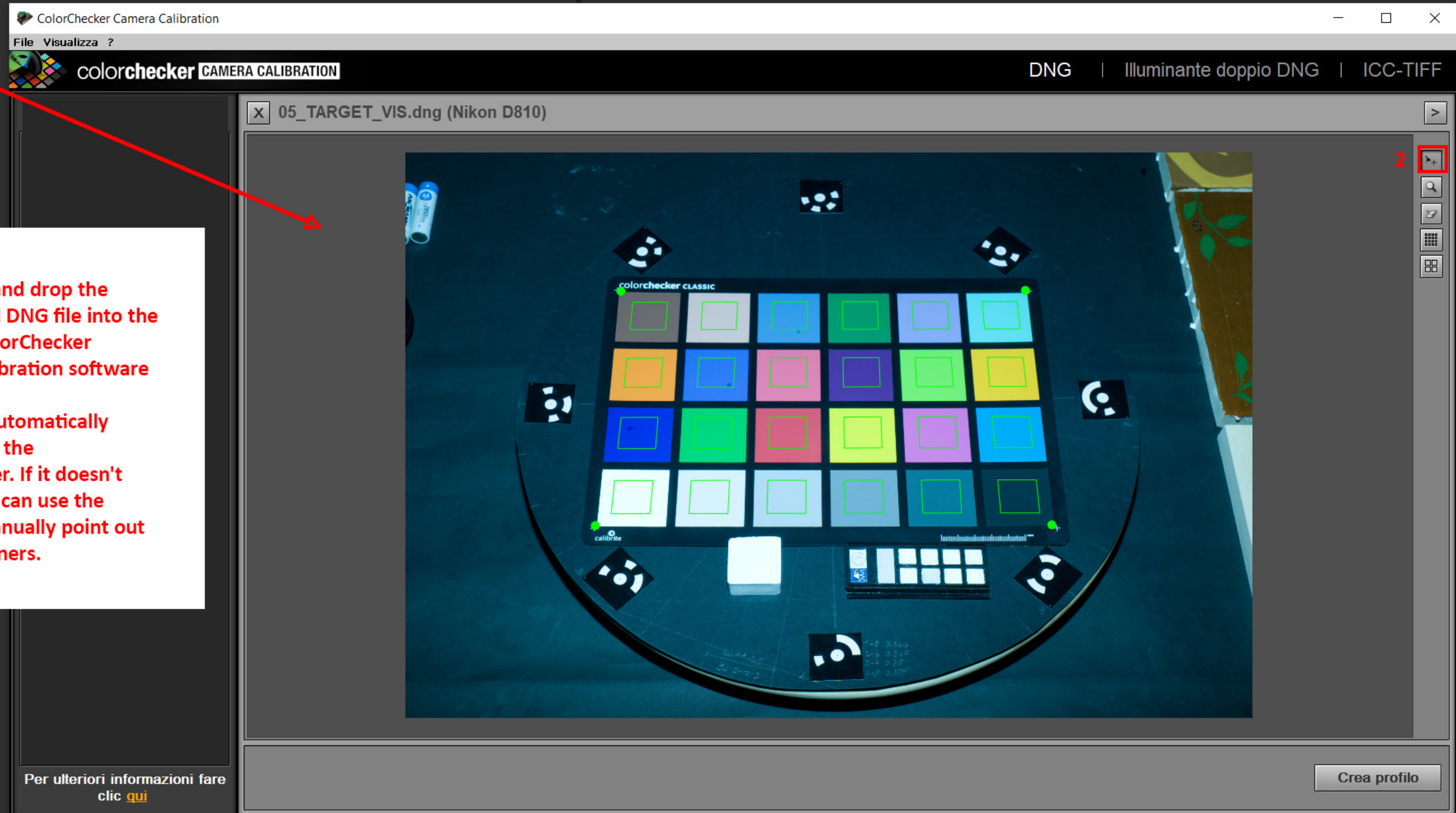
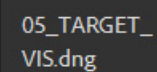




1. Then, drag and drop the newly saved DNG file into the Calibrite ColorChecker Camera Calibration software window.
2. A grid will automatically appear over the ColorChecker. If it doesn't appear, you can use the arrow to manually point out the four corners.

Deseleziona tutto

05_TARGET_VIS.NEF

★★★★★

UVV_6576.NEF

★★★★★

UVV_6577.NEF

★★★★★

UVV_6578.NEF

★★★★★

UVV_6579.NEF

★★★★★

UVV_6580.NEF

★★★★★

UVV_6581.NEF

★★★★★

UVV_6582.NEF

★★★★★

UVV_6583.NEF

★★★★★

UVV_6584.NEF

★★★★★

UVV_6576.NEF (36/37 selezionati) - Nikon D810

Opzioni di salvataggio

Predefinito:

Personale

Destinazione:

Salva in nuova posizione

Seleziona cartella...

Z:\LAVORI\PROGETTI\01_CAMERONE_FURTO\TIF\

Denominazione file

Esempio: UVV_6576.tif

Nome documento

Inizia numerazione:

Estensione file:

.tif

Formato:

TIFF

Metadati:

Tutto

☐ Rimuovi informazioni posizione

Compressione:

Nessuna

☐ Salva trasparenza

Content Credentials

☐ Applica Content Credential

Metodo di archiviazione:

Pubblicazione sul cloud Content Creden...

Ulteriori informazioni

Informazioni da includere:

☐ Produttore: Imaging CCR

☐ Account connessi: Nessuna

(Gestisci)

☒ Modifiche e attività

Invia feedback

Spazio colore

☐ Output HDR

☐ Massimizza compatibilità

Spazio:

sRGB IEC61966-2.1

Profondità:

8 Bit/Canale

Intento:

Dimensioni immagine

☐ Ridimensiona:

Dimensione predefinita

☐ Non ingrandire

L:

A:

pixel

Risoluzione:

300

pixel/pollice

Nitidezza output

☐ Nitidezza per:

Schermo

Quantità:

Standard

Salva

Annulla

Deselect the image containing the target and export all the remaining files.

Use your preferred export settings. To maintain maximum image quality, select the TIFF format at either 8-bit or 16-bit.

ISO 64

50 mm

f/16

1/200s

Modifica

Auto

B&W

HDR

Profilo

MTCD

Luce

Colori

Bilanc. bianco

Personale

Temperatura

8100

Tinta

+46

Vividezza

0

Saturazione

0

Effetti

Curva

Mixer colori

Color Grading

Dettagli

Ottica

Sfocatura obiet.

Calibrazione

Adatta (26,2%)

12,5%

★★★★★

★★★★★

★★★★★

★★★★★

★★★★★

Adatta (26,2%)

12,5%

★★★★★

★★★★★

★★★★★

★★★★★

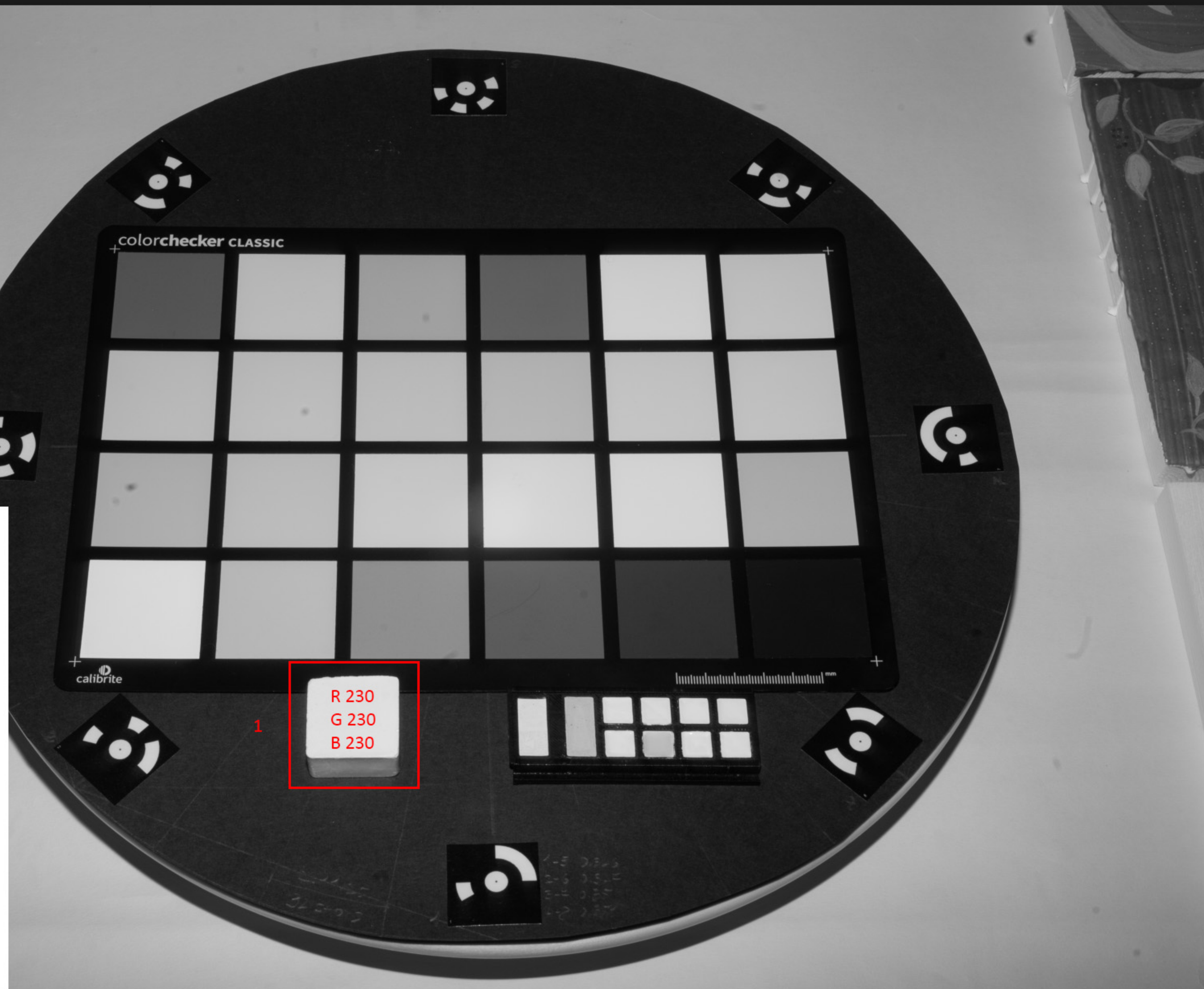
★★★★★



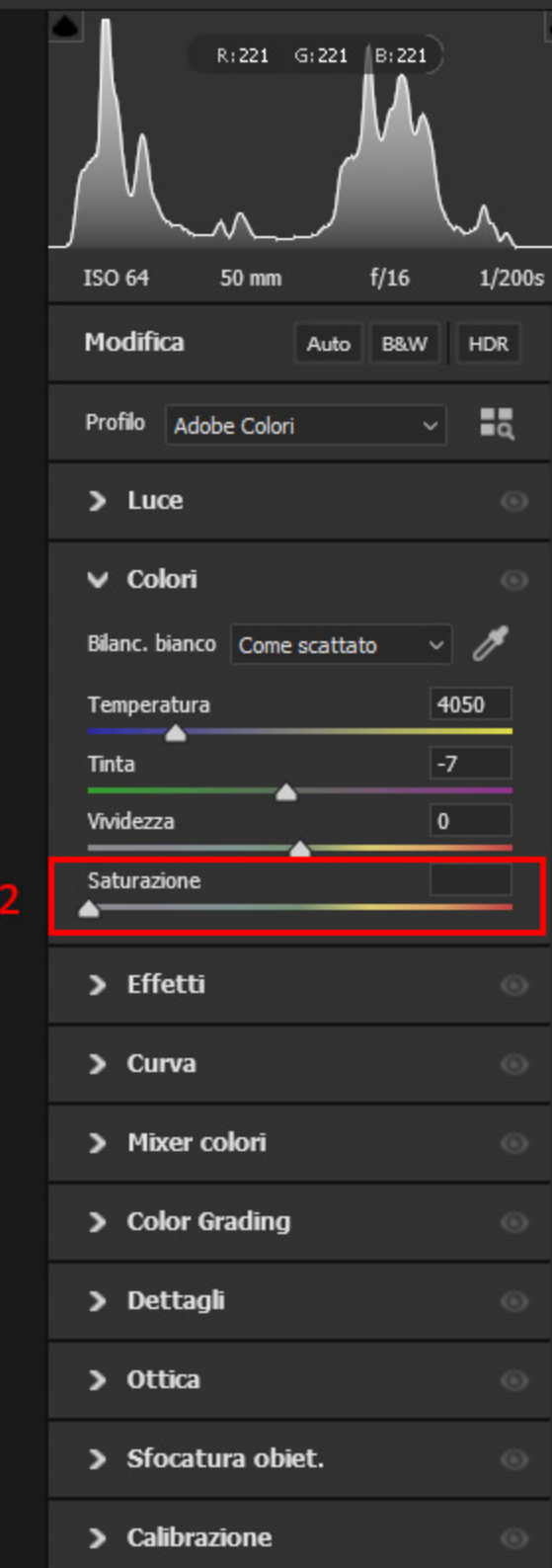
3

Now, proceed to the multiband images.

1. To balance the IR images, use the white chalk reference target. Ensure that this target maintains the exact same brightness value across all files by verifying the RGB readings on the histogram.
2. Then desaturate the images.
3. Once completed, synchronize the files and export them.

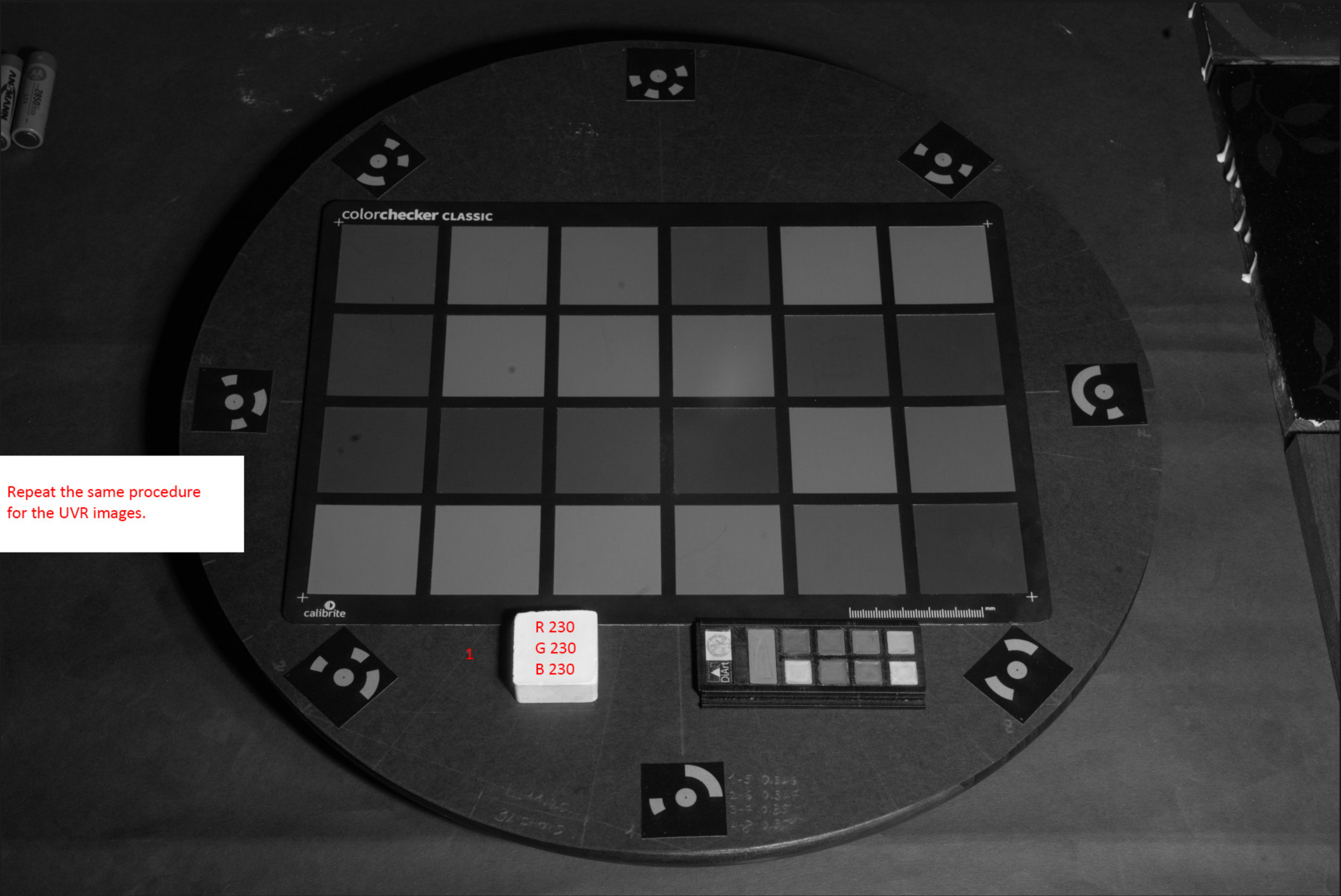


2





3



2

ISO 1600 50 mm f/16 1/200s

Modifica Auto B&W HDR

Profilo Adobe Colori

> Luce

▼ Colori

Bilanc. bianco

Temperatura

Tinta

Vividezza 0

Saturazione

> Effetti

> Curva

> Mixer colori

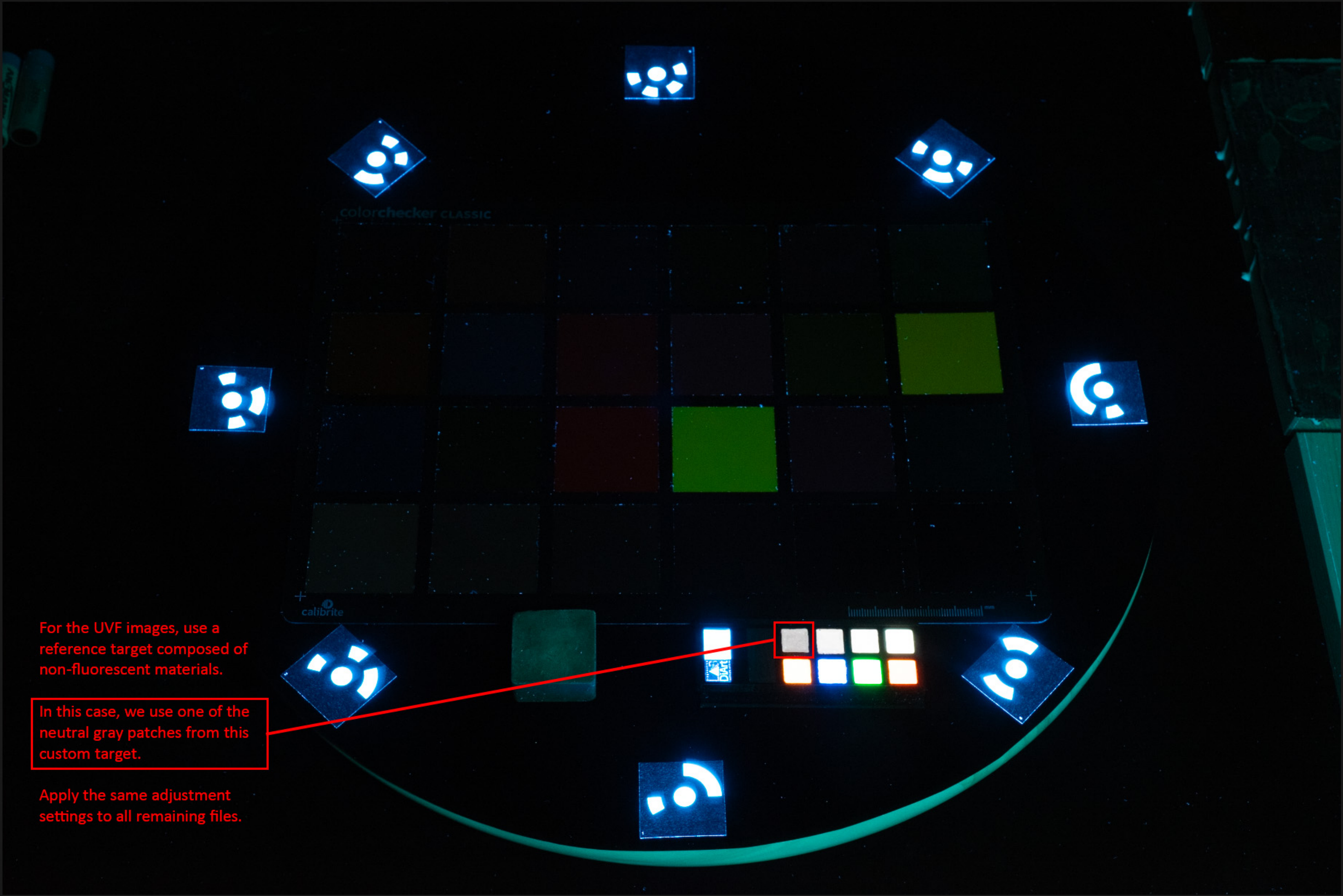
> Color Grading

> Dettagli

> Ottica

> Sfocatura obiet.

> Calibrazione



For the UVF images, use a reference target composed of non-fluorescent materials.

In this case, we use one of the neutral gray patches from this custom target.

Apply the same adjustment settings to all remaining files.

R: 1 G: 85 B: 83

ISO 1600 50 mm f/16 1/200s

Modifica Auto B&W HDR

Profilo Adobe Colori

▼ Luce

Esposizione +1,00

Contrasto 0

Luci 0

Ombre 0

Bianchi 0

Neri 0

> Colori

> Effetti

> Curva

> Mixer colori

> Color Grading

> Dettagli

> Ottica

> Sfocatura obiet.

> Calibrazione

register - Adobe Bridge

File Edit View Stacks Label Tools Window Help

< > ⌂ ↺ ↻

Essentials Libraries Filmstrip Output Metadata Workflow >>

Bridge Search: Current I

Desktop > Questo PC > Volume (Z:) > LAVORI > MTCD > WORKFLOW > register

Folders

PNSK

SETUP

T1

T1-T2-SEGMENTATION

T2

WORKFLOW

register

MUSEO-CINEMA

NDVI

NOTONICA

PITTALIS

PYTHON

RAMESSE II

RANVERSO

REGISTRATION

REVIEWS

RTI-FARNESE

RUBENS

SEAMS

SOFTWARES

SPECTRALON-GESSO

Terni-Zodiaco

THERMAL

UCCELLACCIO

VALENCIA

VIDEOGRAMMETRY

VRTI

Mapping-Training

OBS

Export

Filter

Labels

No Labels (4)

Seleziona (4)

Approvato (4)

Revisione (4)

Color Profile

Color Mode

ISO Speed Ratings

White Balance

Content: register

UVV_6609.tif

UVV_6610.tif

UVV_6611_VIS.tif

UVV_6612.tif

UVV_6613.tif

UVV_6614_VIS.tif

UVV_6616.tif

UVV_6617.tif

UVV_6618.tif

UVV_6619.tif

UVV_6620_VIS.tif

UVV_6621.tif

UVV_6622.tif

UVV_6623_VIS.tif

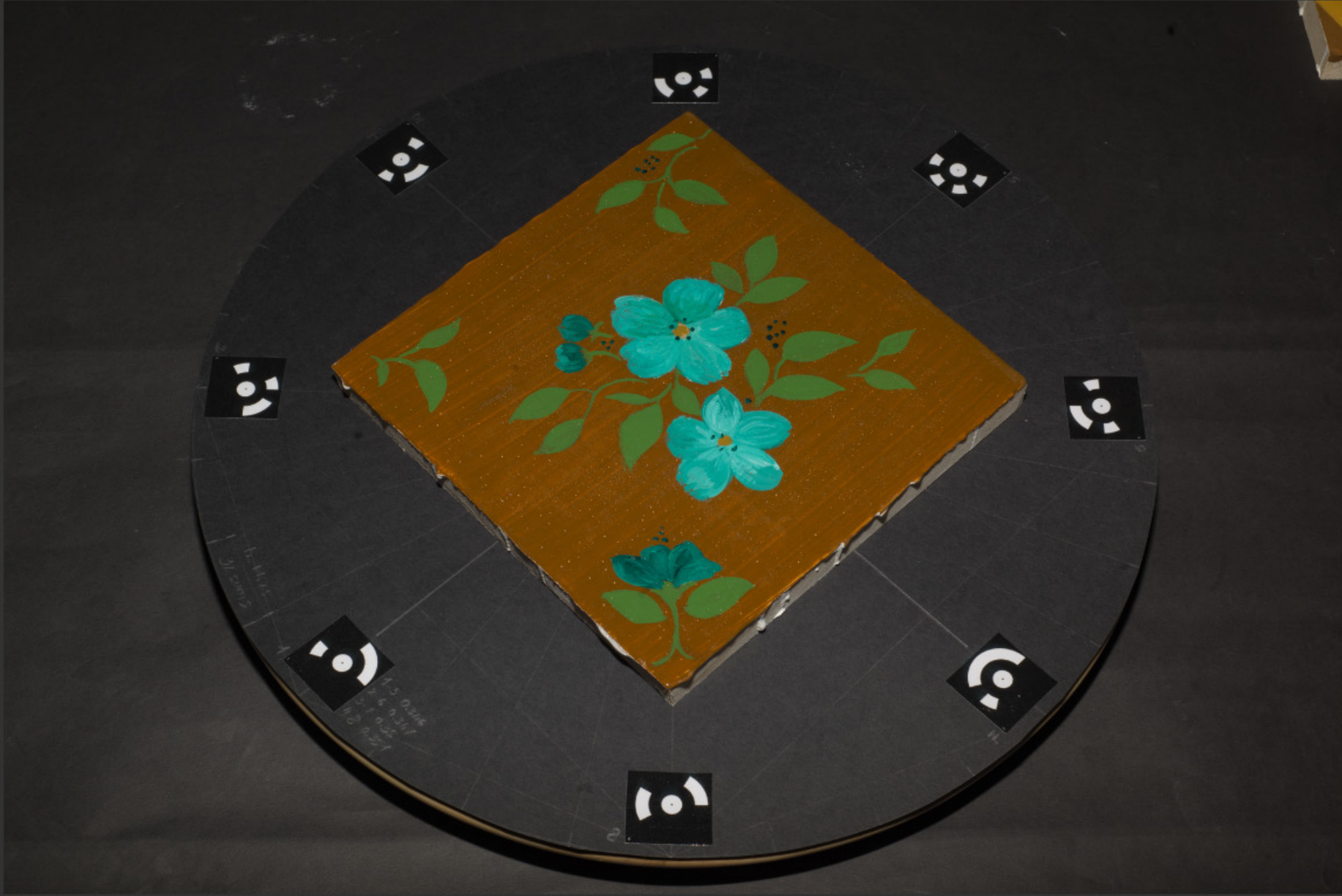
UVV_6624.tif

UVV_6626.tif

Preview

Publish

Quick Actions



UVV_6623_VIS.tif

Metadata

Keywords

f/16.0 1/200

7360 x 4912

103.45 MB 300 ppi

ISO 64 sRGB RGB

16 items, 1 selected - 103.4... Tiles Thumbnails Only

15:44 15/06/2026

Once exported, ensure that all multiband files are placed within the same folder.

The files must now be aligned with one another, as each spectral band will exhibit a slightly different magnification ratio, alongside potential pixel shifts along the X and Y axes.

Renaming:
Append the suffix _VIS to the end of each visible light filename. This step is critical for enabling the alignment software to recognize the reference image in the subsequent phase.

- PNMR
 - SETUP
 - T1
 - T1-T2-SEGMENTATION
 - T2
 - WORKFLOW
 - register
 - Registered
 - IR
 - UVF
 - UVR
 - VIS
- MUSEO-CINEMA
- NDVI
- NOTONICA
- PITTALIS
- PYTHON
- RAMESSE II
- RANVERSO
- REGISTRATION
- REVIEWS
- RTI-FARNESE
- RUBENS
- SEAMS
- SOFTWARES
- SPECTRALON-GESEO
- Terni-Zodiaco
- THERMAL
- UCCELLACCIO

Filter

- ☐ Folder (4)
- ☐ TIFF image (16)

➤ Bit Depth

R UVF UVR VIS UVV_6609.tif UVV_6610.tif UVV_6611_VIS.tif UVV_6612.tif

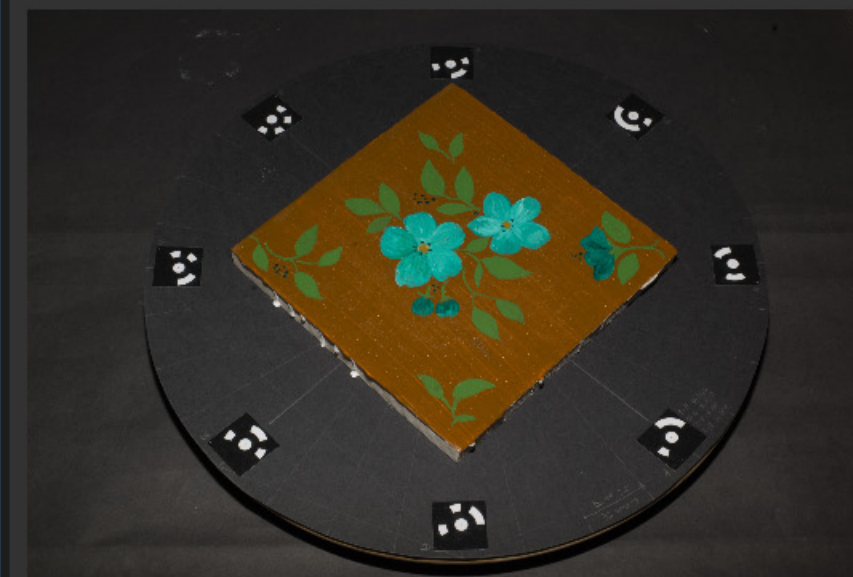
UVV_6613.tif UVV_6614_VIS.tif UVV_6616.tif UVV_6617.tif UVV_6618.tif UVV_6619.tif UVV_6620_VIS.tif UVV_6621.tif

UVV_6622.tif UVV_6623_VIS.tif UVV_6624.tif UVV_6626.tif

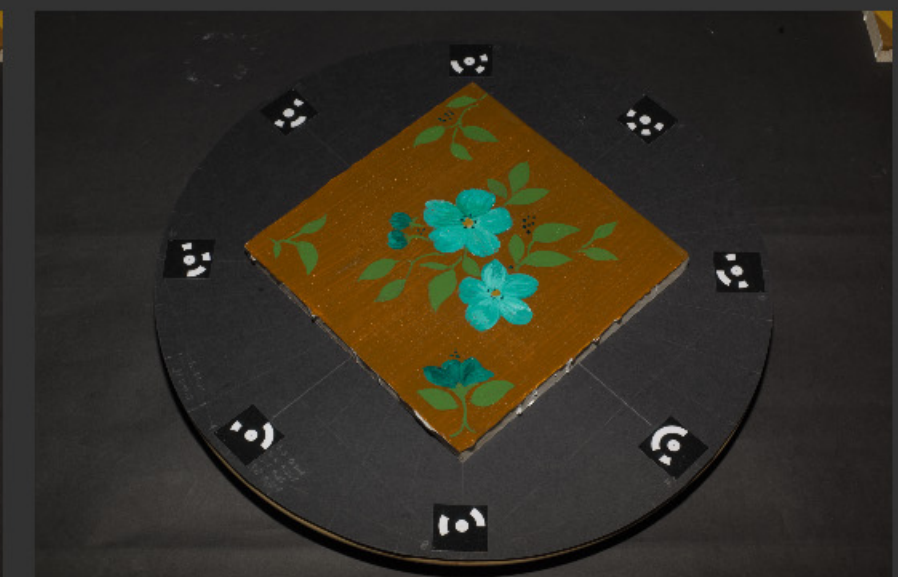
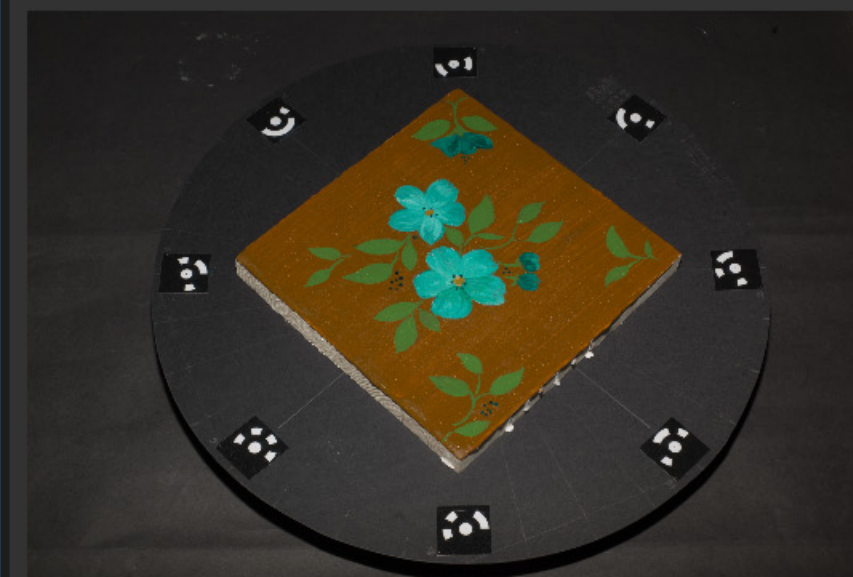
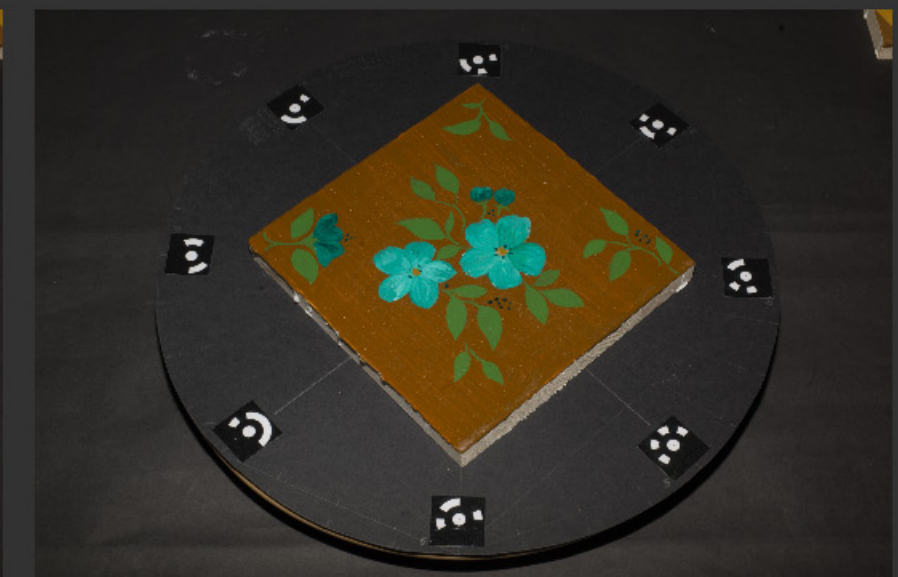
20 items, 4 selected - 169.34 MB

– ○ — +     ☒ Tiles ☐ Thumbnails Only

Quick Actions



UVV_6611_VIS.tif



Keywords

$fI-$	-	-
-	-	-
-	ISO-	-

Folders

MUSEO-CINEMA
NDVI
NOTONICA
PITTALIS
PYTHON
RAMESSE II
RANVERSO
REGISTRATION
REVIEWS
RTI-FARNESE
RUBENS
SEAMS
SOFTWARES
SPECTRALON-GESSO
Terni-Zodiaco
THERMAL
UCCELLACCIO

Filter

- ☐ 'AND' for Keywords

01☆☆☆☆☆	02☆☆☆☆☆	03☆☆☆☆☆	04☆☆☆☆☆
001.tif	002.tif	003.tif	004.tif

Preset Predefinita (Modified)

Destination Folder

- **Rename In Same Folder**

- Move to Other Folder

- Copy to Other Folder

New Filenames

Sequence Number

Three Digits

Options

☐ Preserve current filename in XMP Metadata

Compatibility ☒ Windows ☐ Mac ☐ Unix

Preview

Current Filename 001.tif

New Filename 001.tif

4 files will be processed

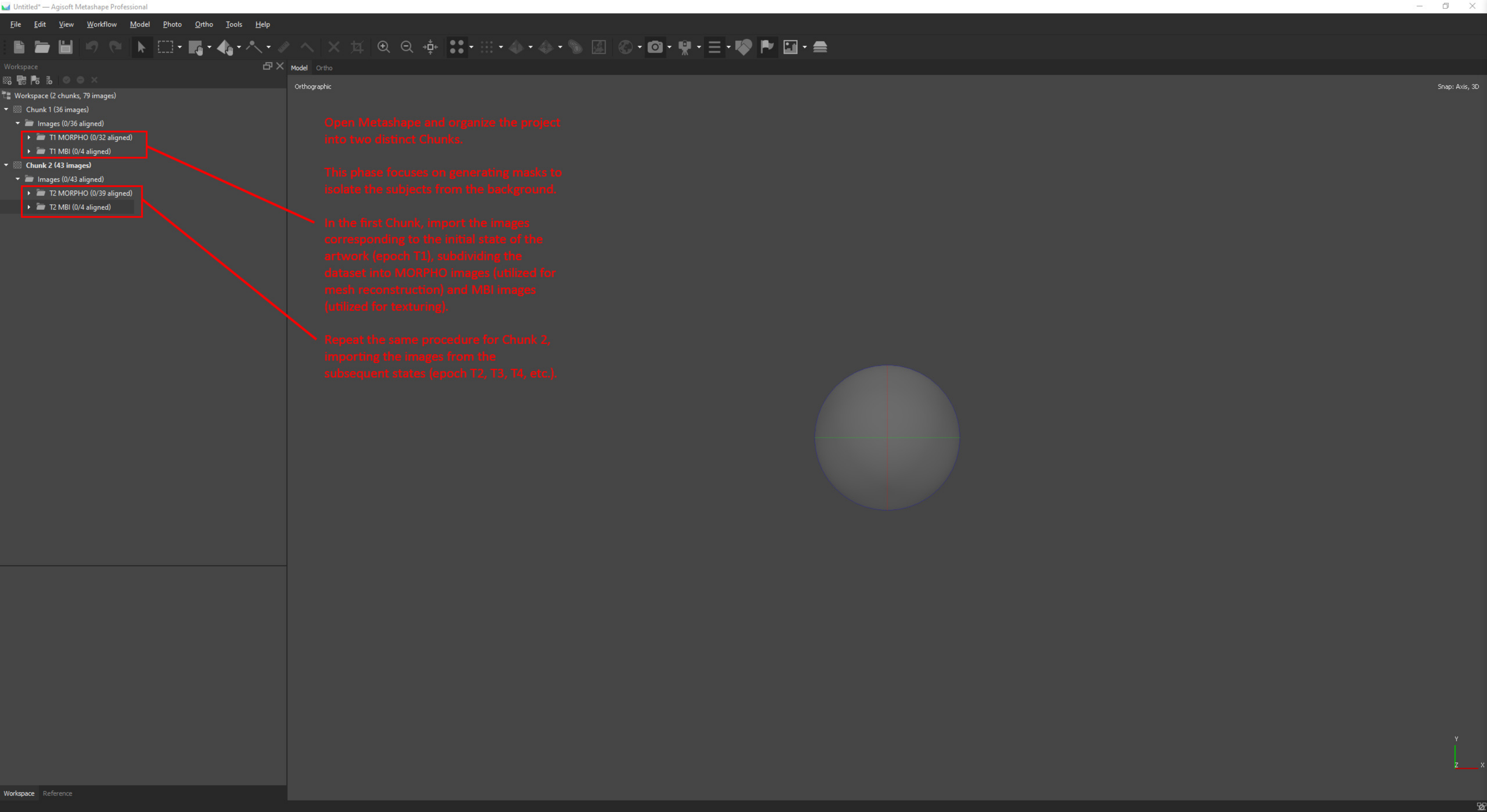
Preview

001.tif

Metadata  $f1 -$

ISO

15:59
15/06/202



Open Metashape and organize the project into two distinct Chunks.

This phase focuses on generating masks to isolate the subjects from the background.

In the first Chunk, import the images corresponding to the initial state of the artwork (epoch T1), subdividing the dataset into MORPHO images (utilized for mesh reconstruction) and MBI images (utilized for texturing).

Repeat the same procedure for Chunk 2, importing the images from the subsequent states (epoch T2, T3, T4, etc.).



Workspace



Workspace (2 chunks, 79 images)

▼ Chunk 1 (36 images)

▼ Images (0/36 aligned)

▶ T1 MORPHO (0/32 aligned)

▶ T1 MBI (0/4 aligned)

▼ Chunk 2 (43 images)

▼ Images (0/43 aligned)

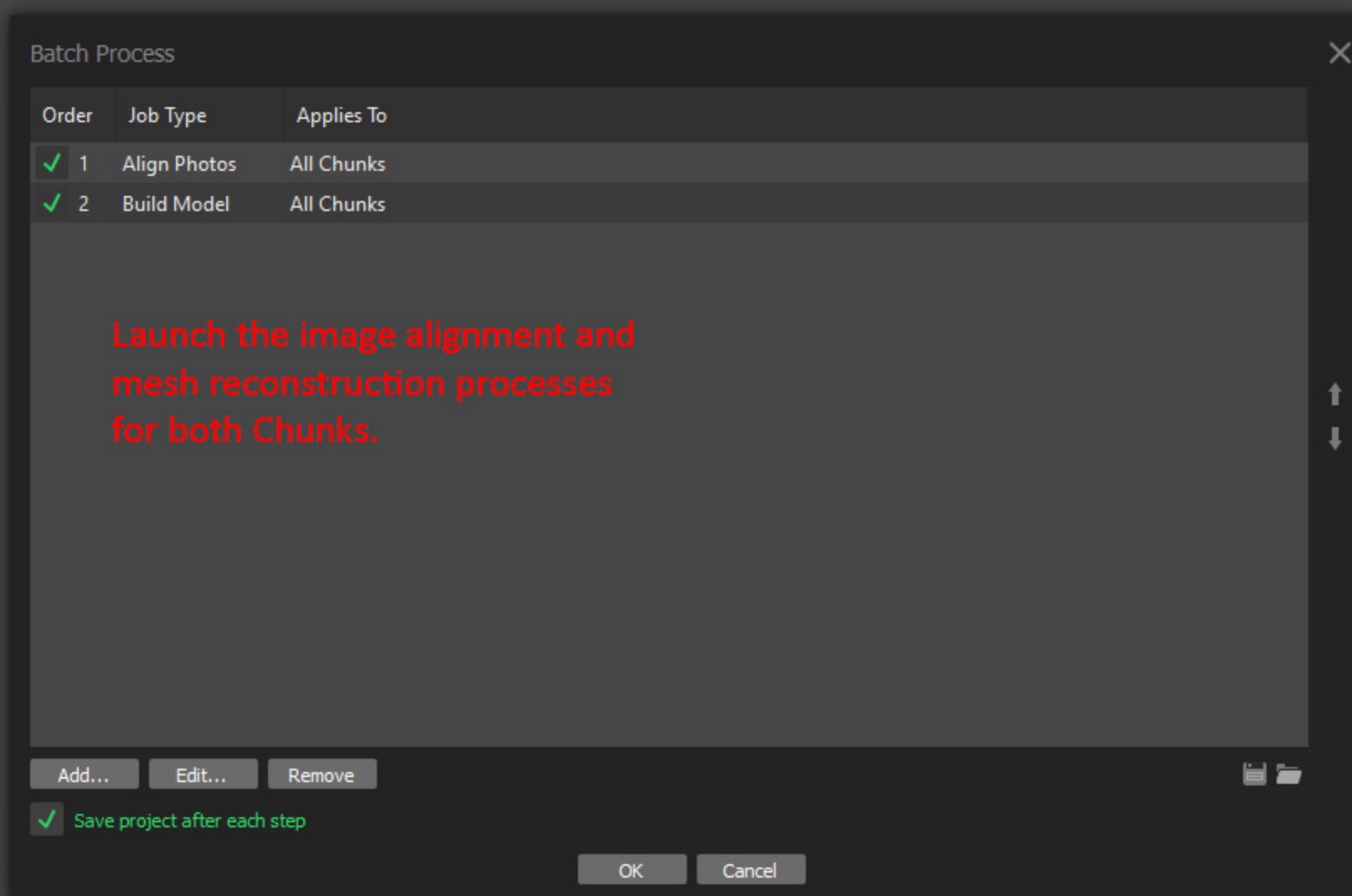
▶ T2 MORPHO (0/39 aligned)

▶ T2 MBI (0/4 aligned)

Model Ortho

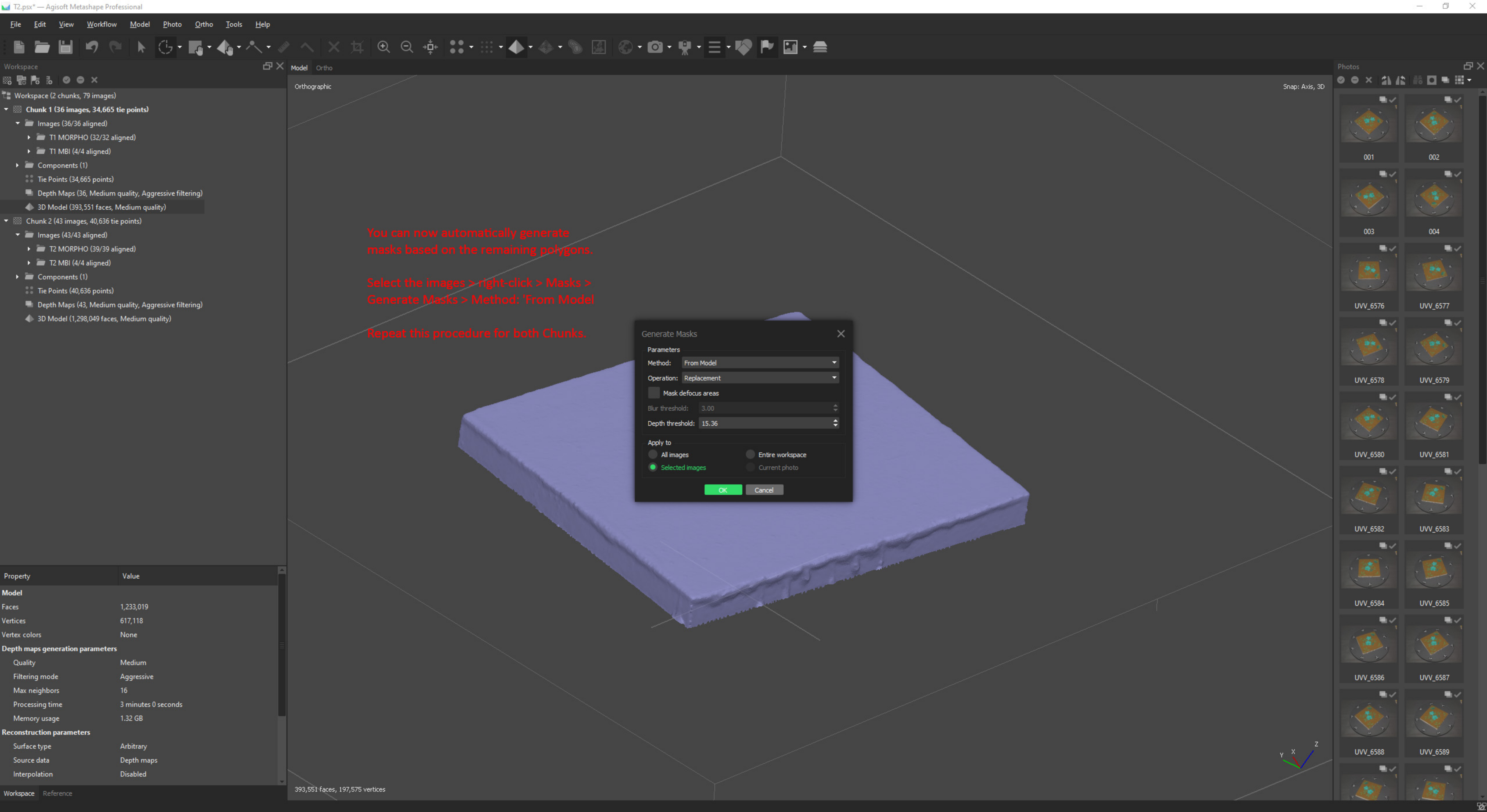
Orthographic

Snap: Axis, 3D



Property	Value
Model	
Faces	1,233,019
Vertices	617,118
Vertex colors	None
Depth maps generation parameters	
Quality	Medium
Filtering mode	Aggressive
Max neighbors	16
Processing time	3 minutes 0 seconds
Memory usage	1.32 GB
Reconstruction parameters	
Surface type	Arbitrary
Source data	Depth maps
Interpolation	Disabled

1,233,019 faces, 617,118 vertices, 263,544 faces selected



You can now automatically generate masks based on the remaining polygons.

Select the images > right-click > Masks > Generate Masks > Method: 'From Model'

Repeat this procedure for both Chunks.

Generate Masks

Parameters

Method: From Model

Operation: Replacement

☐ Mask defocus areas

Blur threshold: 3.00

Depth threshold: 15.36

Apply to

☒ Selected images

☐ All images

☐ Entire workspace

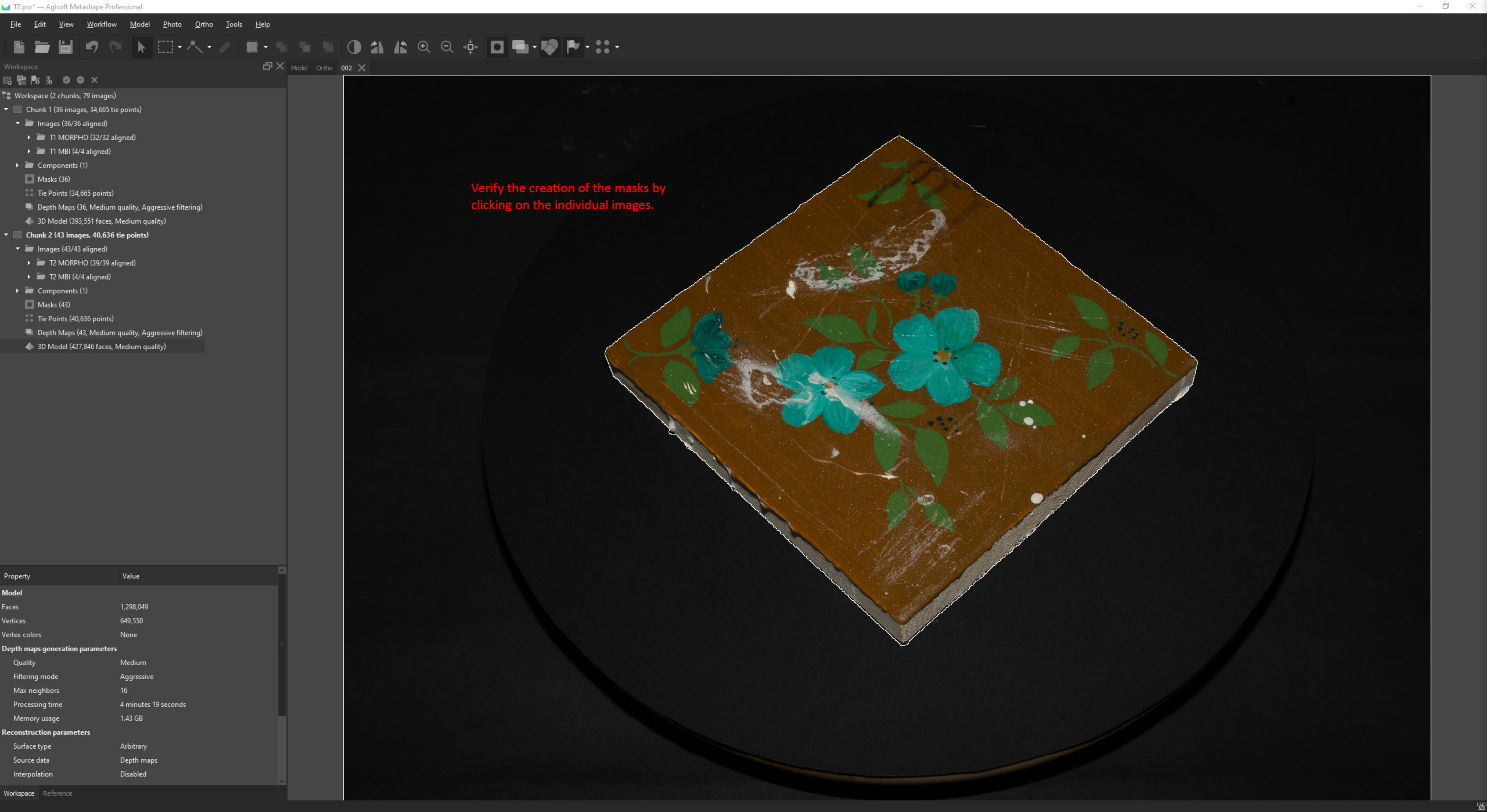
☐ Current photo

OK

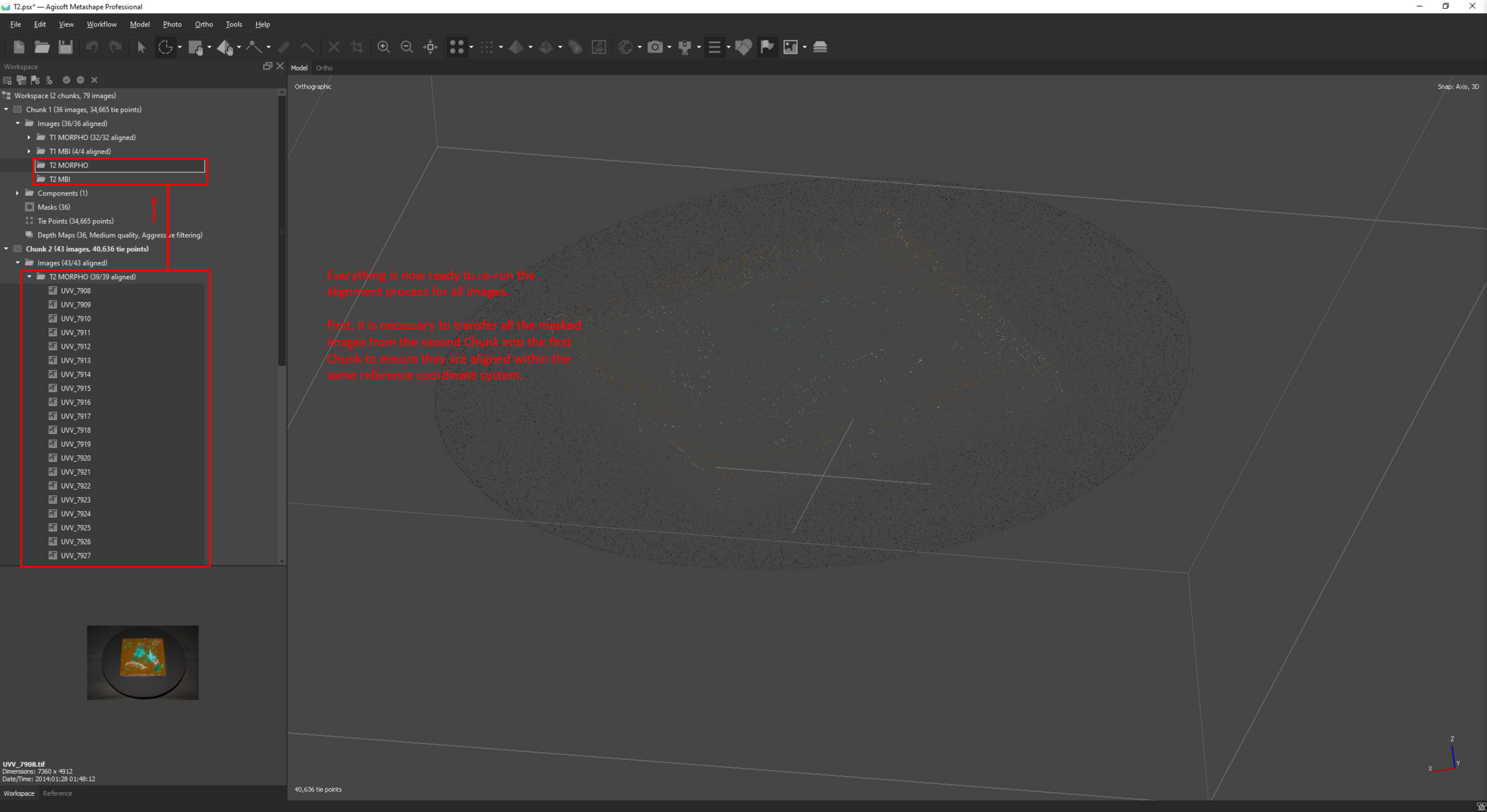
Cancel

Property	Value
Model	
Faces	1,233,019
Vertices	617,118
Vertex colors	None
Depth maps generation parameters	
Quality	Medium
Filtering mode	Aggressive
Max neighbors	16
Processing time	3 minutes 0 seconds
Memory usage	1.32 GB
Reconstruction parameters	
Surface type	Arbitrary
Source data	Depth maps
Interpolation	Disabled





Property	Value
Model	
Faces	1,298,049
Vertices	649,550
Vertex colors	None
Depth maps generation parameters	
Quality	Medium
Filtering mode	Aggressive
Max neighbors	16
Processing time	4 minutes 19 seconds
Memory usage	1.43 GB
Reconstruction parameters	
Surface type	Arbitrary
Source data	Depth maps
Interpolation	Disabled



Everything is now ready to re-run the alignment process for all images.

First, it is necessary to transfer all the masked images from the second Chunk into the first Chunk to ensure they are aligned within the same reference coordinate system.



Workspace

- Workspace (2 chunks, 79 images)
- Chunk 1 (79 images, 34,665 tie points)
 - Images (79/79 aligned)
 - T1 MORPHO (32/32 aligned)
 - T1 MBI (4/4 aligned)
 - T2 MORPHO (39/39 aligned)
 - T2 MBI (4/4 aligned)
 - Components (1)
 - Masks (79)
 - Tie Points (34,665 points)
 - Depth Maps (36, Medium quality, Aggressive filtering)
 - Chunk 2

The process can now be restarted

Property	Value
----------	-------

Chunk 1

Images	79
Aligned images	79
Coordinate system	Local Coordinates (m)
Rotation angles	Yaw, Pitch, Roll

Workspace Reference

Orthographic

Snap: Axis, 3D

Align Photos

General

Accuracy: High

☒ Generic preselection☐ Reference preselection Sequential☒ Reset current alignment☒ Save project after each step

Advanced

Key point limit: 40,000

Tie point limit: 4,000

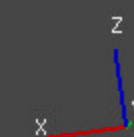
Apply masks to: Key points

☒ Exclude stationary tie points☐ Guided image matching☐ Adaptive camera model fitting

OK

Cancel

34,665 tie points



▼ **Chunk 1 (79 images, 16,358 tie points)**

▼  Images (79/79 aligned)

- ▶ T1 MORPHO (32/32 aligned)

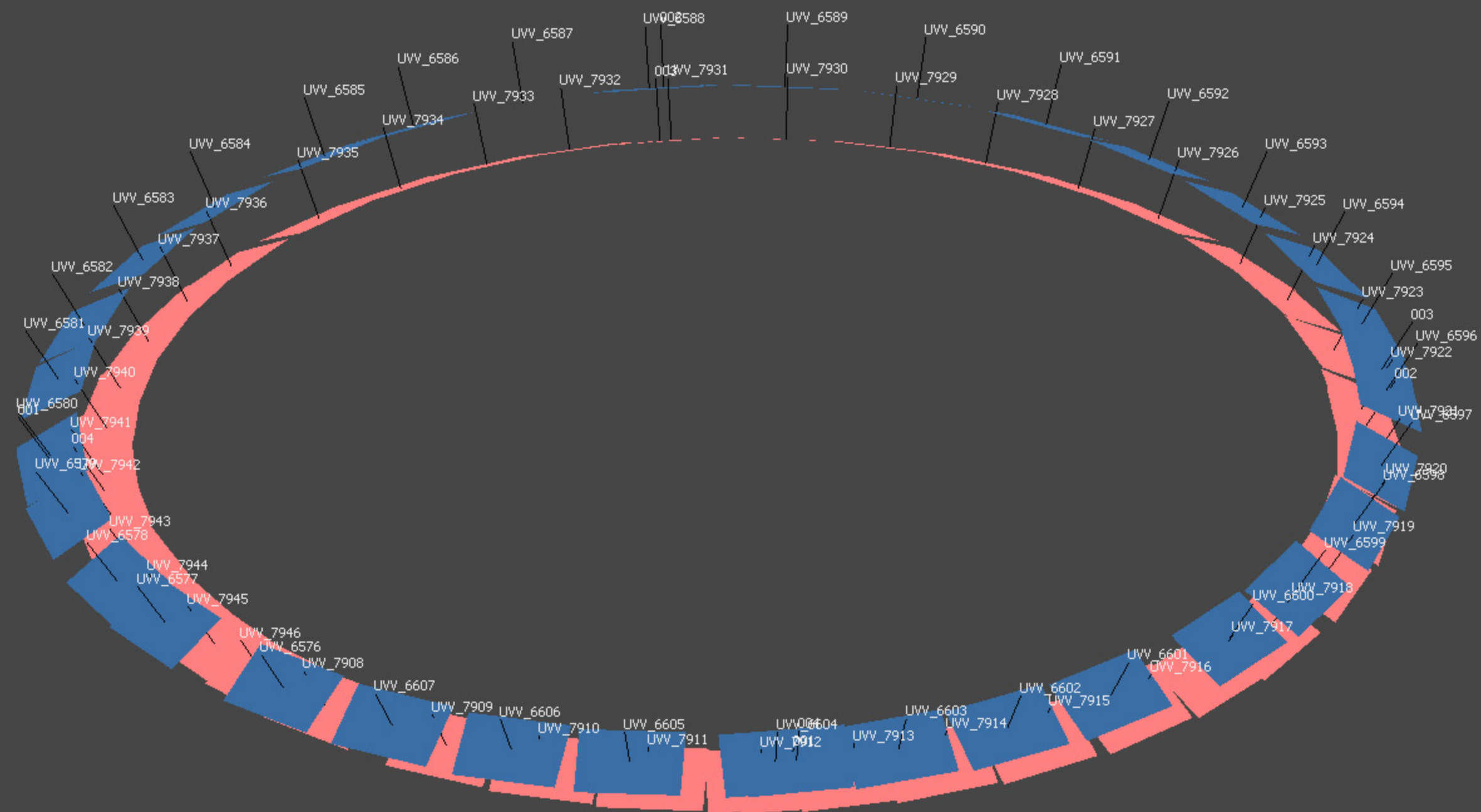
▶ T2 MORPHO (39/39 aligned)

▶ T2 MBI (4/4 aligned)

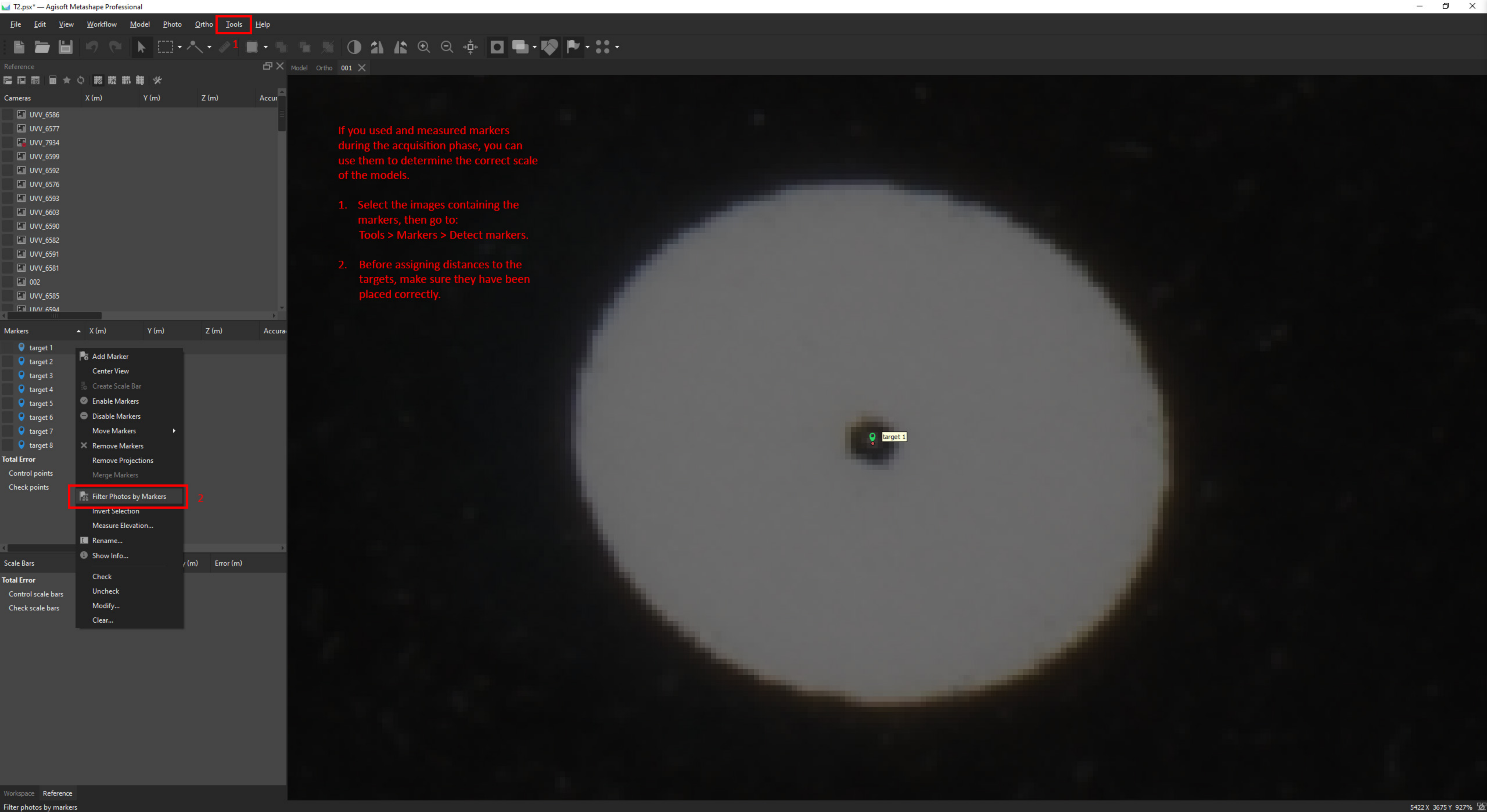
Components (1)

M=1 (70)

●● Tie Points (16,358 points)

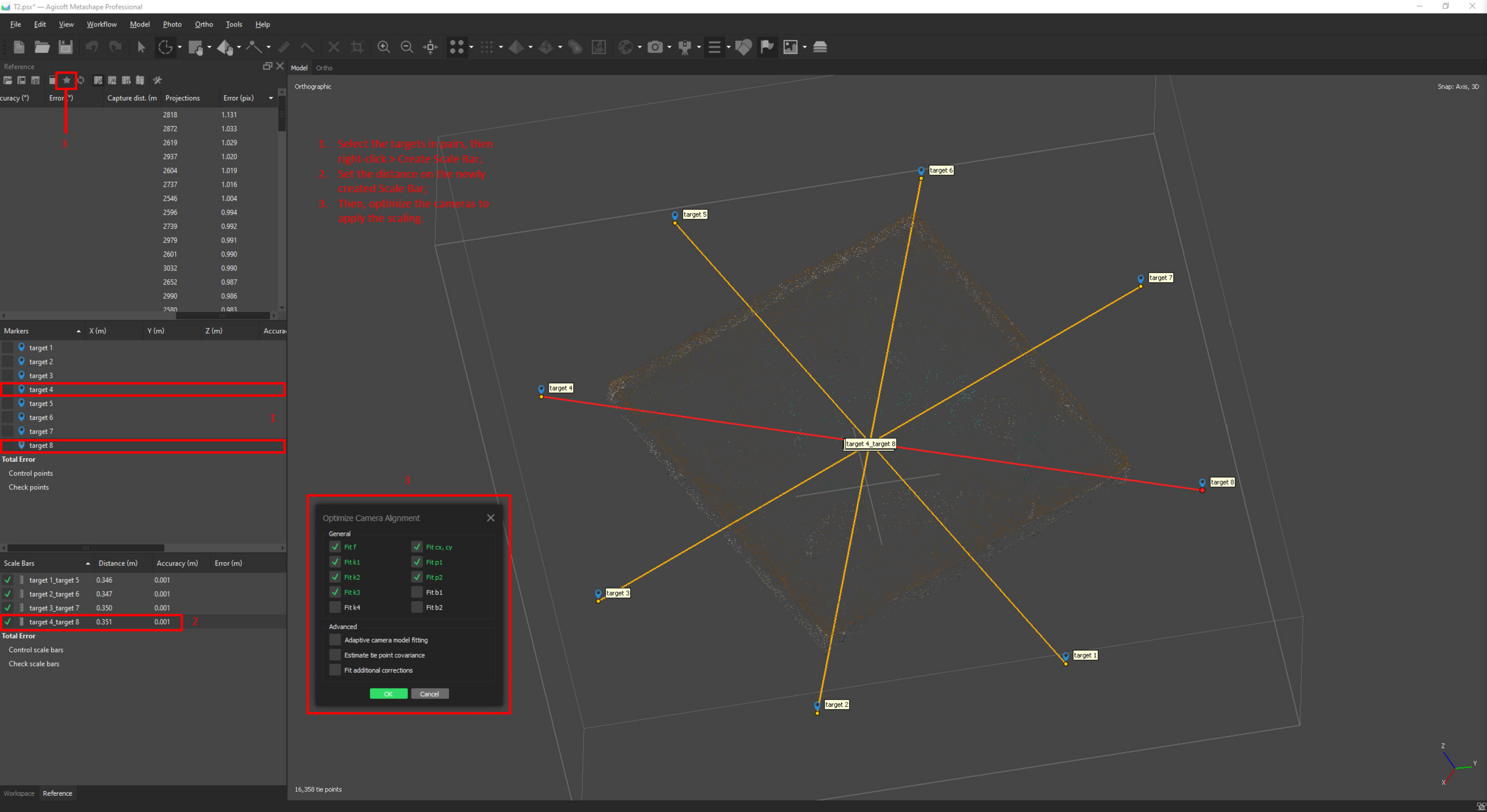


16,358 tie points



If you used and measured markers during the acquisition phase, you can use them to determine the correct scale of the models.

1. Select the images containing the markers, then go to:
Tools > Markers > Detect markers.
2. Before assigning distances to the targets, make sure they have been placed correctly.





Workspace

Workspace (2 chunks, 79 images)

▼ Chunk 1 (79 images, 8 markers, 16,358 tie points) [S]

▼ Images (79/79 aligned)

- ▶ T1 MORPHO (32/32 aligned)
- ▶ T1 MBI (4/4 aligned)
- ▶ T2 MORPHO (39/39 aligned)
- ▶ T2 MBI (4/4 aligned)

▼ Components (1)

▼ Markers (8)

▼ Scale Bars (4)

▼ Masks (79)

▼ Tie Points (16,358 points)

▶ Chunk 2

Build Model

▼ General

Source data: Depth maps

Surface type: Arbitrary (3D)

Quality: High

Face count: 0

☒ Save project after each step

▼ Blocks

☐ Split in blocks

Coordinate system: Local Coordinates (m)

Block size (m): 250

Grid origin: X: -1 Y: -1

☐ Skip blocks outside boundary Preview...

▼ Advanced

Interpolation: Enabled (default)

Depth filtering: Aggressive

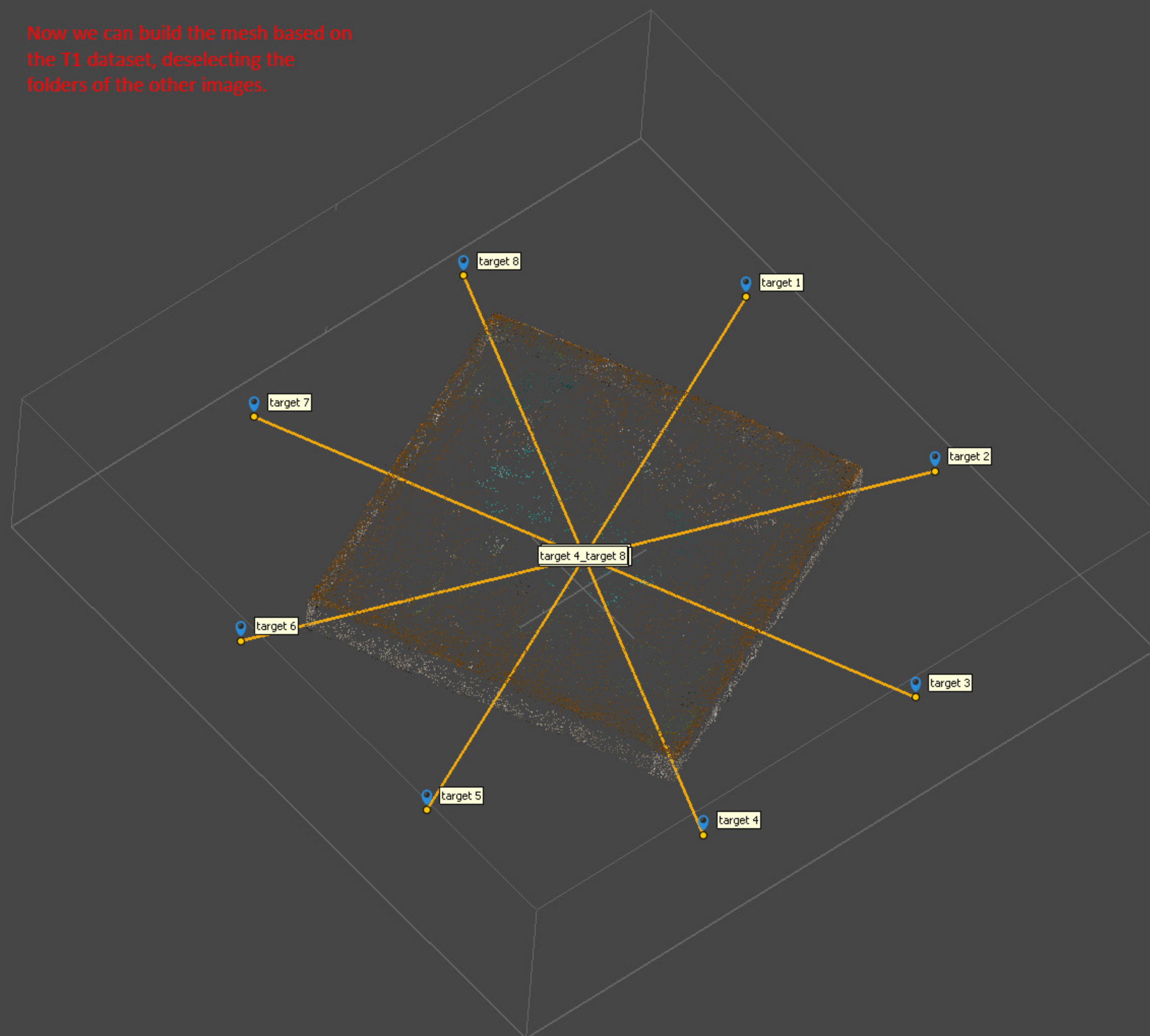
Point classes: All Select...

☒ Calculate vertex colors☐ Use strict volumetric masks☐ Reuse depth maps☐ Replace default model

OK

Cancel

Now we can build the mesh based on the T1 dataset, deselecting the folders of the other images.



Snap: Axis, 3D



Workspace

Workspace (1 chunks, 79 images)

▼ Chunk 1 (79 images, 8 markers, 16,358 tie points) [S]

- Images (79/79 aligned)
 - T1 MORPHO (32/32 aligned)
 - T1 MBI (4/4 aligned)
 - T2 MORPHO (39/39 aligned)
 - T2 MBI (4/4 aligned)
- Components (1)
- Markers (8)
- Scale Bars (4)
- Masks (79)
- Tie Points (16,358 points)
- Depth Maps (32, High quality, Aggressive filtering)
- 3D Model (1,564,022 faces, High quality)
- 3D Model (1,526,323 faces, High quality)

Property	Value
Model	
Faces	1,564,022
Vertices	782,289
Vertex colors	3 bands, uint8
Depth maps generation parameters	
Quality	High
Filtering mode	Aggressive
Max neighbors	16
Processing time	9 minutes 59 seconds
Memory usage	4.02 GB
Reconstruction parameters	
Surface type	Arbitrary
Source data	Depth maps
Interpolation	Enabled

Workspace Reference

Model Ortho

Orthographic

Snap: Axis, 3D

Once the high-definition general model is obtained, create a decimated version with a 1:1,000 ratio. This ratio works well in this case because the object's geometry is relatively simple and high detail is not required; furthermore, this workflow focuses on texture resolution rather than 3D model resolution.

Tools > Model > Decimate Model

Decimate Model

Parameters

Source face count: 1,526,323

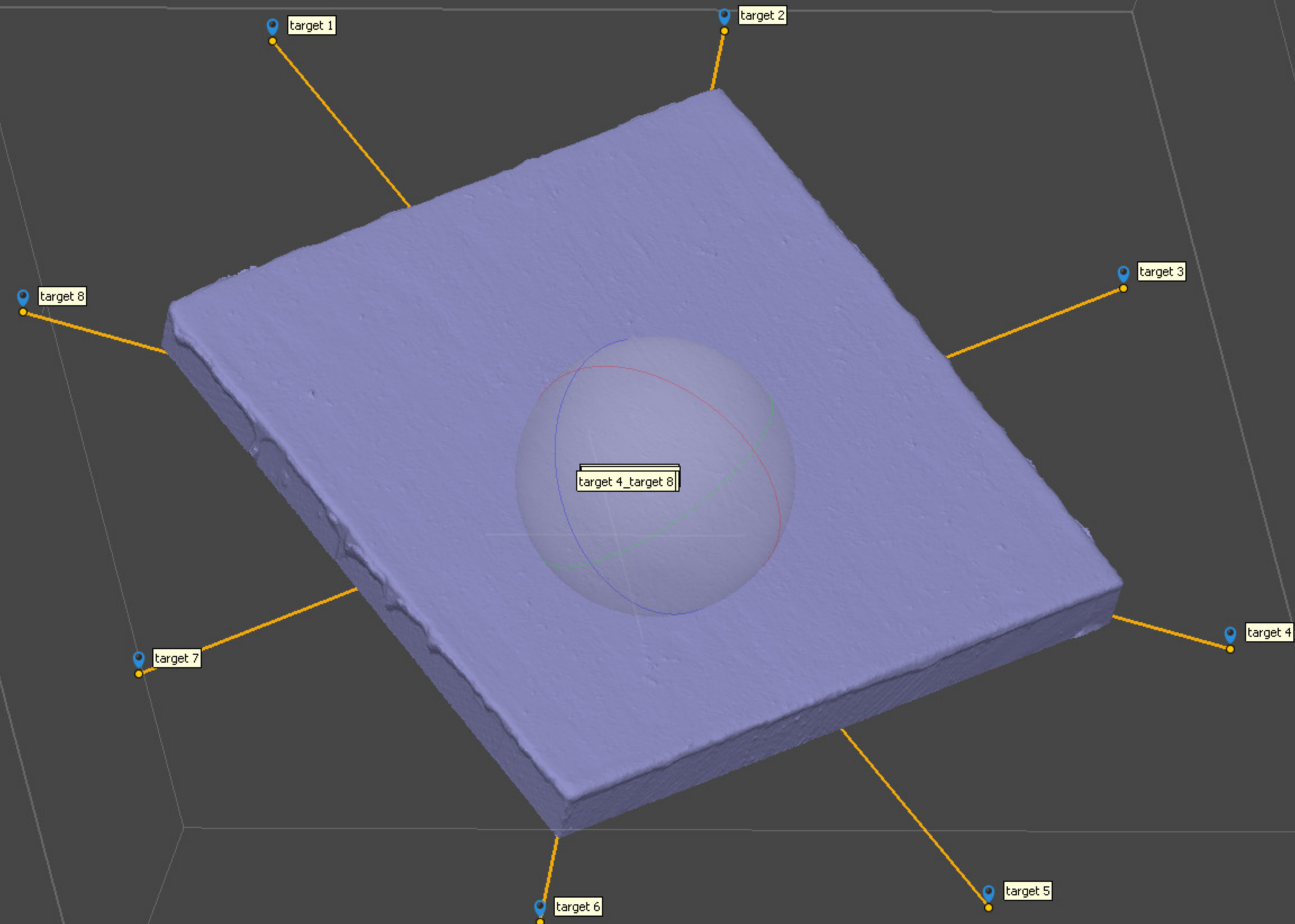
Target face count: 15,000

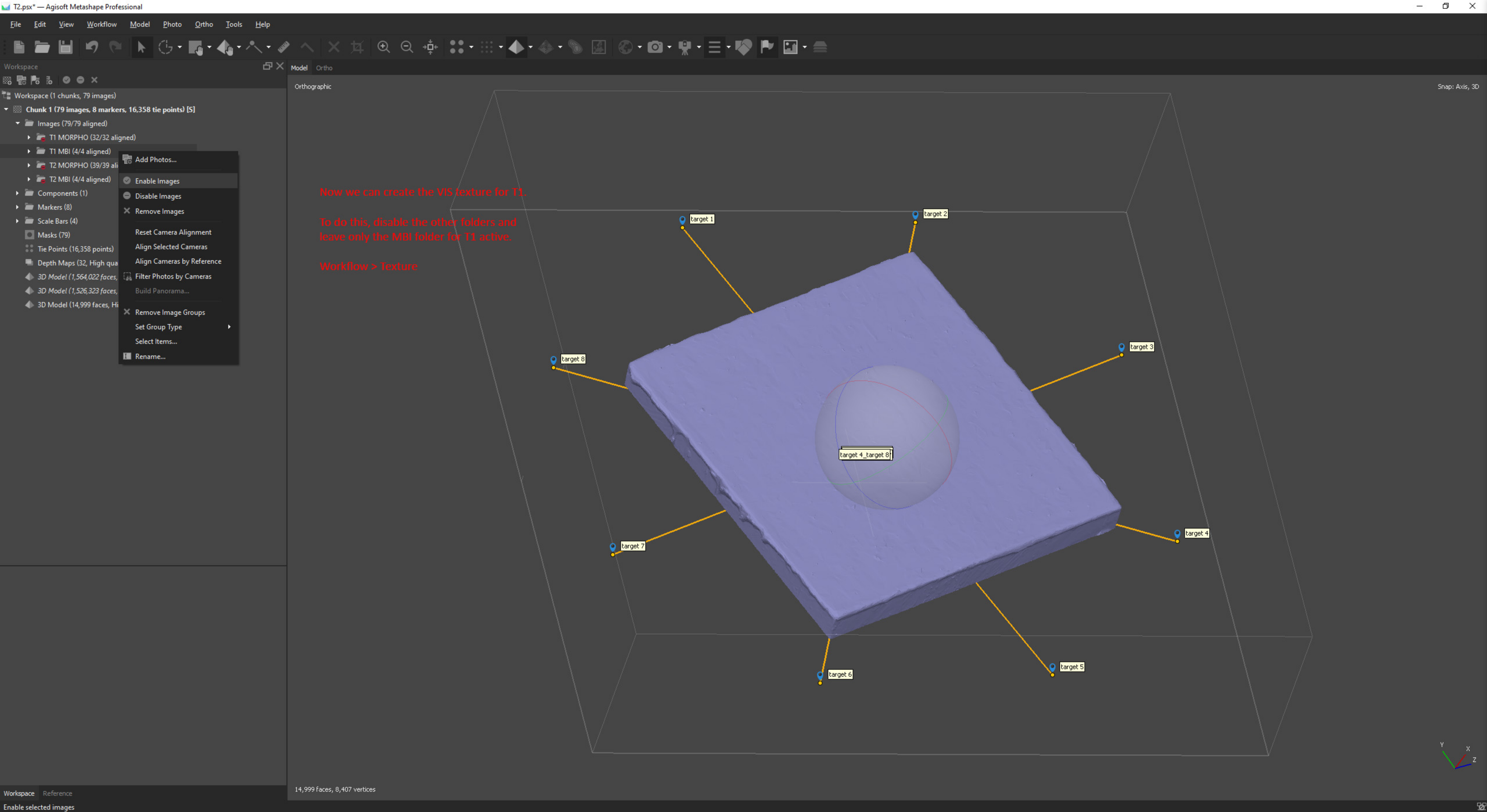
☐ Apply to selected faces

☐ Replace source model

OK Cancel

1,526,323 faces, 764,902 vertices







Workspace

Workspace (1 chunks, 79 images)

▼ Chunk 1 (79 images, 8 markers, 16,358 tie points) [S]

▼ Images (79/79 aligned)

▶ T1 MORPHO (32/32 aligned)

▶ T1 MBI (4/4 aligned)

▶ T2 MORPHO (39/39 aligned)

▶ T2 MBI (4/4 aligned)

▶ Components (1)

▶ Markers (8)

▶ Scale Bars (4)

▶ Masks (79)

▶ Tie Points (16,358 points)

▶ Depth Maps (32, High quality, Aggressive filtering)

▶ 3D Model (1,564,022 faces, High quality)

▶ 3D Model (1,526,323 faces, High quality)

▶ 3D Model (14,999 faces, High quality)

Build Texture

▼ General

Texture type: Diffuse map

Source data: Images

Mapping mode: Generic

Blending mode: Mosaic

Texture size: 8192

Pixel size (m): 6.62424e-05

Page count: 1

✓ Save project after each step

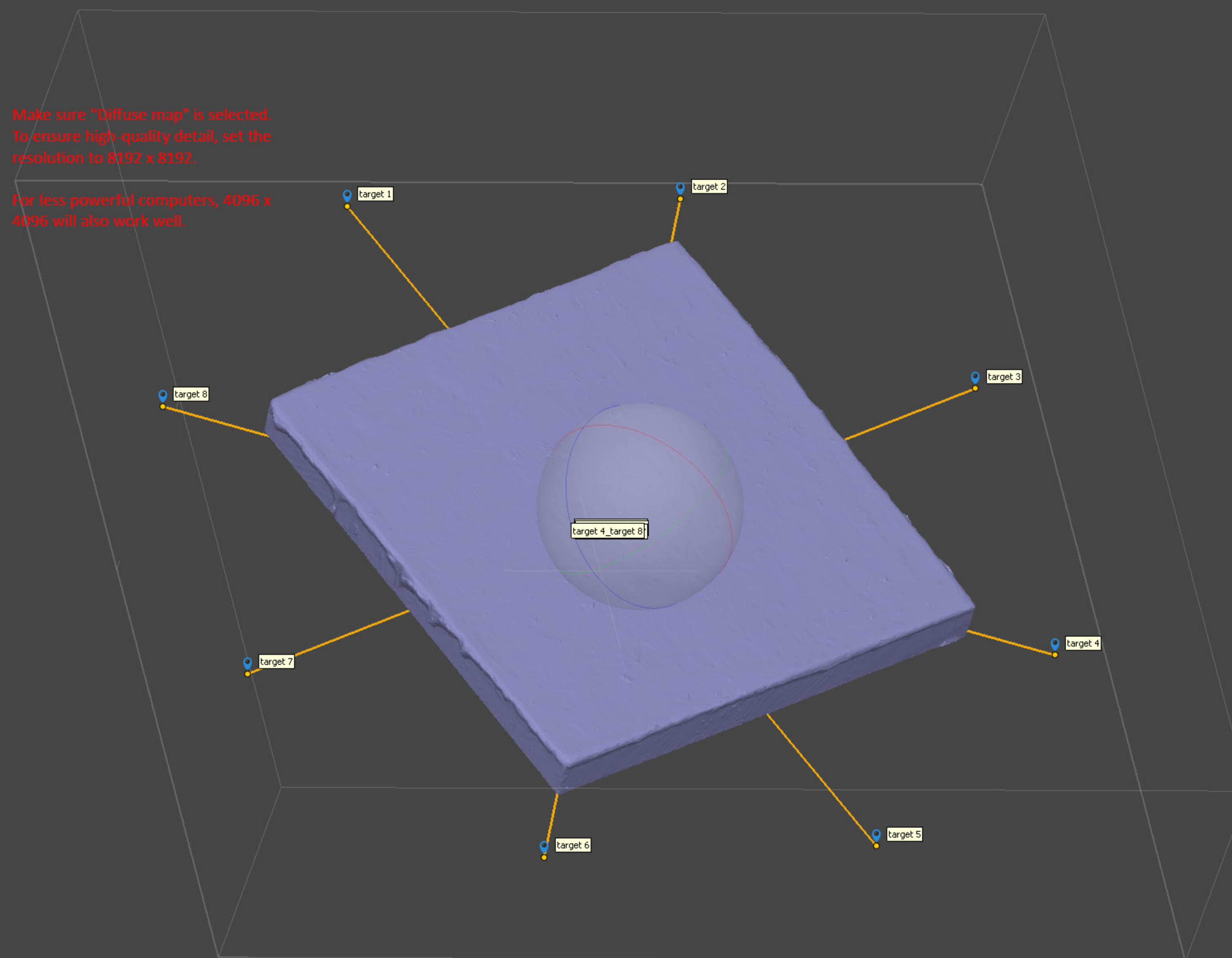
▶ Advanced

OK

Cancel

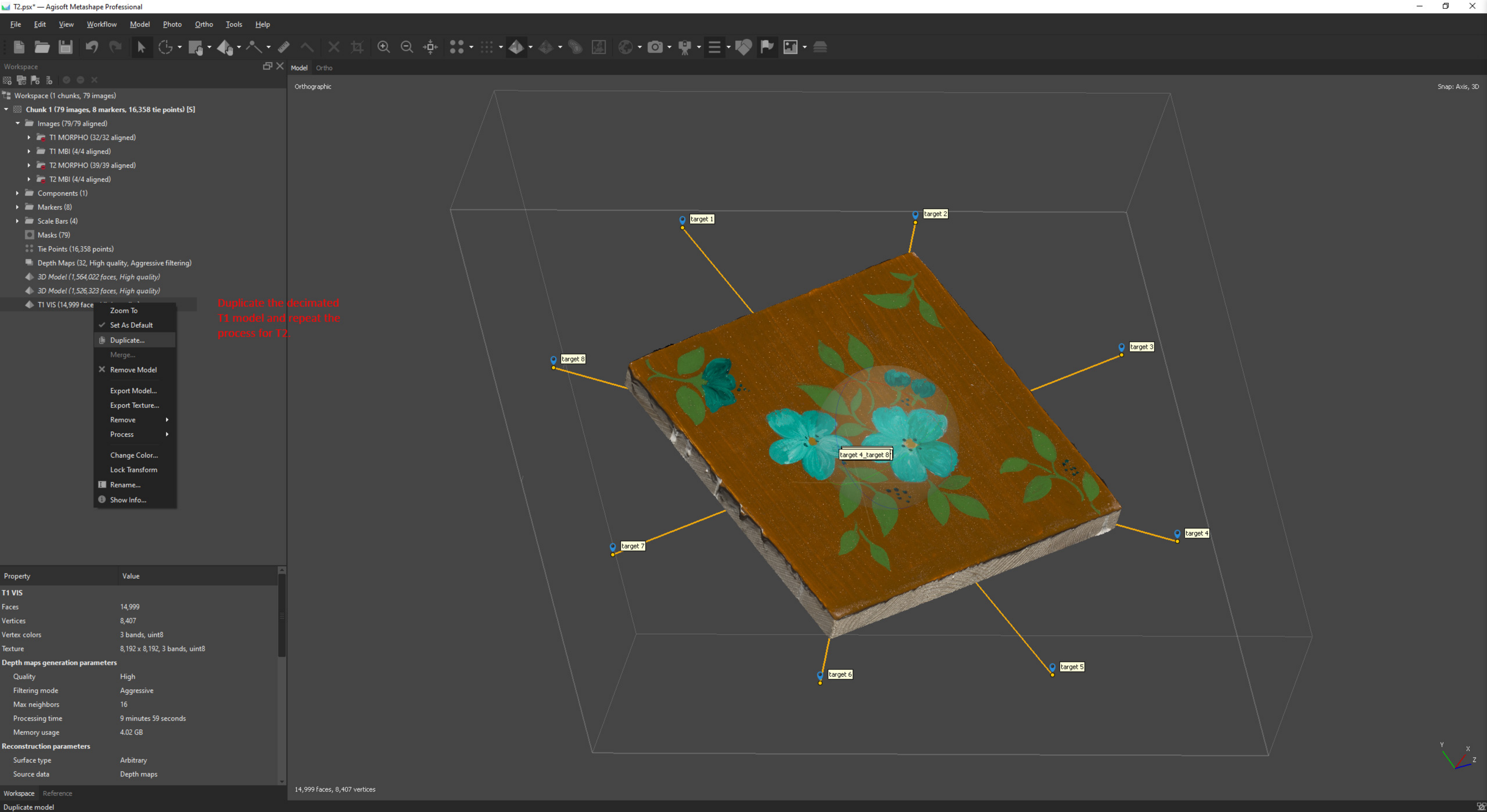
Make sure "Diffuse map" is selected.
To ensure high-quality detail, set the
resolution to 8192 x 8192.

For less powerful computers, 4096 x
4096 will also work well.



Snap: Axis, 3D





Duplicate the decimated
T1 model and repeat the
process for T2.

Property	Value
T1 VIS	
Faces	14,999
Vertices	8,407
Vertex colors	3 bands, uint8
Texture	8,192 x 8,192, 3 bands, uint8

Depth maps generation parameters	
Quality	High
Filtering mode	Aggressive
Max neighbors	16
Processing time	9 minutes 59 seconds
Memory usage	4.02 GB

Reconstruction parameters	
Surface type	Arbitrary
Source data	Depth maps

Workspace Reference

Duplicate model



Workspace

Workspace (1 chunks, 79 images)

▼ Chunk 1 (79 images, 8 markers, 16,358 tie points) [S]

▼ Images (79/79 aligned)

▶ T1 MORPHO (32/32 aligned)

▶ T1 MBI (4/4 aligned)

▶ T2 MORPHO (39/39 aligned)

▶ T2 MBI (4/4 aligned)

▶ Components (1)

▶ Markers (8)

▶ Scale Bars (4)

▶ Masks (79)

▶ Tie Points (16,358 points)

▶ Depth Maps (32, High quality, Aggressive filtering)

▶ 3D Model (1,564,022 faces, High quality)

▶ 3D Model (1,526,323 faces, High quality)

▶ T1 VIS (14,999 faces, High quality)

▶ T2 VIS (14,999 faces, High quality)

Orthographic

Snap: Axis, 3D

1. Disable the T1 cameras and
enable the T2 cameras.

2. Then, Build the texture
again keeping the same uv.

Build Texture

General

Texture type: Diffuse map

Source data: Images

Mapping mode: Keep uv

Blending mode: Mosaic

Texture size: 8192

Pixel size (m): 6.62424e-05

Page count: 1

Save project after each step

Advanced

Enable hole filling

Enable ghosting filter

Enable out-of-focus filter

Use assigned images

Transfer texture

Anti-aliasing: Disabled

Sharpening strength: 1.00

OK Cancel

Property	Value
T2 VIS	
Faces	14,999
Vertices	8,407
Vertex colors	3 bands, uint8
Texture	8,192 x 8,192, 3 bands, uint8

Depth maps generation parameters

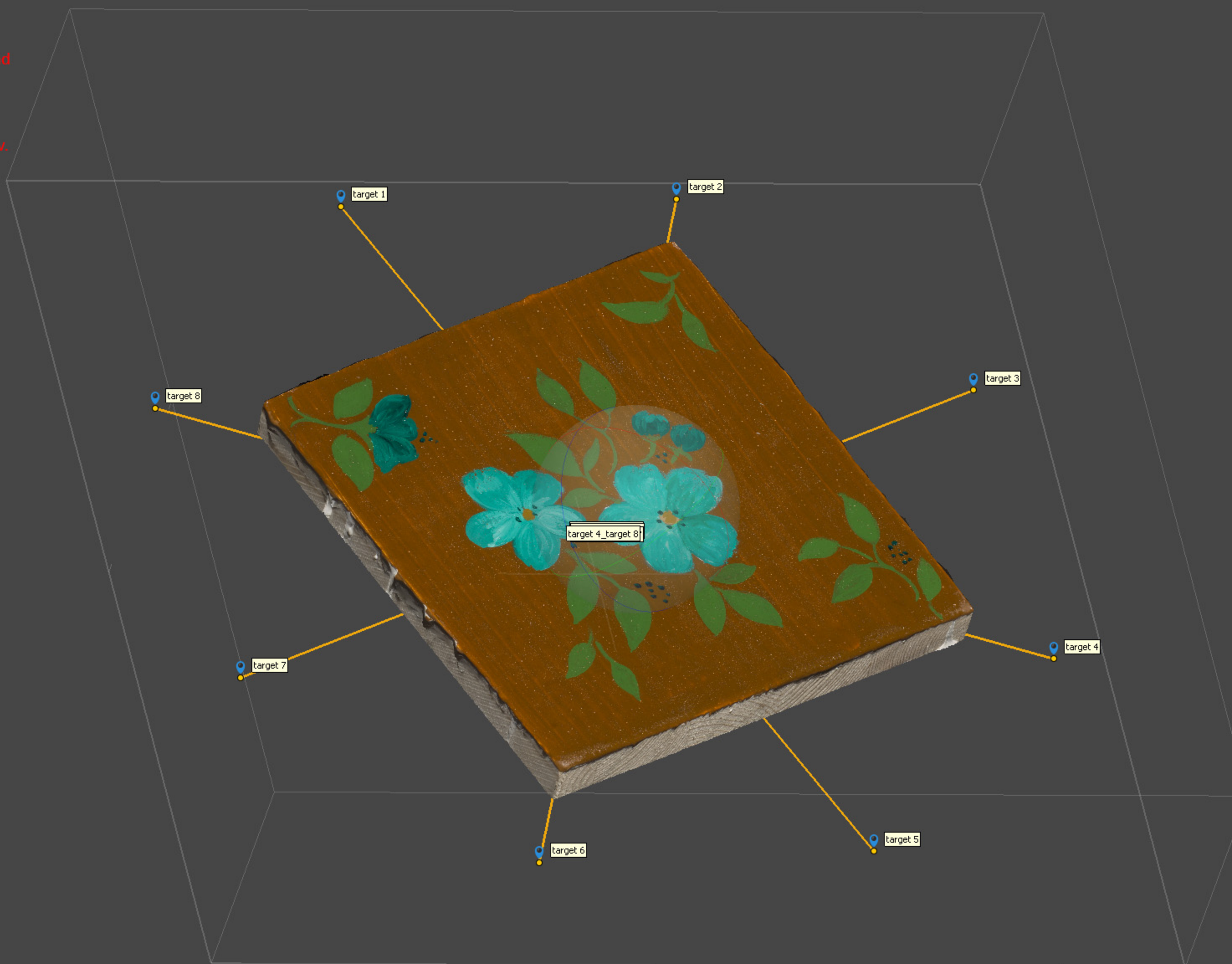
Quality	High
Filtering mode	Aggressive
Max neighbors	16
Processing time	9 minutes 59 seconds
Memory usage	4.02 GB

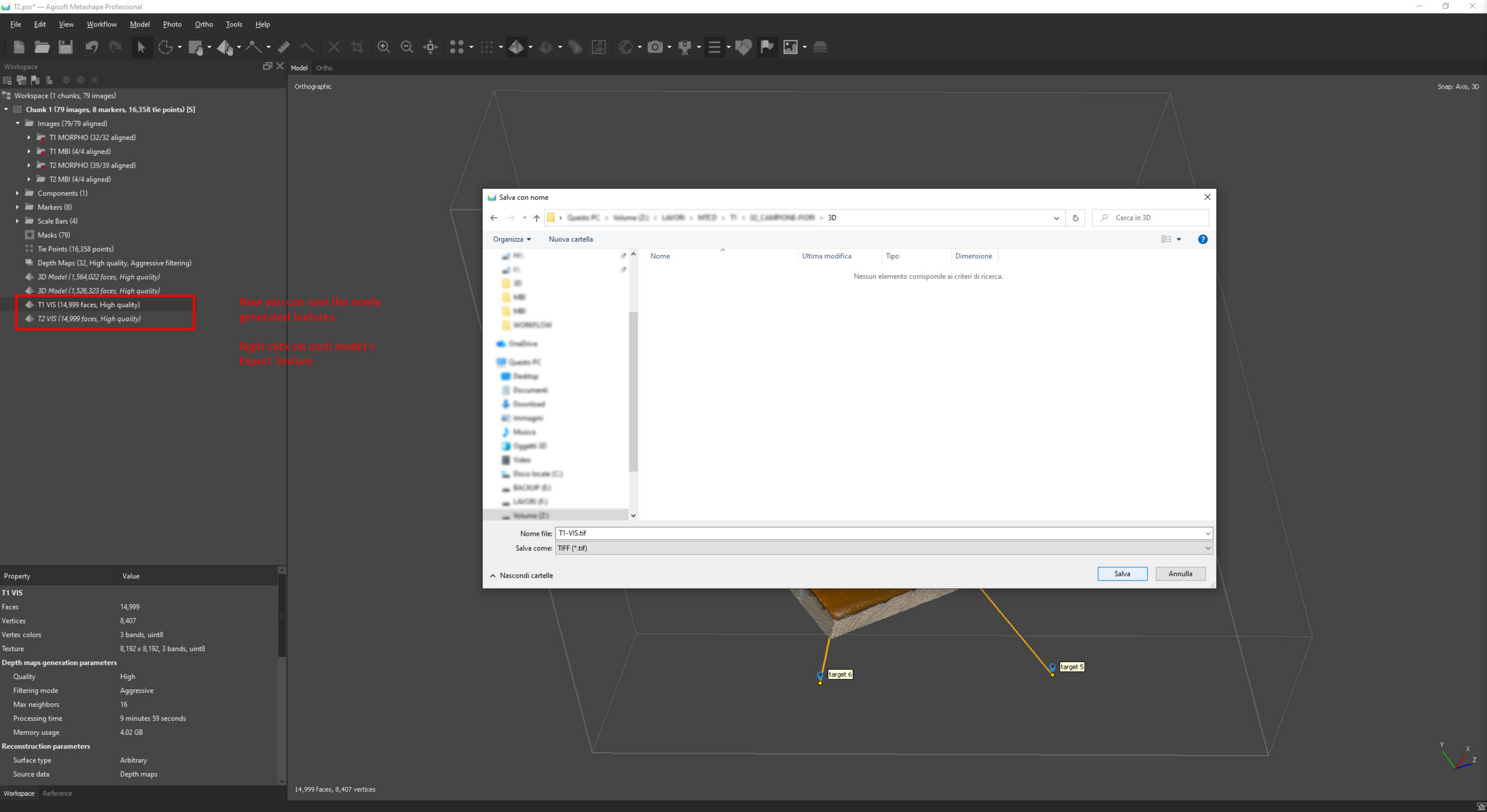
Reconstruction parameters

Surface type	Arbitrary
Source data	Depth maps

14,999 Faces, 8,407 vertices

Workspace Reference





Now you can save the newly generated textures.

Right-click on each model > Export Texture



Workspace

Workspace (1 chunks, 79 images)

▼ Chunk 1 (79 images, 8 markers, 16,358 tie points) [S]

▼ Images (79/79 aligned)

▶ T1 MORPHO (32/32 aligned)

▶ T1 MBI (4/4 aligned)

▶ T2 MORPHO (39/39 aligned)

▶ T2 MBI (4/4 aligned)

▶ Components (1)

▶ Markers (8)

▶ Scale Bars (4)

▶ Masks (79)

▶ Tie Points (16,358 points)

▶ Depth Maps (32, High quality, Aggressive filtering)

▶ 3D Model (1,564,022 faces, High quality)

▶ 3D Model (1,526,323 faces, High quality)

▶ T1 VIS (14,999 faces, High quality)

▶ T2 VIS (14,999 faces, High quality)

Build Orthomosaic

▼ Projection

Type: ☐ Geographic ☒ Planar ☐ Cylindrical

Projection plane: Markers

Rotation angle: 0

☒ Horizontal axis: target 6 -> target 4☐ Vertical axis: target 6 -> target 8

Parameters

Surface: Model

Blending mode: Mosaic (default)

Color source: Images

☐ Refine seamlines☒ Enable hole filling☐ Enable ghosting filter☐ Enable back-face culling☒ Pixel size (m): 6.62424e-05 X

Metres... 6.62424e-05 Y

☐ Max. dimension (pix): 4096☐ Replace default orthomosaic☒ Save project after each step

Region

☐ Setup boundaries: 0.020 - 0.221 X

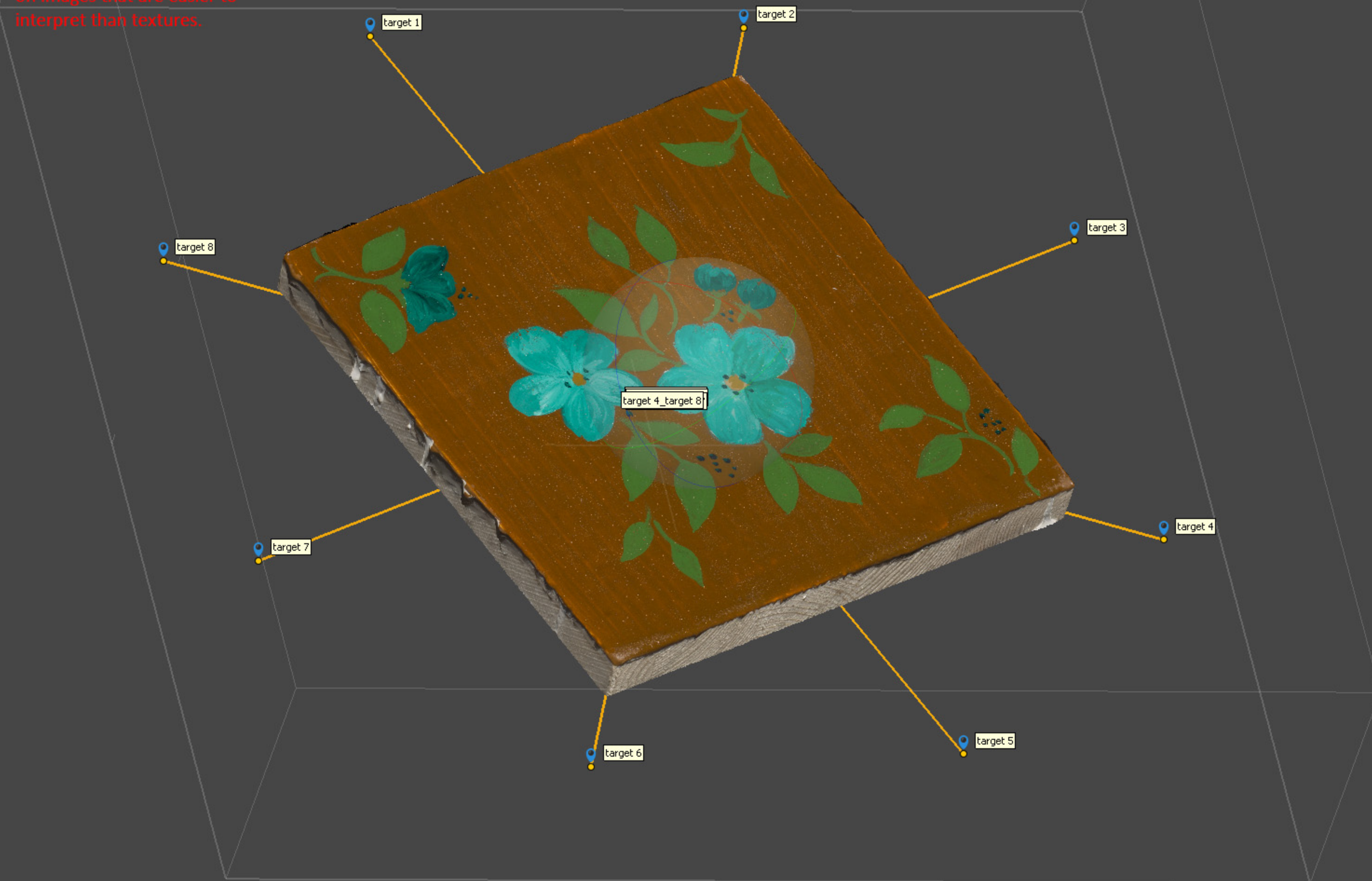
Estimate 0.021 - 0.225 Y

Total size (pix): 3034 x 3079

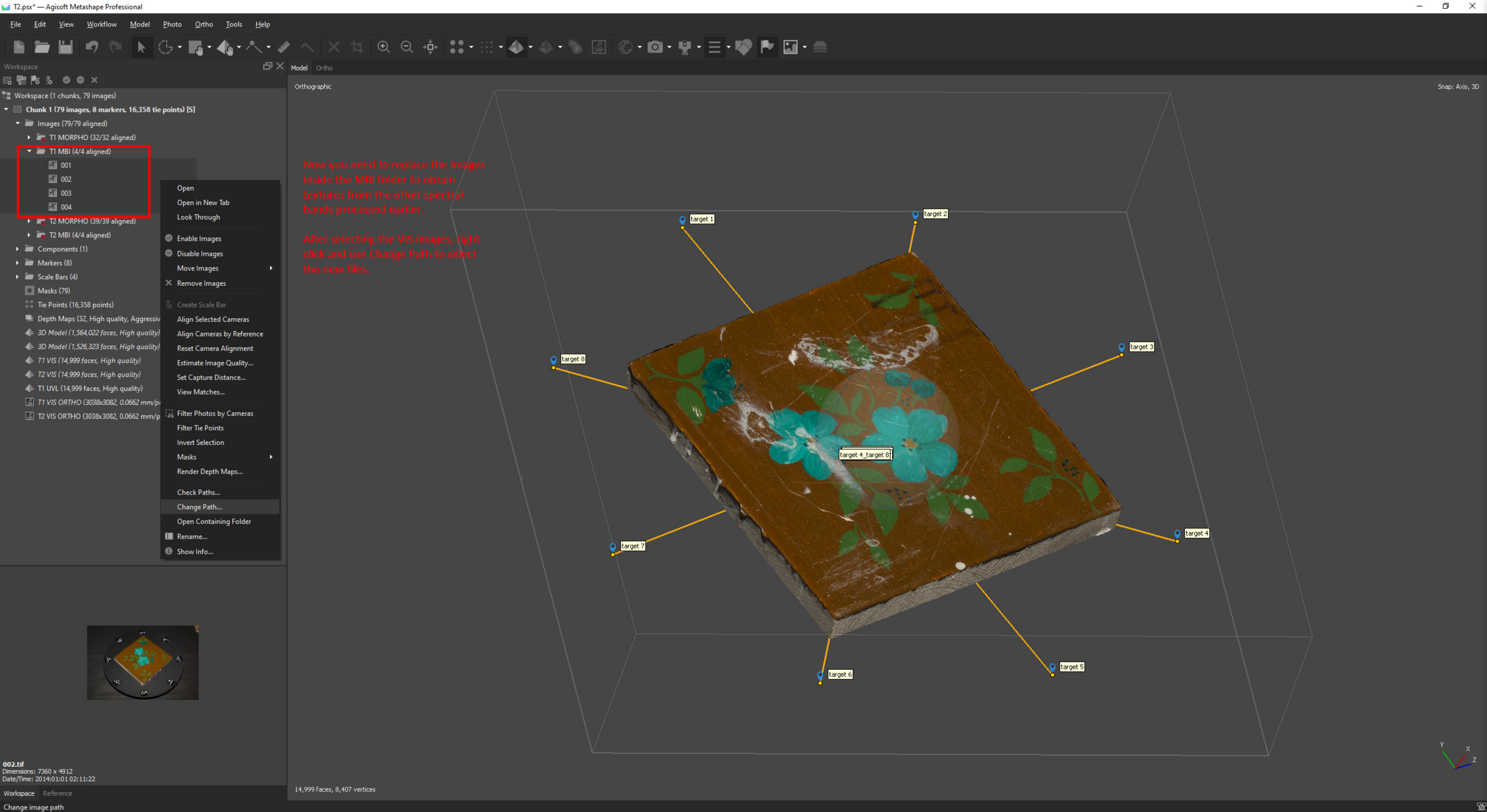
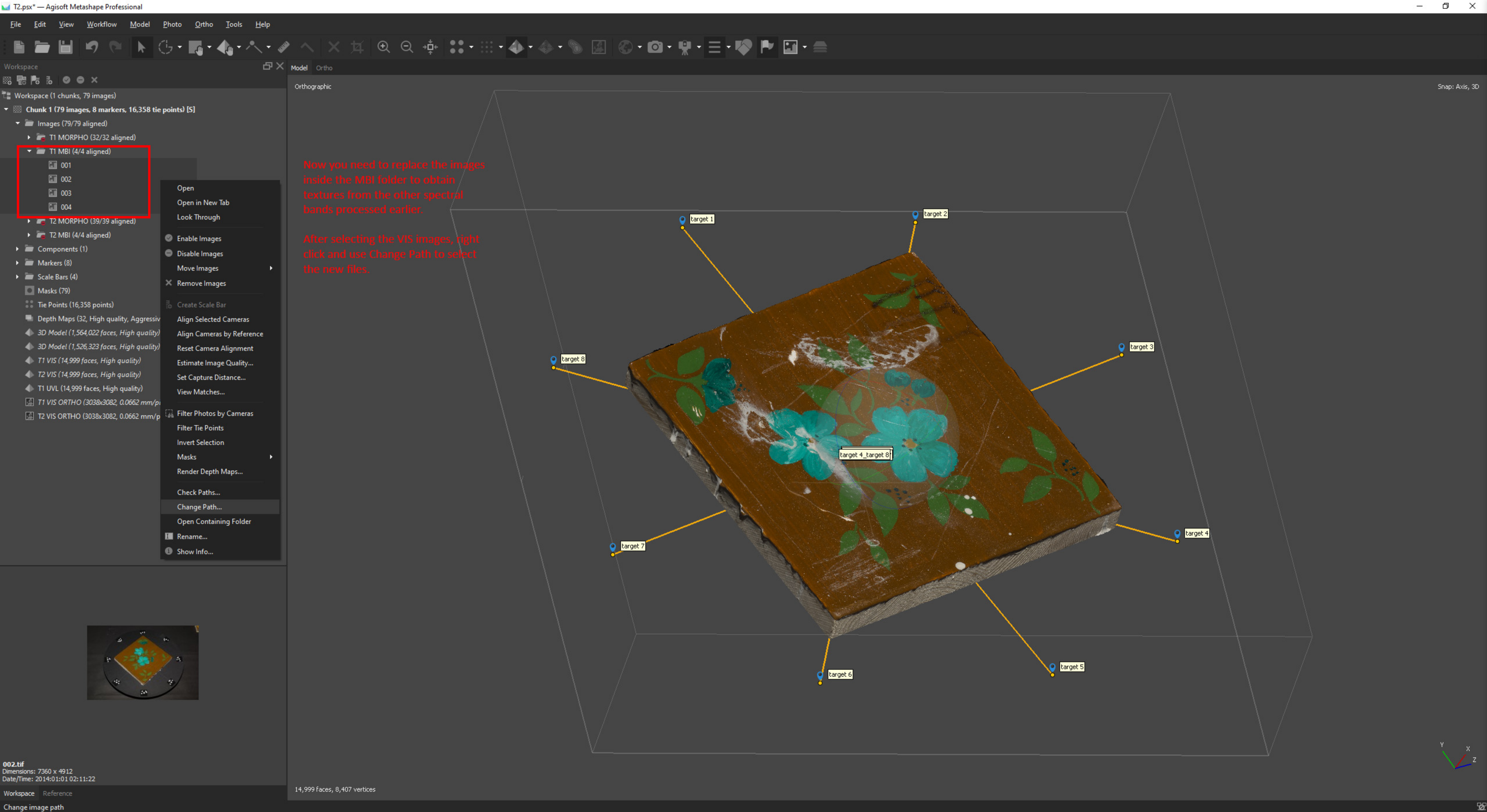
OK

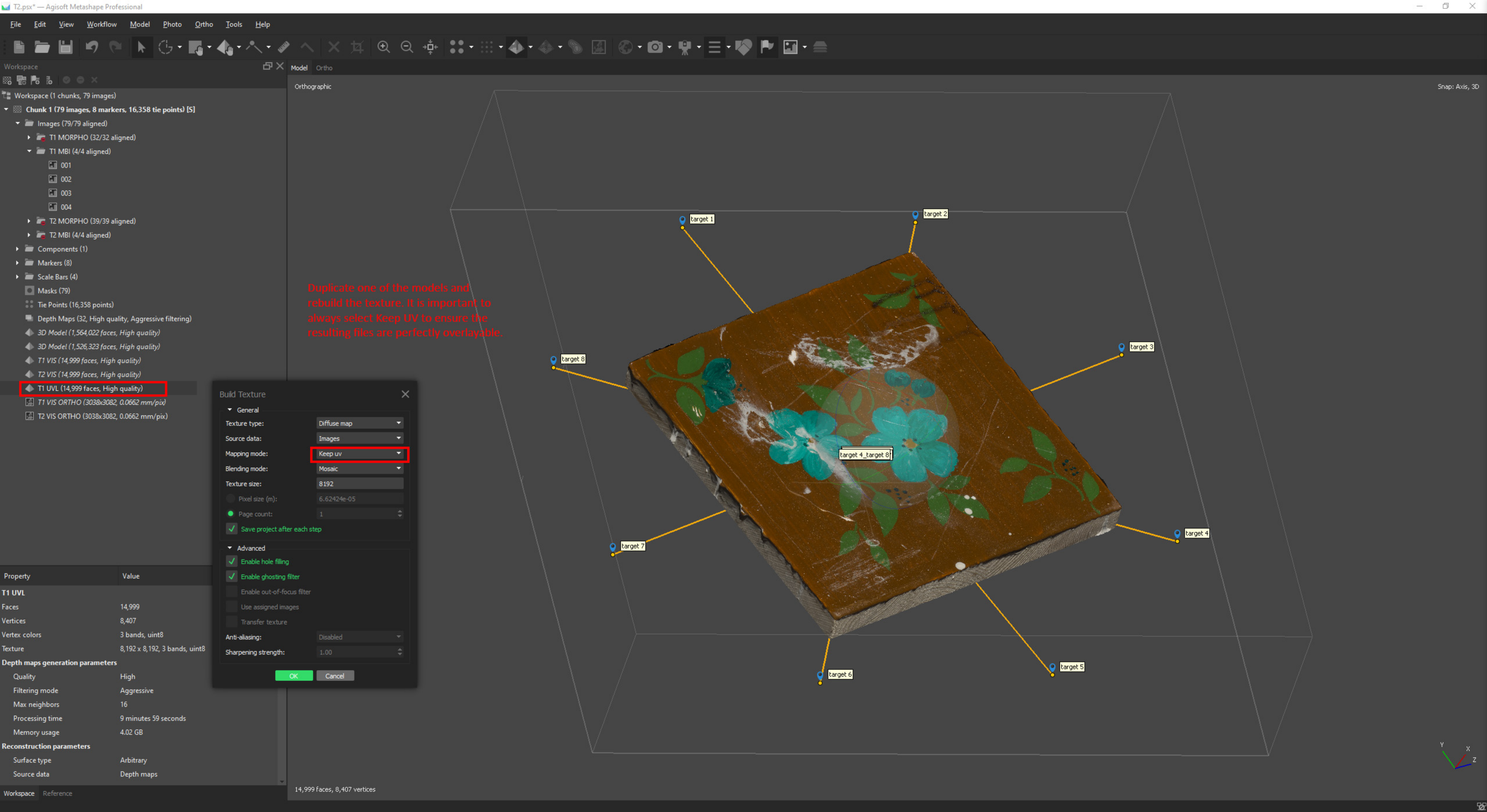
Cancel

If necessary, we can generate
orthomosaics to test the algorithm
on images that are easier to
interpret than textures.



Snap: Axis, 3D





File Edit View Workflow Model Photo Ortho Tools Help

Workspace (1 chunks, 79 images)

- Chunk 1 (79 images, 8 markers, 16,358 tie points) [S]
 - Images (79/79 aligned)
 - T1 MORPHO (32/32 aligned)
 - T1 MBI (4/4 aligned)
 - 001
 - 002
 - 003
 - 004
 - T2 MORPHO (39/39 aligned)
 - T2 MBI (4/4 aligned)
 - Components (1)
 - Markers (8)
 - Scale Bars (4)
 - Masks (79)
 - Tie Points (16,358 points)
 - Depth Maps (32, High quality, Aggressive filtering)
 - 3D Model (1,564,022 faces, High quality)
 - 3D Model (1,526,323 faces, High quality)
 - T1 VIS (14,999 faces, High quality)
 - T2 VIS (14,999 faces, High quality)
 - T1 UVL (14,999 faces, High quality)**
 - T1 VIS ORTHO (3038x3082, 0.0662 mm/pix)
 - T2 VIS ORTHO (3038x3082, 0.0662 mm/pix)

Property Value

T1 UVL	
Faces	14,999
Vertices	8,407
Vertex colors	3 bands, uint8
Texture	8,192 x 8,192, 3 bands, uint8

Depth maps generation parameters

Quality	High
Filtering mode	Aggressive
Max neighbors	16
Processing time	9 minutes 59 seconds
Memory usage	4.02 GB

Reconstruction parameters

Surface type	Arbitrary
Source data	Depth maps

Build Texture

General

Texture type: Diffuse map

Source data: Images

Mapping mode: **Keep uv**

Blending mode: Mosaic

Texture size: 8192

Pixel size (m): 6.62424e-05

Page count: 1

Save project after each step

Advanced

Enable hole filling

Enable ghosting filter

Enable out-of-focus filter

Use assigned images

Transfer texture

Anti-aliasing: Disabled

Sharpening strength: 1.00

OK Cancel

14,999 Faces, 8,407 vertices



At the end of the processing phase, you should see a similar structure, with as many versions as there are bands and epochs recorded by the files contained in the respective MBI folders.

To recap, for T1 and T2 we have generated:

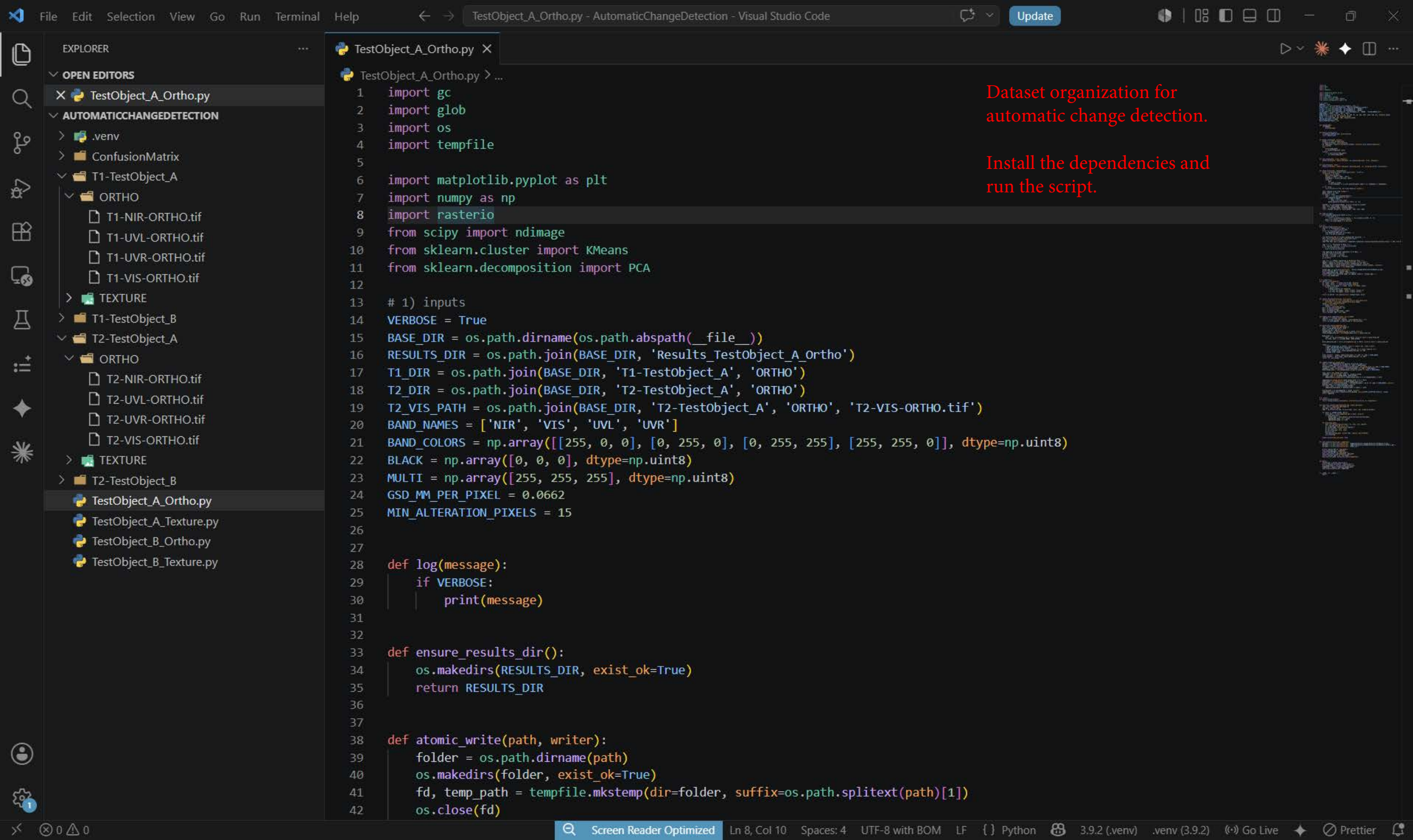
1. 8 3D models with multiband textures;
2. 8 multiband orthomosaics.

Once all files have been exported in Tiff format, we can move on to the algorithmic segmentation phase.

1

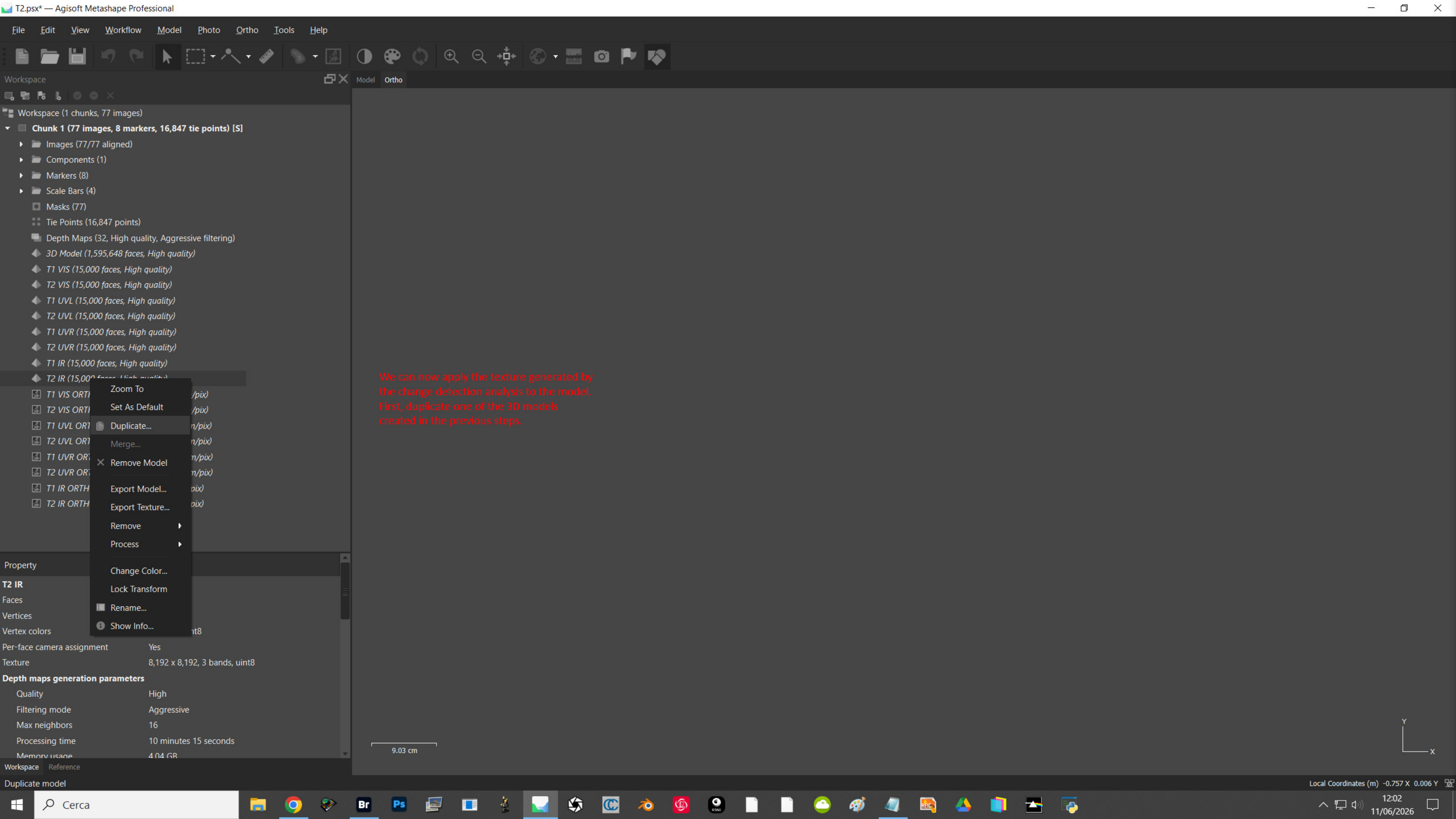
2

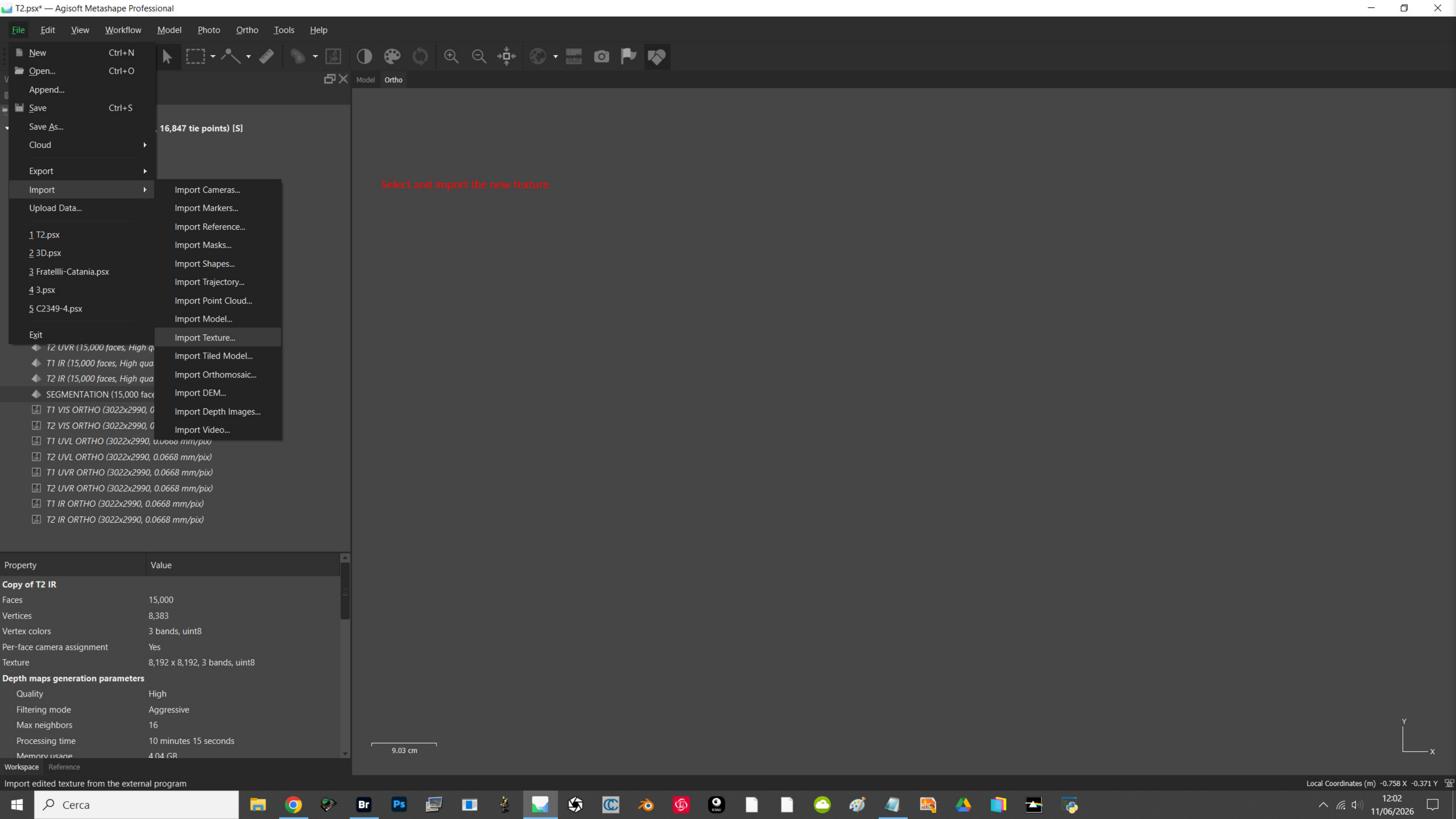
Property	Value
T1 VIS ORTHO	
Size	3,038 x 3,082
Resolution	0.0662 mm/pix
Coordinate system	Planar
Colors	3 bands, uint8
Orthophotos	8.56 MB
Reconstruction parameters	
Blending mode	Mosaic
Surface	Model
Enable hole filling	Yes
Enable ghosting filter	No
Processing time	3 seconds
Memory usage	1.29 GB
Date created	2026:04:29 09:50:43



Dataset organization for
automatic change detection.

Install the dependencies and
run the script.





NewCtrl+N

Open...Ctrl+O

Append...

SaveCtrl+S

Save As...

Cloud

Export

Import

Upload Data...

1 T2.psx

2 3D.psx

3 Fratelli-Catania.psx

4 3.psx

5 C2349-4.psx

Exit

T2 UVR (15,000 faces, High q

T1 IR (15,000 faces, High qua

T2 IR (15,000 faces, High qua

SEGMENTATION (15,000 face

T1 VIS ORTHO (3022x2990, 0

T2 VIS ORTHO (3022x2990, 0

T1 UVL ORTHO (3022x2990, 0.0668 mm/pix)

T2 UVL ORTHO (3022x2990, 0.0668 mm/pix)

T1 UVR ORTHO (3022x2990, 0.0668 mm/pix)

T2 UVR ORTHO (3022x2990, 0.0668 mm/pix)

T1 IR ORTHO (3022x2990, 0.0668 mm/pix)

T2 IR ORTHO (3022x2990, 0.0668 mm/pix)

16,847 tie points) [S]

Import Cameras...

Import Markers...

Import Reference...

Import Masks...

Import Shapes...

Import Trajectory...

Import Point Cloud...

Import Model...

Import Texture...

Import Tiled Model...

Import Orthomosaic...

Import DEM...

Import Depth Images...

Import Video...

Property	Value
Copy of T2 IR	
Faces	15,000
Vertices	8,383
Vertex colors	3 bands, uint8
Per-face camera assignment	Yes
Texture	8,192 x 8,192, 3 bands, uint8
Depth maps generation parameters	
Quality	High
Filtering mode	Aggressive
Max neighbors	16
Processing time	10 minutes 15 seconds
Memory usage	4.04 GB

Import edited texture from the external program

Model Ortho

▼ **Chunk 1 (77 images, 8 markers, 16,847 tie points) [S]**

Property	Value
Copy of T2 IR	
Faces	15,000
Vertices	8,383
Vertex colors	3 bands, uint8
Per-face camera assignment	Yes
Texture	8,192 x 8,192, 3 bands, uint8
Depth maps generation parameters	
Quality	High
Filtering mode	Aggressive
Max neighbors	16
Processing time	10 minutes 15 seconds
Memory usage	4.04 GB
Workspace	Reference

