












	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
	DXF file	Import 2D or 3D layers from CAD or GIS to add context, bring in existing work, and understand your project better
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.
	Orthometric view	See your project with no distortion - facades are vertical, wires are straight, and you have a similar experience to looking at an orthomosaic
	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
	Vector object have adjustable transparency	Set the visibility of objects to fit the needs of your team
	Vectors objects display in original 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, similar 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
Project backup and recovery	If your project or computer crashes, Pix4Dsurvey will save a backup and allow you to restore when reopening	
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
	Road mark following	Automatically follow road marking in a project, just define the starting point and direction to follow solid or dashed paint on a roadway
	Join or continue existing lines	Use lines you have to more precisely show the content of your project
	Snap	When vectorizing or editing near other objects, snap to reuse a vertex you have already placed and refined

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
	Edit the grid of points		Select members of a grid of point and delete. Allows for quick refinement of the TIN
	Multiselect		Rectangle select anything in the project and act on it. You can also refine the select type, then pick just what you need
3D OUTPUT	Vector layers		Export all or a single layer to .dxf or .shp file formats
	TIN		Export in LandXML format
	LAS/LAZ		Export point clouds, terrain classes, or grid of points to LAS or LAZ version 1.4. Also allows merging all point clouds in the project on export
LANGUAGE	Language option		English

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HARDWARE SPECS



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



HD: SSD recommended



RAM: 32GB



GPU: GeForce GTX GPU compatible with at least OpenGL 4.1



OS: Windows 10, 64 bits or macOS Mojave