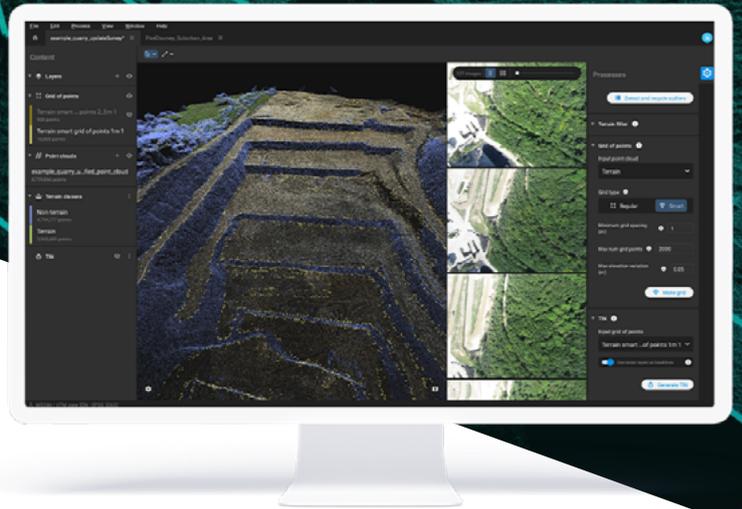




PIX4D**survey**



# Bridge the gap between photogrammetry and CAD

Extract only the most relevant information to speed up and simplify your surveying workflows



## Vectorize anything

Use the combined power of images and point clouds to extract key elements from photogrammetry, laser scanning or LiDAR data. Survey curbs, building footprints, walls, catenary curves and more.



## Flexible & scalable

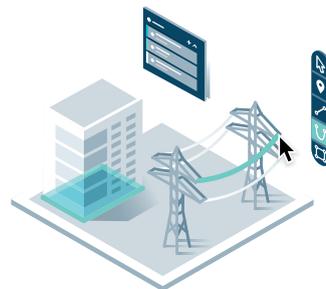
Work with small to very large projects. More than one photogrammetry or laser scanning file can be worked on at once, easily.



## CAD ready

Include layers and properties for a smooth transition to CAD or GIS and reduce file size when exporting your projects as vector files.

Access the original images and 3D point clouds simultaneously and survey even complex objects such as catenaries



	Features	Advantages
INPUTS	PIX4Dmapper & PIX4Dmatic projects	Seamless import of processed PIX4Dmapper (.p4d) & 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
	Orthometric view	See your project with no distortion - facades are vertical, wires are straight
	Terrain filter	Automatic point classification to terrain/non-terrain points
	Grid of points	Advantages: 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
	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
	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 original images	Vectorized objects appear in both 3D and in the original images
Triangular Irregular Network	Creation of a TIN using terrain layers and grid of points	
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.
	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
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

#### 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

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