



	Features	Advantages
<b>INPUTS</b>	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
<b>TOOLS AND FUNCTIONS</b>	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	
<b>VECTORIZATION</b>	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

<b>EDITING</b>	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
<b>3D OUTPUT</b>	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
<b>LANGUAGE</b>	Language option	 English

**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