

FEATURE LIST (Version 1.2)

Input	Aerial (nadir and oblique) and terrestrial imagery support
	Any camera (compact, SLR, multi-spectral, GoPro, Tetracam, large format)
	Any lens, including Fisheye
	Multi-camera support for the same project
	Multiple file types (.jpg, single band or multi band .tiff)
	Ground Control Point edit or import (.csv, .txt)
	Local, global and arbitrary coordinate reference system support (in meter and feet)
	Camera position and exterior orientation (omega, phi, kappa) support
External point cloud import	
Processing	Rapid Check processing mode
	Rapid Check Quality report
	Camera self-calibration
	Automatic Aerial Triangulation (AAT) and Bundle Block Adjustment (BBA)
	Automatic point cloud densification and Semiglobal matching*
	Automatic point cloud classification and DTM extraction*
	Point cloud filtering & smoothing
	Quality report
	Project merging
	Project area definition
rayCloud Editor	Project viewing
	Manual tie point editing
	Project reoptimization
	Image annotation
	Point cloud editing
	Polyline object creation
	Surface object creation
	Stockpile object creation (Volume measurement)
	Digitization tools / Vector object editing
	Fly-through animation
Index Calculator	Reflectance map editing
	Index generation (DVI, NDVI, SAVI, etc.)
	Formula editing
	Color mapping
Mosaic Editor	Seamline editing
	Planar/ortho projection selection
	Mosaic color/brightness editing
Output results	2D output results:
	> Geo-referenced orthomosaics in GeoTIFF output format
	> Google tiles export in KML and HTML output format
	> Mapbox tiles in MB format
	> Index maps (DVI, NDVI, SAVI, etc.) in GeoTIFF and SHP format
	3D output results:
	> Geo-referenced DSMs and DTMs in GeoTIFF output format
	> TIN model
	> Point cloud in LAS, LAZ, XYZ and PLY output format
	> Contour lines in SHP, DXF, PDF format
> User-defined vector objects in DXF, SHP, DGN and KML format	
> 3D PDF for easy sharing of results	
Point cloud Fly-through animation in MP4 and AVI format	
Fly-through waypoints and path in CSV format	
Optimized camera position, external orientation and internal parameters, undistorted images	