PIX4D

Next generation aerial image processing software
Simply powerful

Version 1.2 out now - What's new:

Output and share results easily and in completely new ways!

Create more 3D outputs directly in Pix4Dmapper:

✓ **3D PDF:** your results are now also available in a 3D PDF, automatically produced as one of the output formats

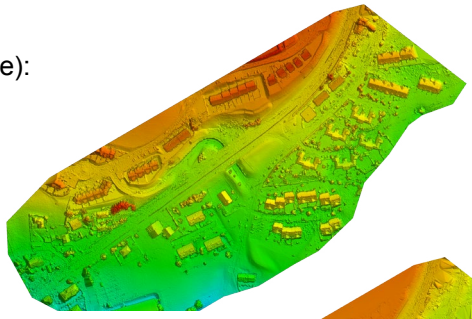
✓ **Fly-through animation** (BETA feature): Share your project results in video format! Create your own 3D fly-through animation directly in the rayCloud Editor, then export it as a video and a list of 3D waypoints. Sharing your 3D project has never been easier and more visual!

A video speaks a thousand words:
click here to watch an example of a project result video created with the new Fly-through animation!

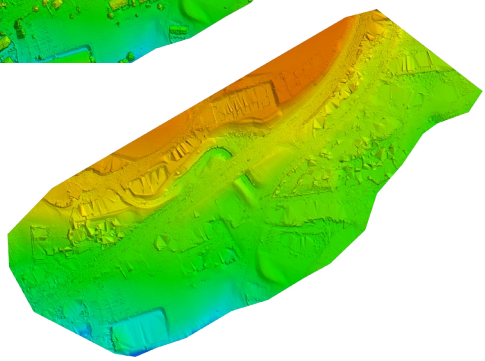
Automatic classification, new processing options, improved UI!

More and improved processing options combined with a new UI for easier use:

✓ **Automatic point cloud classification/DTM extraction:** (BETA feature): Remove buildings and vegetation automatically in the point cloud and generate bare earth DTMs and contour lines. For additional control, select and delete points manually in the rayCloud to improve the DTM generation.



✓ **Improved processing options**: Arbitrary coordinate system support in meter and feet, improved orthomosaic quality, all new GCP Manager, extended point cloud annotation and more processing options (alternate semi-global matching, more control over output options) are only some of the improvements V1.2 includes.



✓ **Improved UI**: The new User Interface structures the many new options introduced over the last months in a more visible way so that you can easily switch between the various editing features. And the redesigned starting page gives new users a quick and easy way to get started all the while offering tips, fast access to help and the latest software news to our seasoned users.

PIX4Dmapper

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

* BETA FEATURE