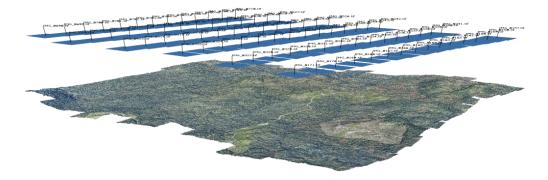
Last Updated: February 2022

Version: 1.6.3

Metashape Installation and Set-up Guide



Overview

This document will guide you through the process of downloading, installing, and setting up Agisoft Metashape Professional, which is a software application to create 3D models, point clouds, and orthomosaics from imagery. This is a fairly light installation and should only take a few minutes to complete. The Forest Service has set up a license server to distribute the Metashape licenses. However, please be aware that a network connection (VPN works too) is required to access the license server. If you have any questions regarding Metashape licensing, please contact Dave Vanderzanden (dvanderzanden@fs.fed.us).

A. Download the installation file

- 1. Ensure you are connected to the Forest Service network via VPN or a direct connection.
- 2. Click on the following link to open the Artifactory web page: artifactory.fdc.fs.usda.gov/artifactory/desktop-local/powerbroker/
- 3. Scroll to the bottom of the list and click on Metashape-pro 1 6 3 x64.msi (see following figure).



4. Save the MSI installation file to your downloads folder (e.g., C:\Users\username\Downloads). If it is not saved in this location, it will require admin privileges to install (see following note).



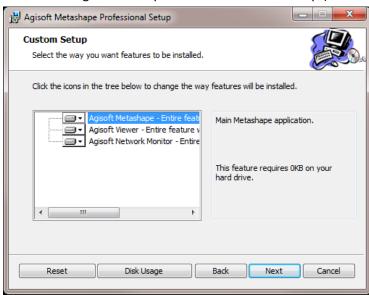
NOTE: The install file found on the Artifactory server includes Run-elevated privileges. However, it must be saved in your downloads folder to work correctly.

B. Install the software

- 1. Navigate to the folder where you saved the installation file.
- 2. Right click on Metashape-pro_1_X_X_x64.msi and select Install Elevated (see following note).

Note: Most Forest Service computers no longer have the Run Elevated option. You may need to contact the Forest Service Help Desk if you need administrator privileges to install.

- 3. Select Run in the Security Warning window. If an "Authorize Application" window opens, enter "to install Metashape" in the justification window.
- 4. Select **Next** from the setup window.
- 5. Place a checkmark in the "I Accept terms in the License Agreement" box and then select Next.
- 6. Select **Next** again to accept the default custom setup (see following figure).



- 7. Accept the default destination folder by selecting **Next**.
- 8. Click on the **Install** button to initiate the installation.
- 9. After the software has installed, select **Finish** to complete the installation process.

C. Connect to License Server

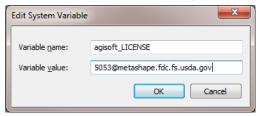
In this step, we will add a Metashape environmental variable. This will allow you to use one of the Metashape floating licenses when connected to the Forest Service network.

- 1. Click on the Windows **Start** button and in the *Search programs and files* field, type **variables**.
- 2. Select Edit environment variables for your account.
- 3. Under System variables, click on the **New** button and enter the following information (see figure below):





- i. Variable name: agisoft LICENSE
- ii. Variable value: 5053@metashape.fdc.fs.usda.gov



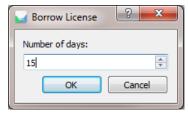
- 4. Click **OK** to close the windows. You should now see the Agisoft LICENSE variable added to the list of your system variables.
- 5. Open Metashape to ensure that the network license is found. If an error occurs upon opening Metashape, return to the environment variable and check for typos or extra spaces in the variable value. If issues still occur, restart your computer (see following note).

NOTE: If it is still not working, verify that you are connected to the Forest Service network via VPN or a direct network connection.

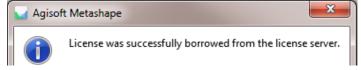
D. Borrowing Licenses

If you anticipate that you will need to use Metashape in an area where a network connection is not available, you can borrow a Metashape license for up to 15 days. Keep in mind that there are a limited number of licenses and so only borrow a license when you absolutely need it. In order to borrow a license, you need to have completed the previous installation and license server steps and you must be connected to the FS network. Here are the steps for borrowing a license:

- 1. Open Metashape.
- 2. Click on **Help** in the main menu and select **Activate Product**.
- 3. In the activation window, select **Borrow License** (see following figure).



- 4. Enter the number of days that you need to borrow the license and select **OK** (remember that the max number of days is currently set to 15).
- 5. If done correctly and if a license is available to borrow, you should get the following message:



6. If you end up borrowing a license for longer than you need it or if you were just testing it out, go ahead and return the borrowed license by going back to the Borrow License window (Help and Activate Product) and clicking on the Return License button.

E. Set-Up GPU

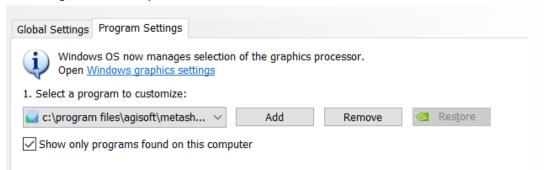




- To improve processing and performance in Metashape you will ensure the program has access to your GPU.
- Depending on your computer, you may have just an integrated GPU or both integrated and dedicated GPUs. If you have a NVIDIA graphics card (dedicated/ discrete) right click on your desktop, then click NVIDIA Control Panel to open the settings.



- 3. On the left under 3D settings, click Manage 3D settings.
- 4. In Program Settings click the drop-down menu under **Select a program to customize** and ensure Agisoft Metashape is listed.

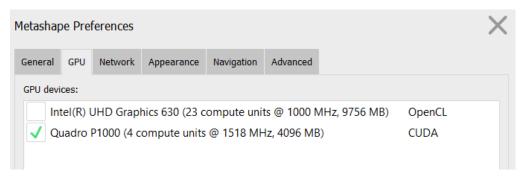


- 5. If it is not listed, click **Add** and navigate to the Metashape executable.
- 6. Close the NVIDIA Control Panel.

F. Set Metashape GPU Preferences

- 1. Open Agisoft Metashape.
- 2. Go to Tools, Preferences, then click the GPU tab.
- 3. Here you can select the GPU to use in Metashape. Dedicated GPUs may start with Quadro or GeForce (see the <u>Agisoft GPU information</u> for the list of tested GPUs) and integrated GPUs usually start with Intel. If you have a dedicated GPU, it is recommended you enable the dedicated and disable the integrated. If you only have an integrated GPU enable it.





4. Click **Ok** to close the preferences menu.

SUMMARY: In this guide, you installed Metashape, added an environment variable to connect to the license server, learned how to borrow a Metashape license, and set the GPU settings. You should now be ready to start creating some 3D models, orthomosaics, or point clouds from your imagery.