Last Updated: January 2022 (Pix4Dmapper version 4.7.5)

Pix4Dmapper Quick Start Guide

Introduction

Pix4Dmapper is a photogrammetry software suite compatible with aerial drone imagery that enables you to define areas of interest, select processing options, add ground control points (GCPs) and create and edit point clouds, digital surface models (DSMs), meshes and orthomosaics. Default templates provide automatic processing for new projects and can be customized for more control over data and output product quality.

As you work through any Pix4Dmapper exercise, please refer to the Pix4Dmapper Help Documentation for additional information. The help documentation can be found on their website's support page here, or in the program under the **Help** tab within the software interface.

To install and activate Pix4Dmapper, please refer to the Pix4Dmapper Installation Guide available **<<HERE>>**.

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Part 1: Getting Started

1. In your **Start Menu**, search **Pix4Dmapper** and click on the application icon to launch.

Part 2: Creating a Project

Now that you have launched Pix4Dmapper, you can create a project using the project creation wizard.

1. Click **New Project**, naming it and setting your file directory as prompted.
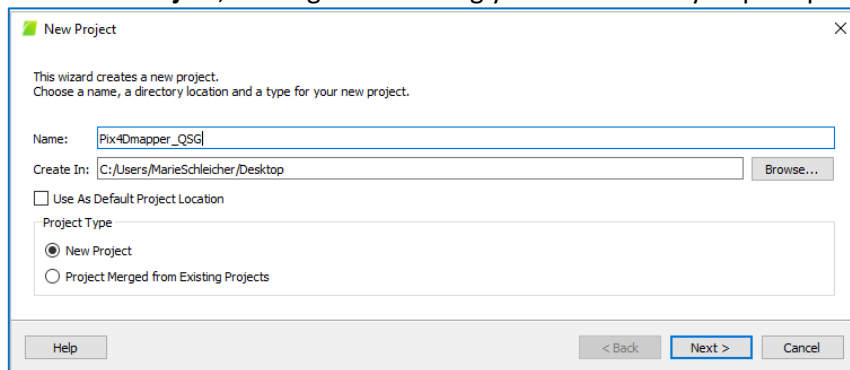

Figure 1 Set your project name and location under the New Project wizard window

2. Ensure that the **New Project** radio button is selected and click **Next**.

Part 3: Adding Image Files

1. In the Select Images wizard window, click on **Add Images** and browse to locate the folder in which the imagery is stored.
2. Select all images you want to import into your project and click **Open**, then **Next**.
3. Update the following parameters (or leave as default values depending on your needs):
    i. Datum
    ii. Geolocation Accuracy
4. Update the Selected Camera Model or leave as is and click **Next**.
5. Update the Selected Coordinate System or leave as is, ensuring the **Unit** is specified correctly.
6. Update the parameters listed under **Output/GCP Coordinate System** or leave the settings as the specified defaults.

Part 4: Selecting a Template

1. Under **Processing Options Template**, select the template you want to use depending on your needs and processing time requirements.
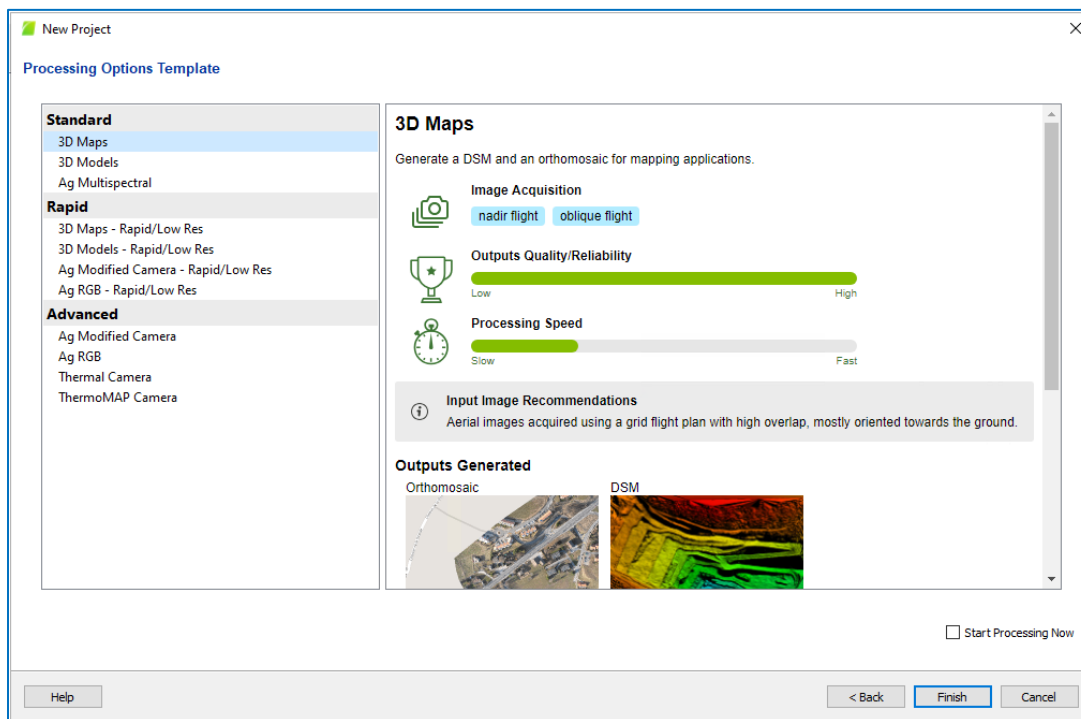

Figure 2 Select your project template under the Processing Options Template wizard window

> **NOTE:** *Depending on what outputs your project requires and what imagery you are loading, you can opt for different templates. For producing Orthomosaics, DSMs, 3D Meshes and Point Clouds, you will select either Standard or Rapid 3D Maps. These options are also good for measuring volumes, digitizing houses and roads and generating contour lines. For producing 3D Meshes and point clouds from ground-based imagery, you will select either Standard or Rapid 3D Models. This option is good for 3D models of buildings, statues and objects and video fly-through of scenes. The difference between Standard and Rapid is a higher quality output for the former, versus a quicker processing time for the latter. The Advanced section gives options for generating reflectance, index, classification and application maps and orthomosaics for precision agriculture, as well as thermal reflectance maps.*

2. Click **Finish**.

Part 5: Saving a Project

1. Locate the **Project** tab on the main menu.
2. Click **Save Project**.