

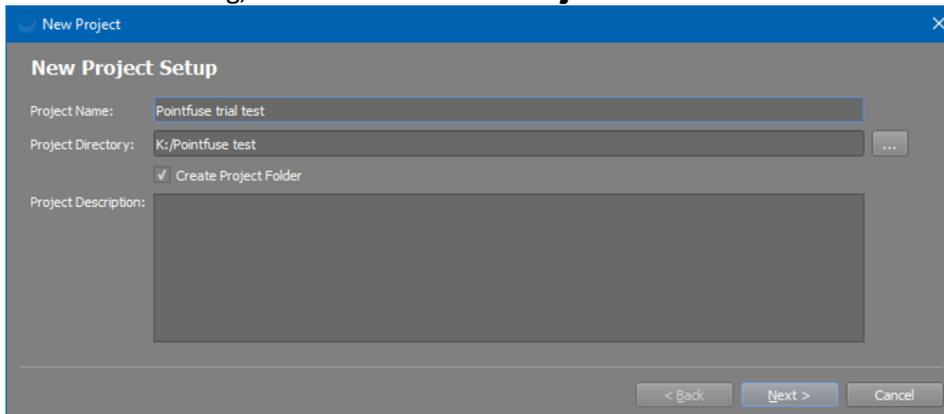


Pointfuse V3.3 Quick Start

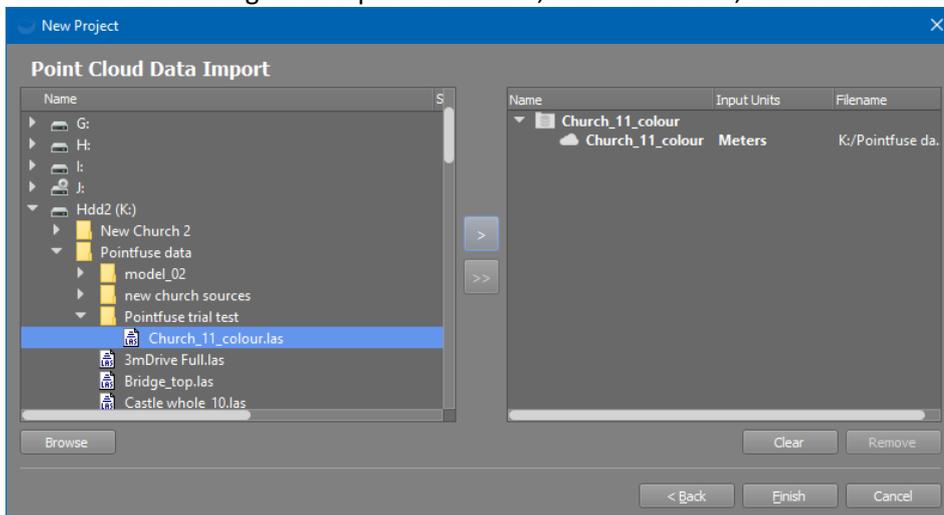
Pointfuse quickly and accurately converts point clouds into intelligent mesh models with selectable surfaces for classification. You can directly upload models to Autodesk BIM 360 or export to multiple formats for the next stage of your workflow in other applications.

Load a Point Cloud

1. Download and open Pointfuse.
2. On the initial dialog, select **Create New Project**.



- **Optional:** specify a custom **Project Name**, **Directory**, and **Description**.
3. Click **Next** and navigate to a point cloud file, click **>** to add it, and click **Finish**.

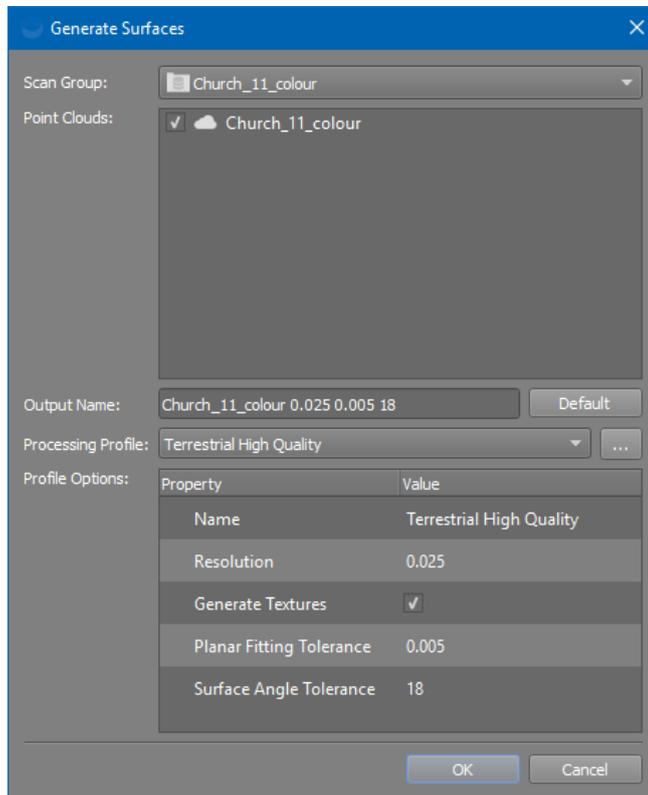


- **Optional**, if you want an intelligent mesh model created from only part of the point cloud:
 - a. In the Project Explorer on the left of the main Pointfuse window, double click the point cloud file. It will be displayed in the main workspace.
 - b. Use the **cropping** tool  to create a new, smaller point cloud.
 - c. Select the new, cropped point cloud in the Project Explorer (no need to display it).



Convert to an Intelligent Mesh Model

4. Press **Z** or click **Generate Surfaces** .



- **Optional:**
 - Specify a custom **Output Name**.
 - Select a different **Processing Profile** with different **Resolution** and **Tolerances**.
 - If the point cloud has RGB or intensity data, select **Generate Textures** to include that data in the mesh model. This may increase processing time.
5. Click **OK** to create the mesh model.
6. In the Project Explorer, double click the mesh model's name to display it in the main workspace.
7. You can zoom and pan the model, crop the model, and generate floor plans, ortho images, and high resolution snapshots. You can also make measurements.

Select Surfaces for Classification

8. Either press and hold **Ctrl** or click **Selection Mode**  and choose **Append**. Each surface you click on, or that is fully contained in a drag select, is added to the selection and the highlight color applied.
9. Deselect by clicking again, or switch to **Replace** or **Remove** mode from the Selection Mode dropdown, or by pressing **Alt** or **Shift** respectively.



10. Right click and select either **Move Geometries** or **Merge Geometries**.
 - Move puts them in a folder together, but keeps them as individually selectable surfaces.
 - Merge combines them to a single surface: click anywhere on it and you select all.
11. Select **Add Group** to add a new destination folder.
12. Select **Add Geometry** to move or merge the surfaces into the selected folder.
13. Select the surfaces in the folder, click **OK** to close the dialog, then **Save**  on the toolbar.
14. Show and hide groups of surfaces by ticking and unticking in the Scene Tree at the bottom right.

Export Mesh Model

15. To use the model in other applications, select **Export**  in Pointfuse. You can convert the whole model or selected surfaces to: DAE, DXF, FBX, IFC, NWC, OBJ, SKP, or STL.

Note: Export is only enabled in licensed Pointfuse. It is not available in the trial version.