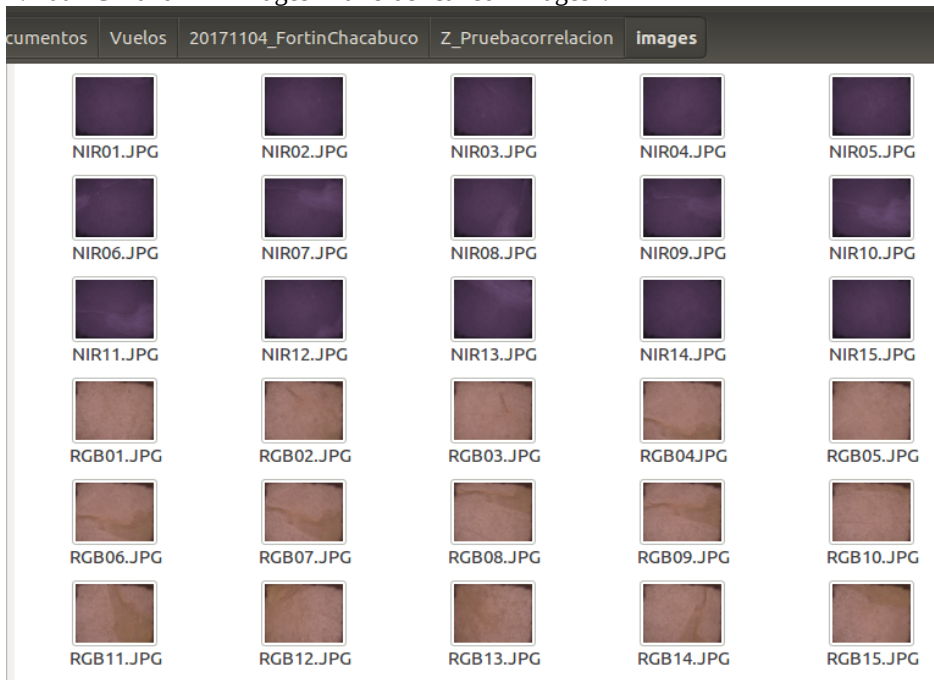1. Put RGB and NIR images in a folder called "images":

2. Run ODM.
3. Delete the folders "odm_texturing" and "odm_orthophoto". Dont delete "odm_georeferencing".
4. Change the file "opensfm/reconstruction.nvm": delete all the NIR images of the list. Correct the number of images at the beginning of the files. Make a backup copy of the file before doing this.
5. run ODM again.
6. change the name of the folders "odm_texturing" and "odm_orthophoto" to "odm_texturing_RGB" and "odm_orthophoto_RGB" respectively.
7. Rename the file "opensfm/reconstruction.nvm" to "opensfm/reconstruction_RGB.nvm". Delete the RGB images from the backuped file, correct the number of images at the beginning and rename it again to "opensfm/reconstruction.nvm".
8. Run ODM again.
9. Rename of the folders "odm_texturing" and "odm_orthophoto" to "odm_texturing_NIR" and "odm_orthophoto_NIR" respectively.
Result: you obtain a RGB orthomosaic and a NIR orthomosaic. They are good correlated to each other. See following picture the RGB at the backround and a cutted part of the NIR above the RGB: