

LiDAR Point Cloud Plugin

Use the LiDAR Point Cloud Plugin to import LiDAR point clouds into Unreal Engine.



With the LiDAR Point Cloud plugin users can easily import, visualize, and edit point clouds saved in the most common file types. Professionals such as design visualization specialists, manufacturers, set designers, and builders who need to aggregate 3D models with laser-scanned data are able to see an entire project at once, from scanned data to 3D models.

See the pages below to learn how to use and become proficient with the LiDAR Point Cloud plugin.



LiDAR Point Cloud Plugin Overview

Use the LiDAR Point Cloud plugin to import, visualize, and edit point clouds in Unreal Engine.



LiDAR Point Cloud Plugin Quick Start Guide

Guide to enabling and using the LiDAR Point Cloud plugin.



Eye-Dome Lighting Mode for Point Clouds

Enable Eye Dome lighting to accentuate a point cloud's edges and enhance its depth.



LiDAR Point Cloud Plugin Reference

Reference for LiDAR Point Cloud plugin settings and other options