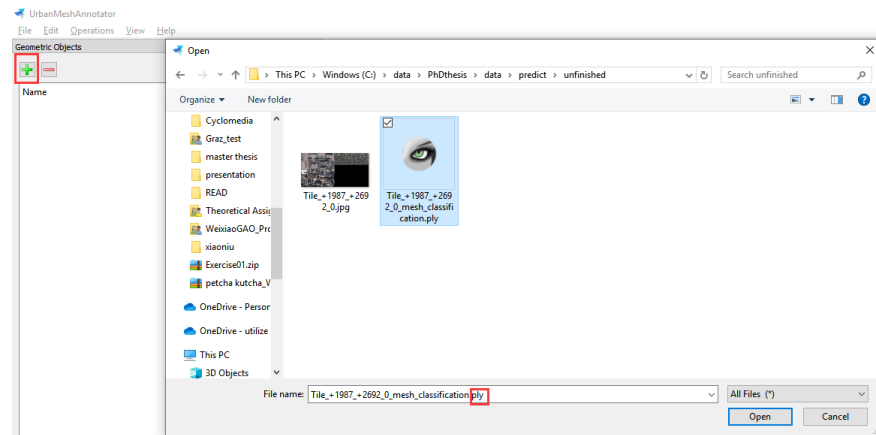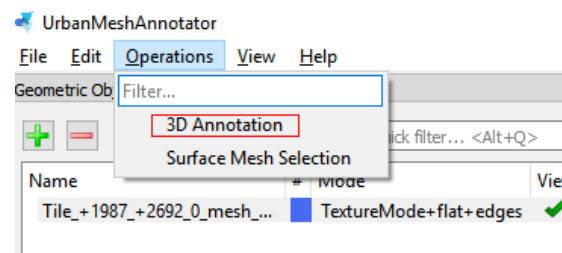# Urban Mesh Annotator Tutorial (draft)
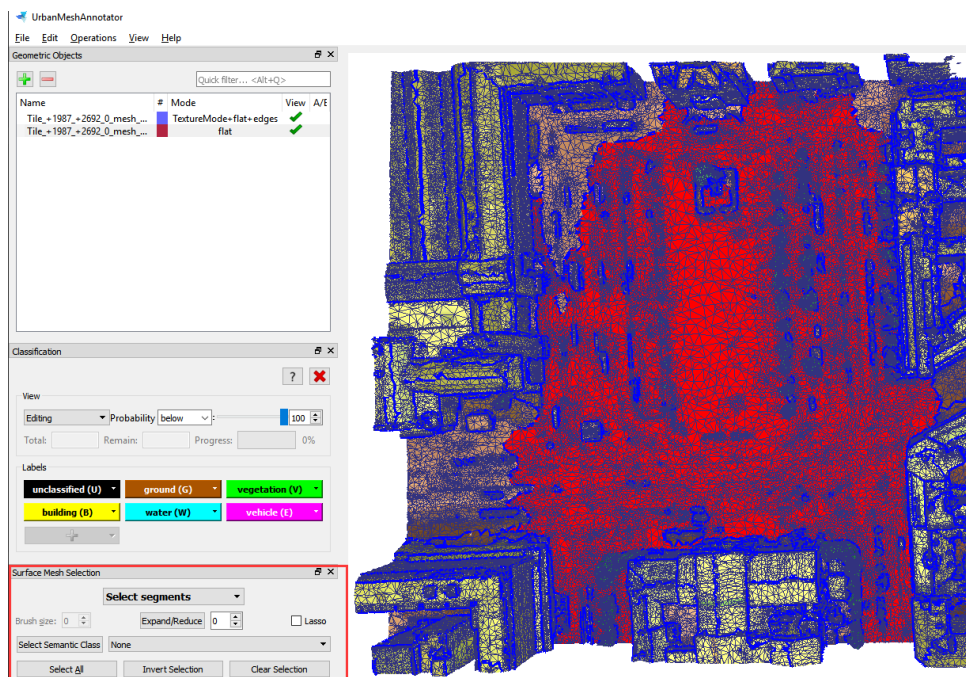
Part I: Annotation pipeline
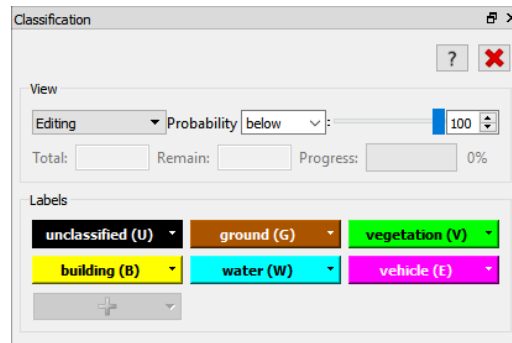
1. Load the *.ply mesh data.

2. Open the annotator plugin.

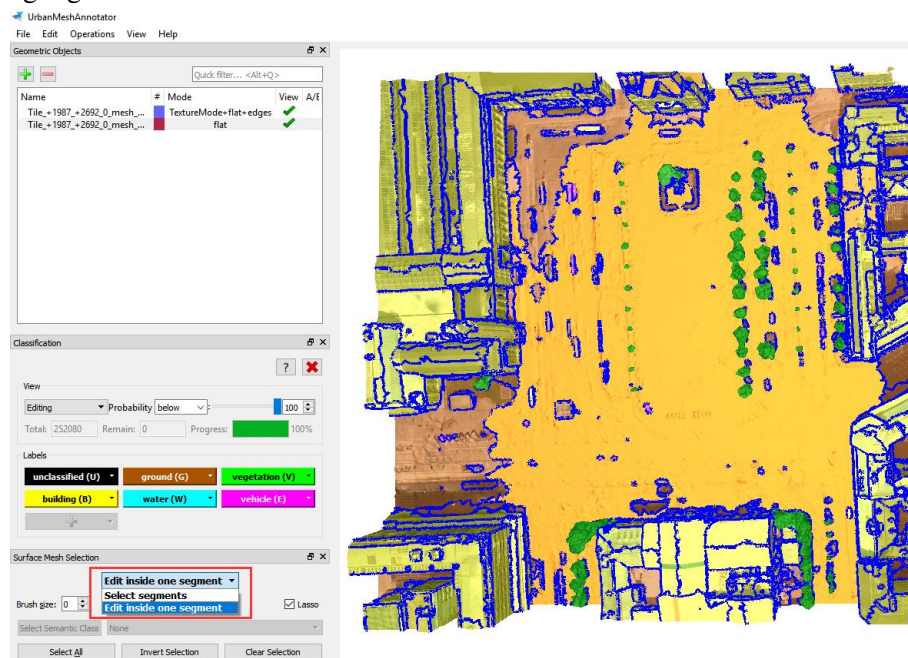3. Select segment by pressing *Shift + Left Button*, deselect by pressing *Shift + D + Left Button*.

4. Add semantic labels: simply click the label button for the selected segments or press *Shift + (First letter of a label)*, e.g., *Shift + G* for adding to 'ground'.
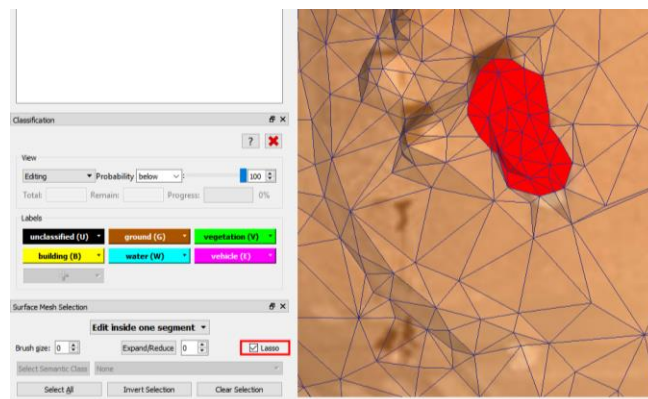

5. Edit in segment
   Step 1: Change to 'Edit inside one segment' and press the *Shift +Left Button* for selecting the highlighted one.

   Step 2: Select triangle facets by press *Shift + Left Button* or 'Lasso', then add a new label.

6. Save your work by pressing *Ctrl + S*.

Part II: Other operations.

1. Change the view center by pressing *Ctrl + Left Button*, to the default view center *Ctrl + R*.
2. Zoom to the position by pressing *Z + Left Button*.
3. Change the rendering modes (often used): *Ctrl + 1*: Texture only; *Ctrl + 2*: Color only.
4. Load/Save the snapshot (image format *.png, *.jpg, *.bmp) with the camera view (*.txt). Load: *Ctrl + F2* ;   Save: *Ctrl + F1*.
5. Display edges/border: *Shift + Right Button* on the view or Right button on the selected layer.

| Set TextureMode Mode |
| Set TextureMode+flat+edges Mode |
| Set Emphasizing Mode |
| Alpha value ▶ |
| Display Triangle Vertices |
| ✓ Display Triangle Edges |
| ✓ Display Segment Border |