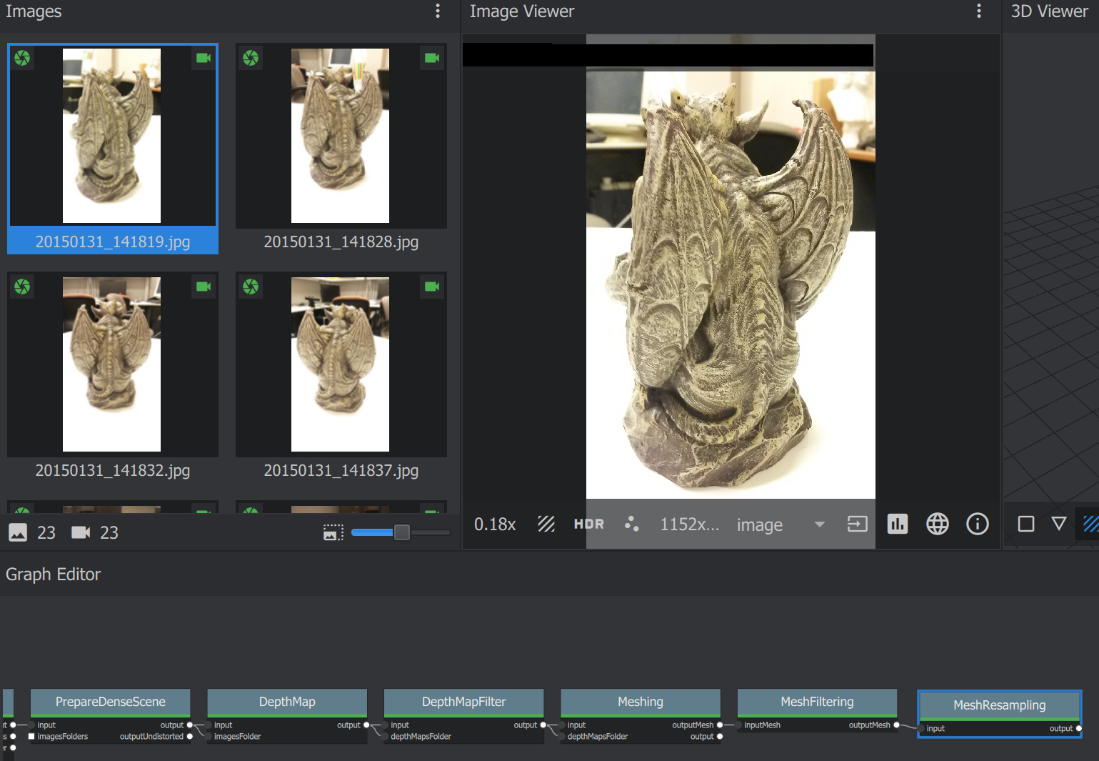
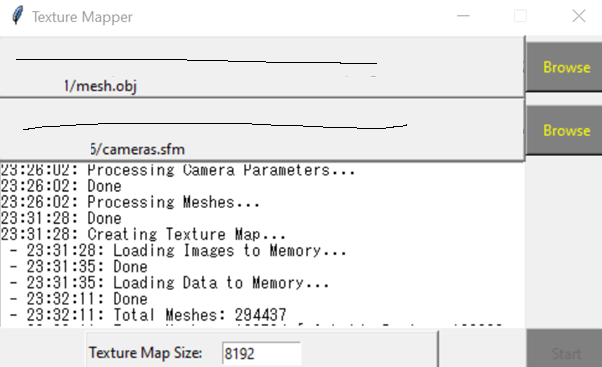
1. Add dataset to the image area and add the mesh resampling node at the end of the workflow



2. From the meshroomcache folder of the project

Get the 2 files, cameras.sfm from the structureFromMotion folder, and the mesh.obj from the meshResampling folder.

3. Run the Start.py file and open the 2 files

3.

4. Press start and wait for the process to complete

5. The output texture is saved as texture.png in the root directory of the python project

Possible Crashes:

1. Out of memory errors

Reduce max\_p and max\_p2 in the groupMesh function

