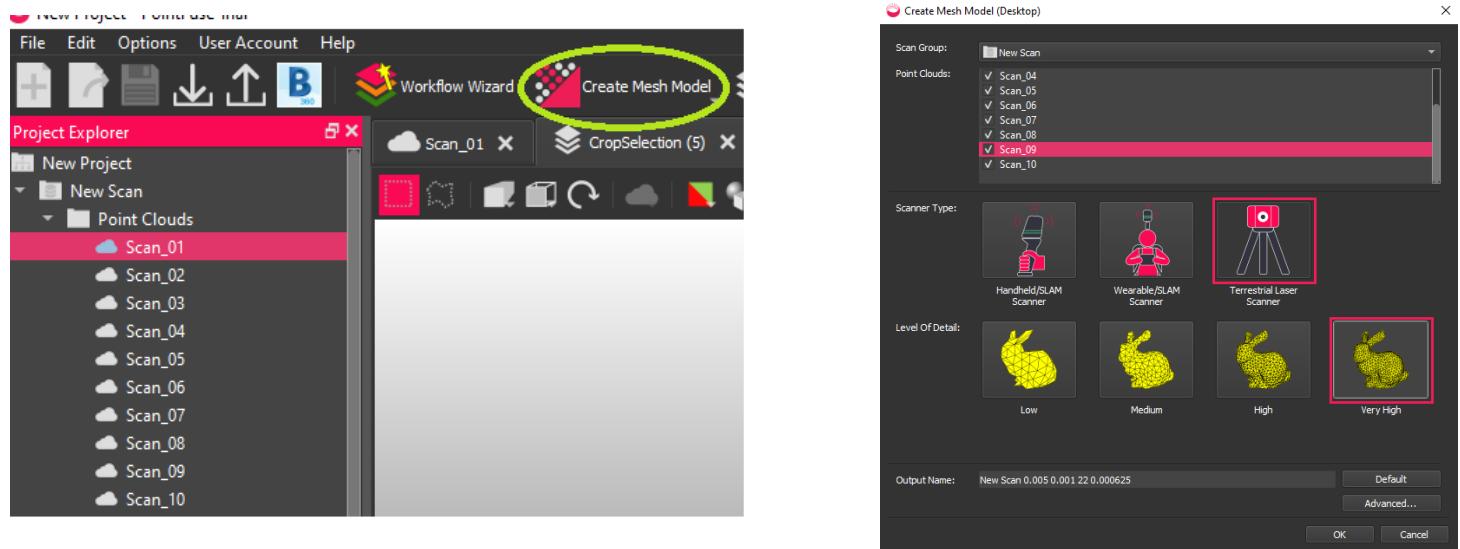
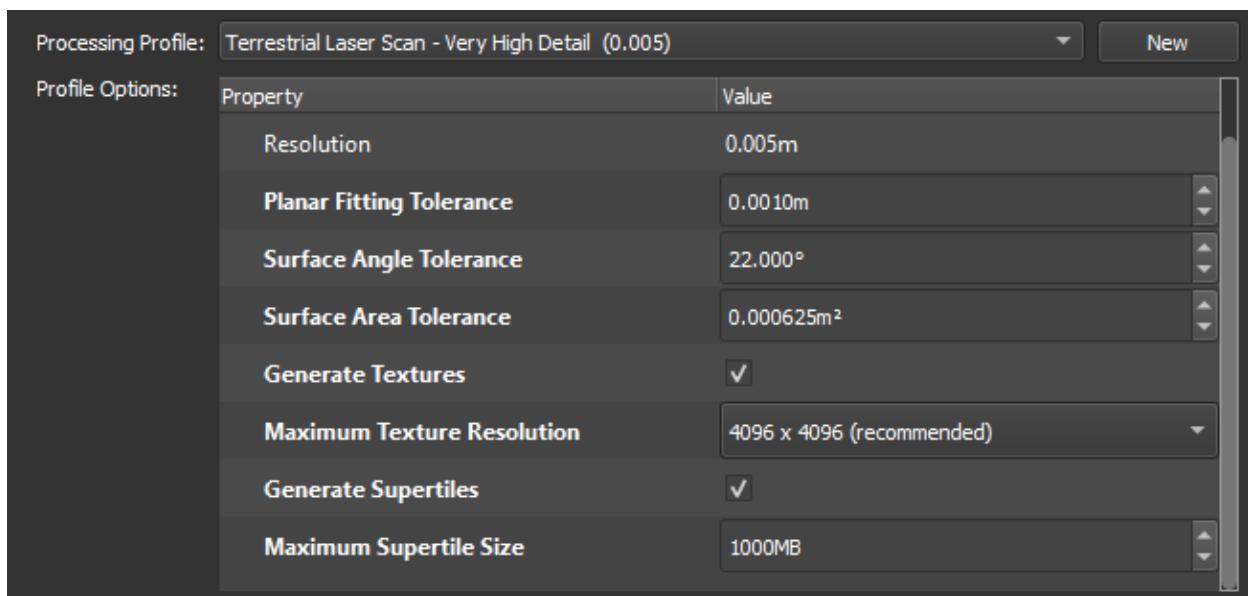


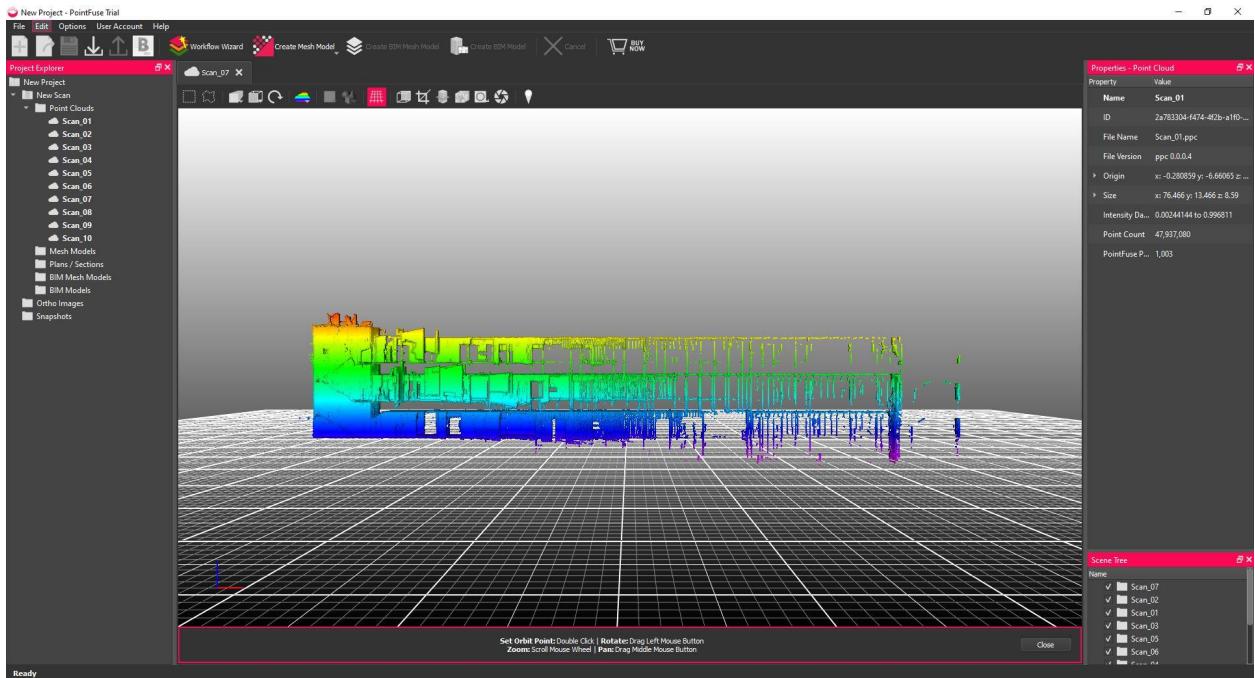
Utilizing PointFuse :
[Pointfuse for DP \(dotproduct3d.com\)](http://dotproduct3d.com)

PointFuse is another mesh creation program that DotProduct is compatible with. It operates similar to meshlab in the way you can create meshes by importing LAS point clouds. With this software, we imported the example forestry scans given to us by Rafaelle. They have a very clear method of creating meshes from imported point cloud scans.

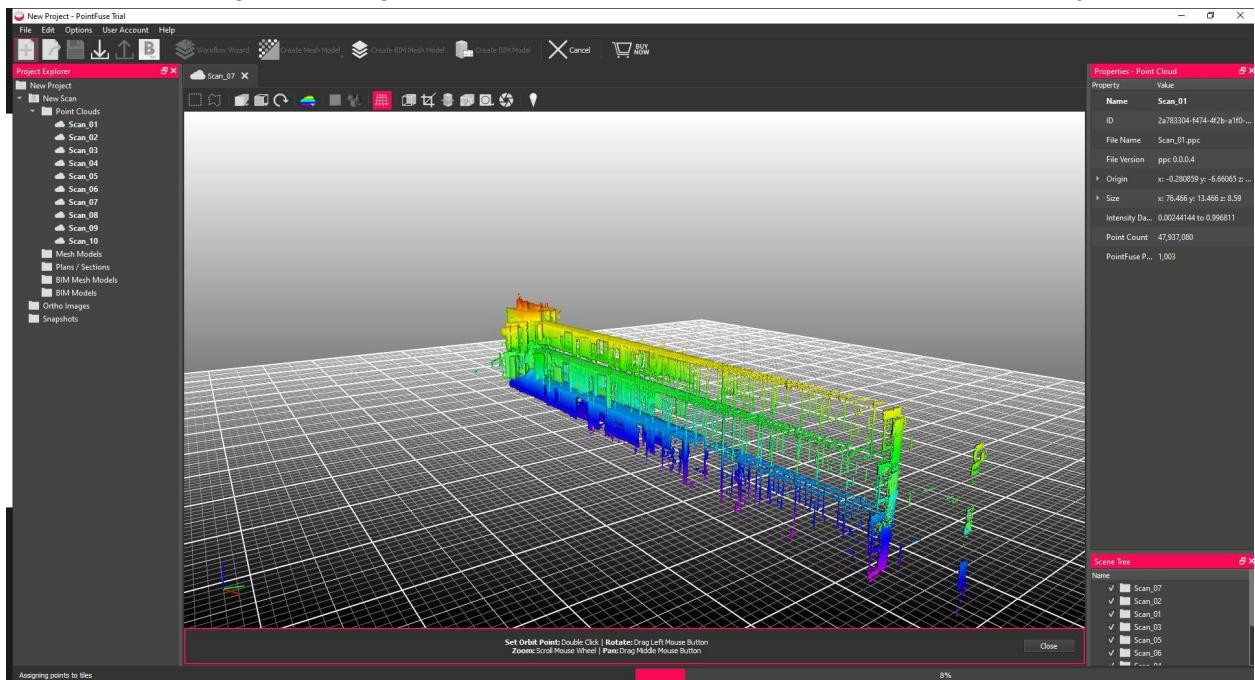


After importing the example scans, PointFuse has a very handy and very intuitive process for creating a mesh model from point clouds. If you want to change manuals of the mesh directly you have the option of going into the advanced menu :

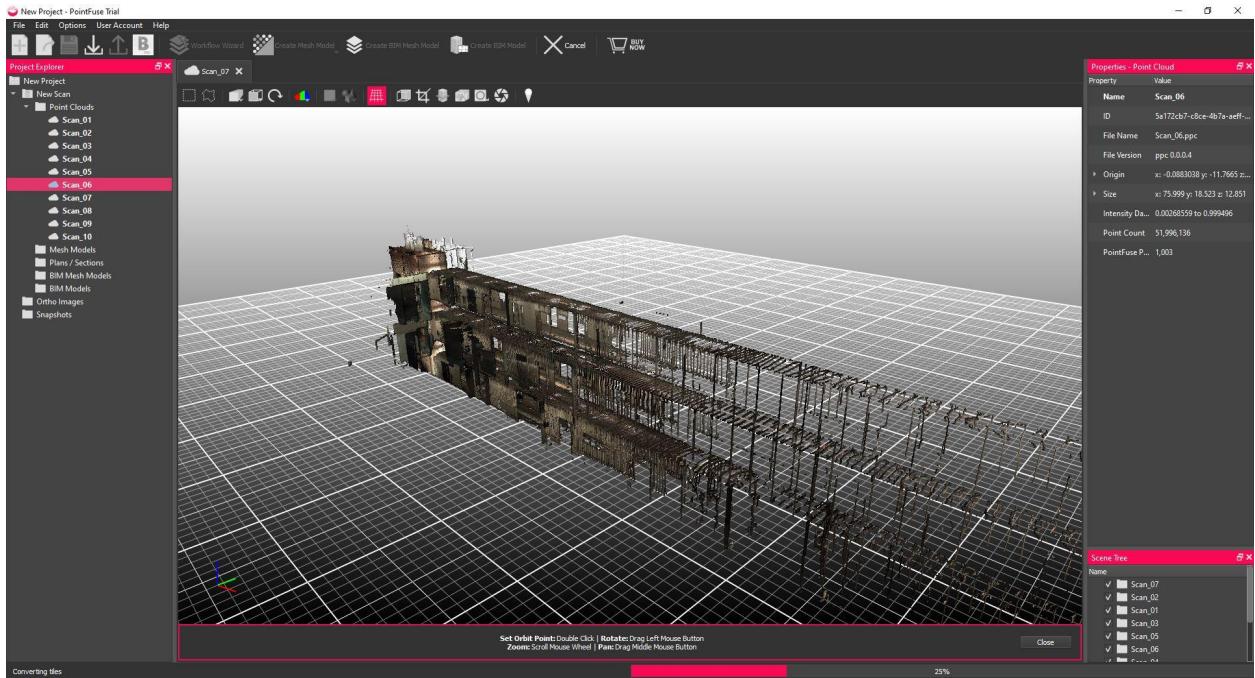




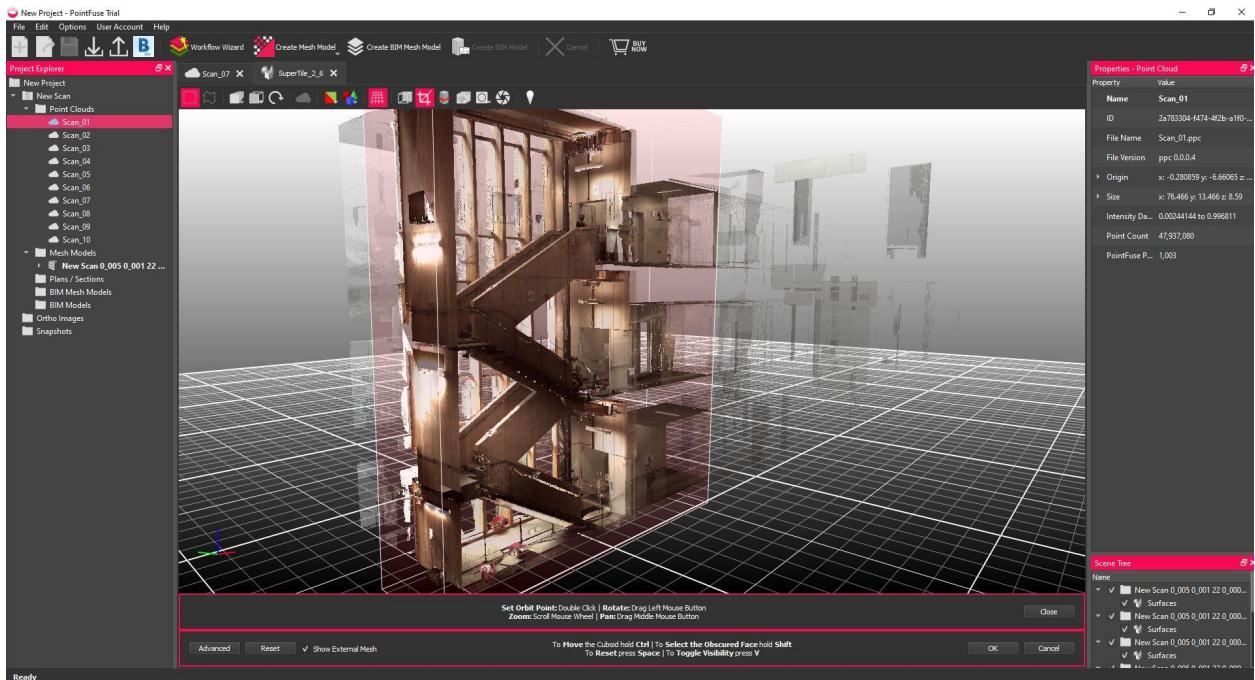
Importing each set of cloudpoint scans into PointFuse. This is the height map filter which colors the scan according to the height in relation to the top and bottom of the scanned object.



Secondary view.

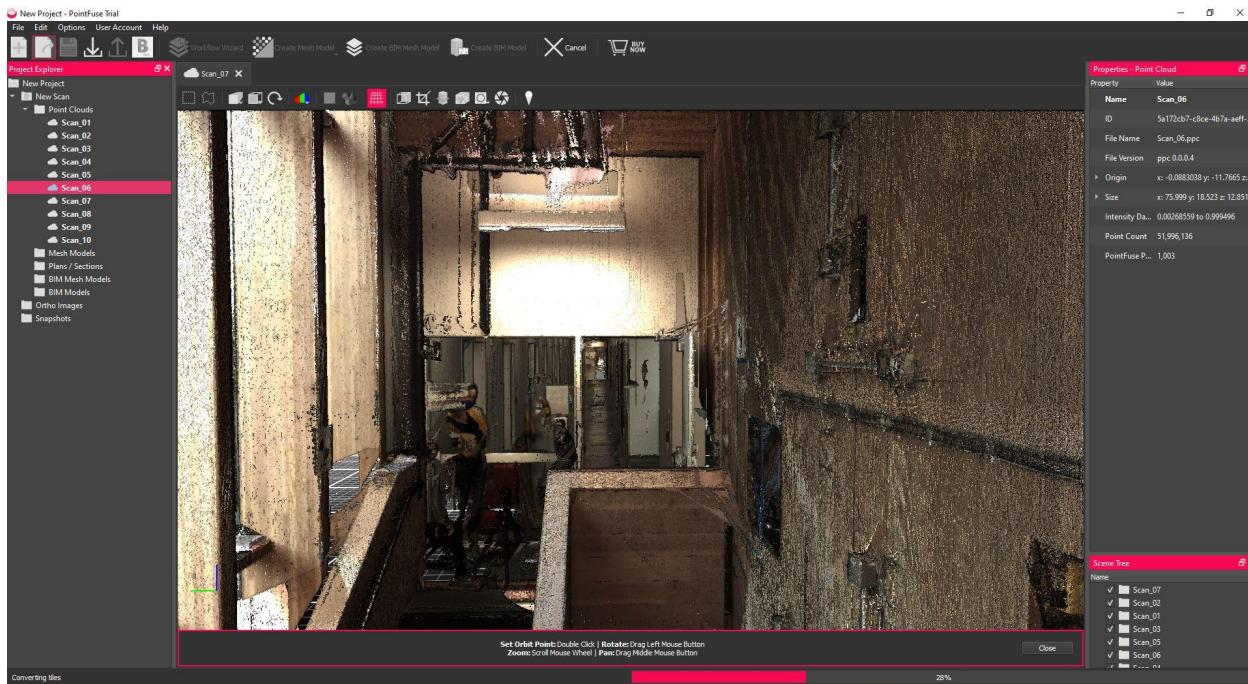


Colored view of the imported scan. Note that there are lots of points that stretch outward to the very right of the object. These points can be filtered out using the crop utility tool found in PointFuse.

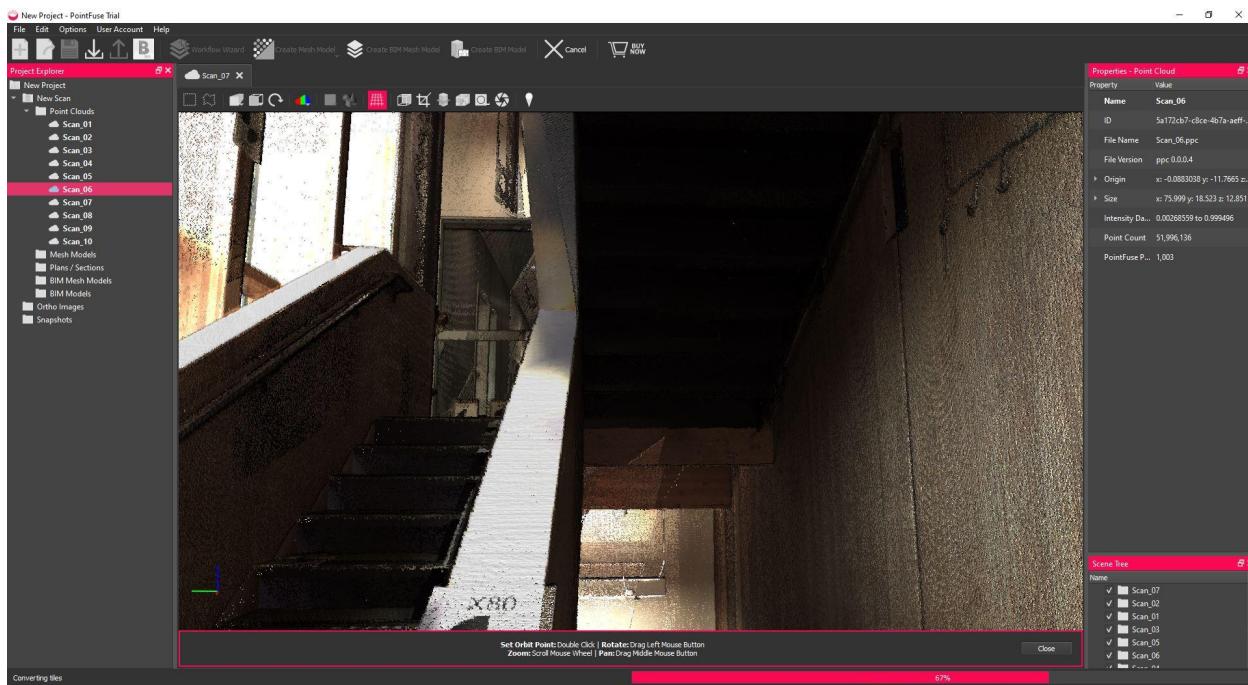


Applying crop to the forestry scan in PointFuse.

Here we can see how accurate and high quality the given scan is. The interior of the building is captured and can clearly be seen.

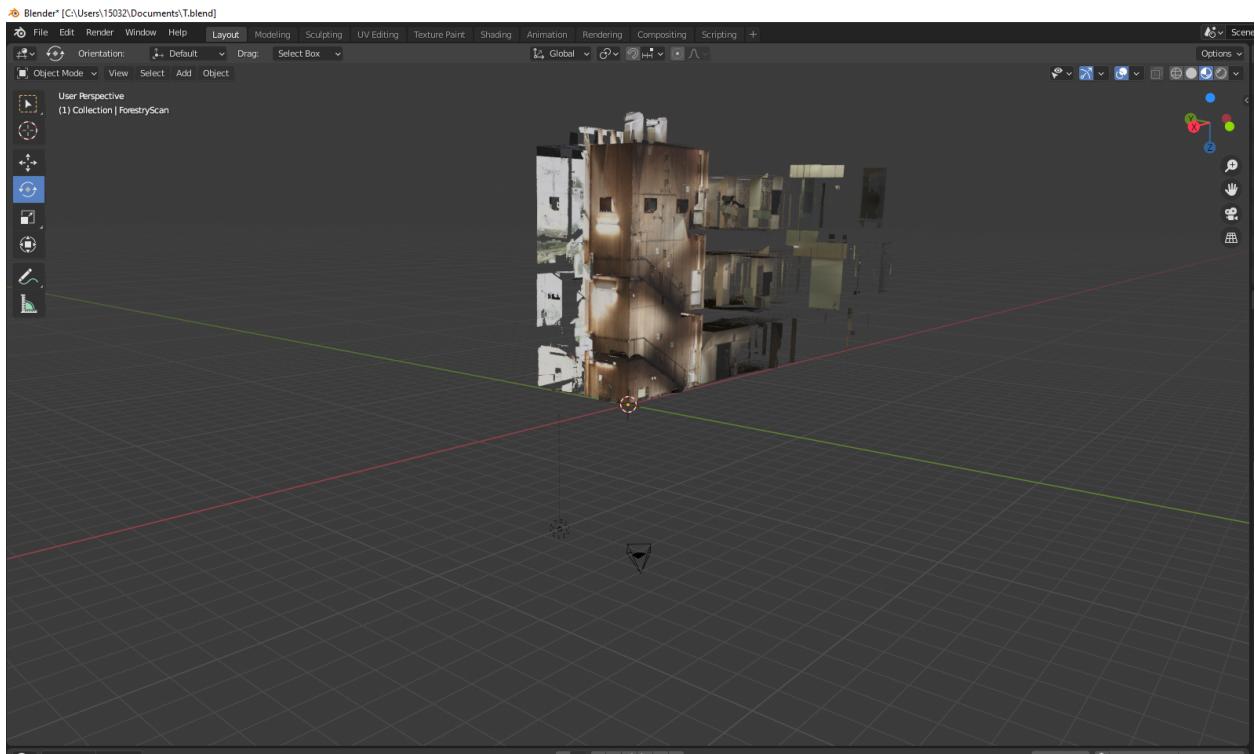


Interior of the scan in PointFuse

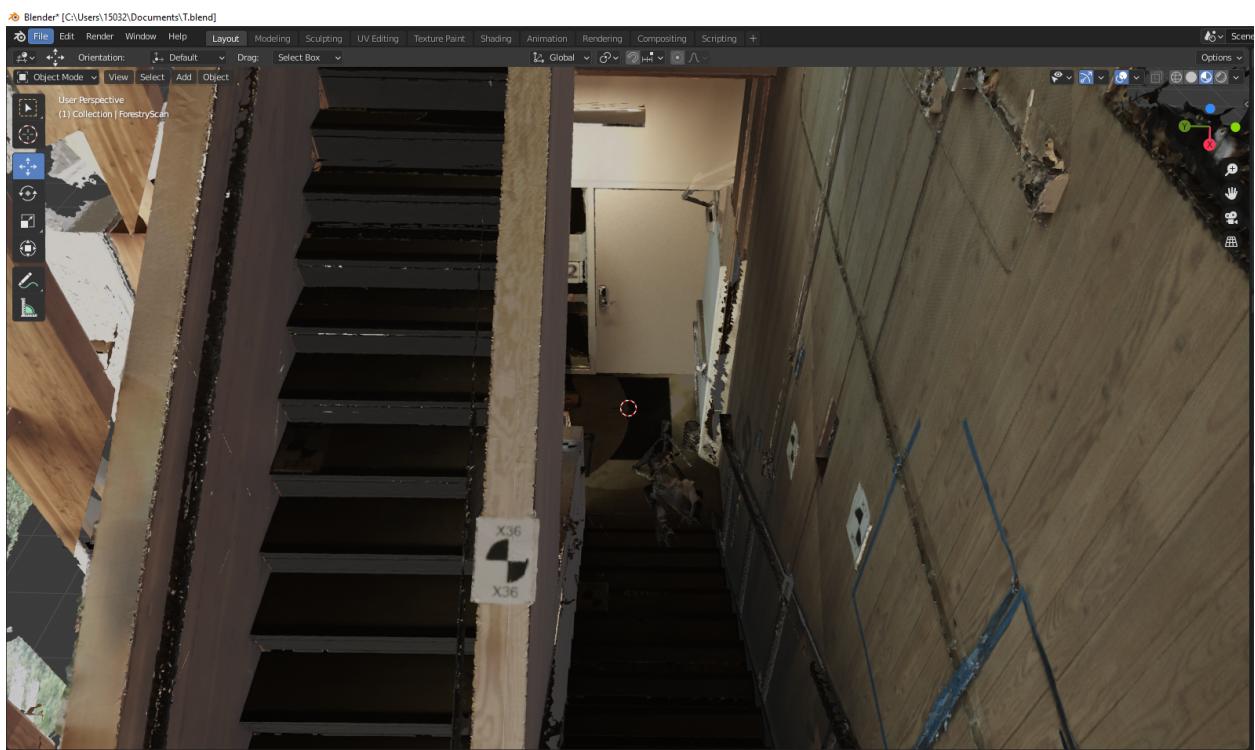


Secondary view on a floor below.

The free trial of PointFuse, in combination with it being timed, also restricts us to three free exports. We exported this scan into an OBJ file to then pass into Blender.



Exported into Blender



Interior view of the scan within Blender.

Videos used to import the LAS point cloud into PointFuse :

[Pointfuse Tutorial 1 Importing and converting a point cloud - YouTube](#)

[Pointufse Tutorial 2 Classifying and exporting 3D Mesh Models mepx - YouTube](#)

[Pointfuse Tutorial 3 - Changing Parameters - YouTube](#)

[Pointfuse Quick Tips - Using the cropping tool - YouTube](#)

Pros and cons of PointFuse :

- Pros :
 - Imports large LAS pointclouds very quickly compared to MeshLab.
 - Automatically combines separate but related pointclouds together, making the creation of meshes very easy.
 - Assigns the texture to the exported OBJ file automatically whereas with MeshLab that has to be done manually.
- Cons :
 - In addition to being on a timed free trial, it also restricts the amount of exports you can do to three.
 - Some of their tutorial videos are not up to date with the modern version of the product.