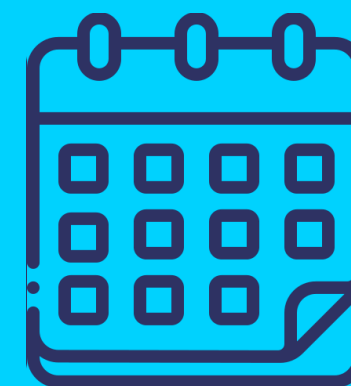


Quick Tips: Validação e Qualidade de Dados com FME

- 01 INTRODUÇÃO
- 02 TRANSFORMERS
- 03 IDENTIFICAÇÃO DE SHORT LINES
- 04 SPIKES
- 05 FILTRO DE GEOMETRIAS



AGENDA



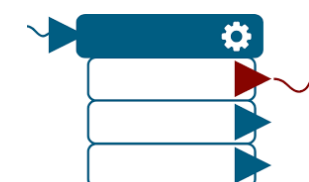
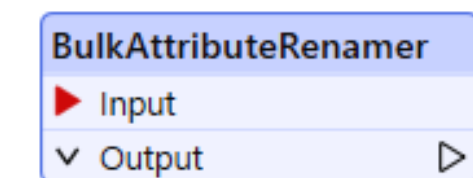
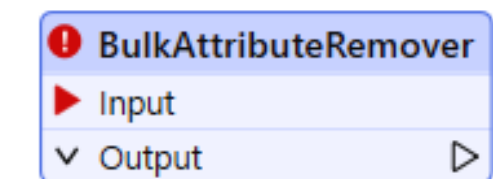
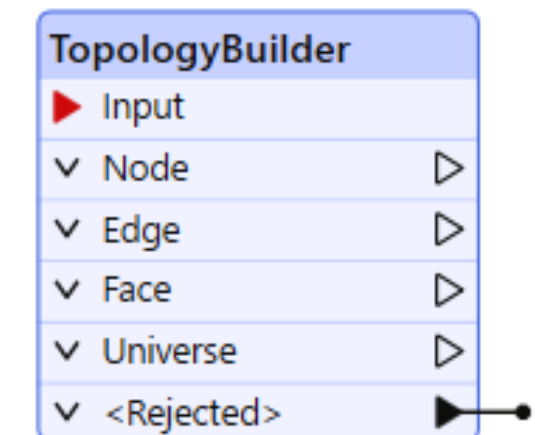
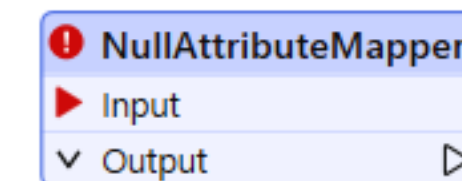
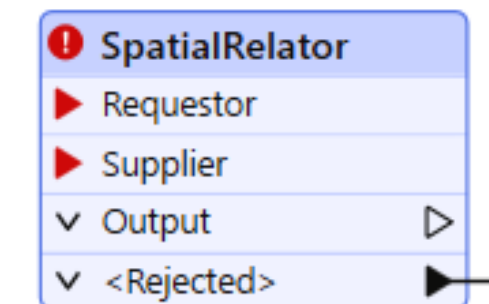
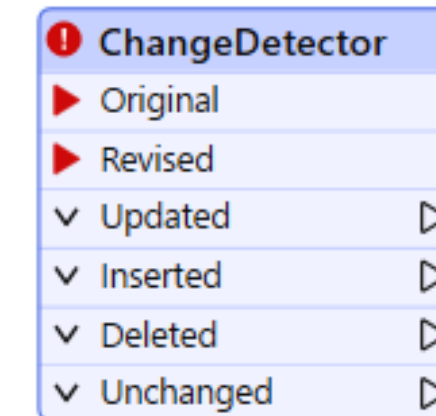
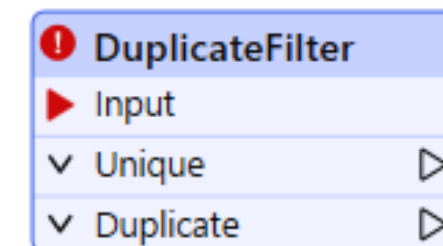
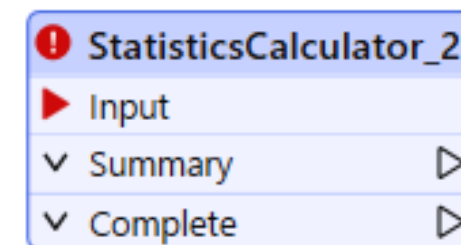
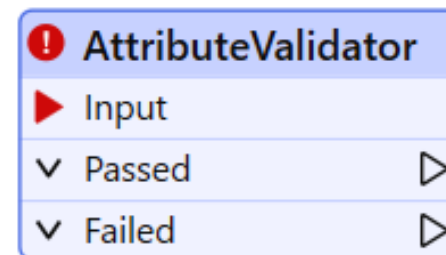
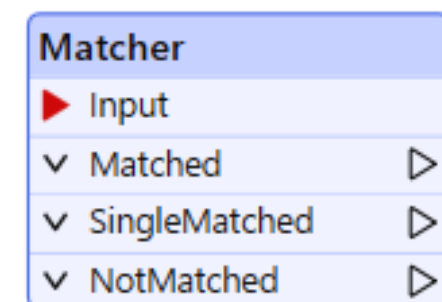
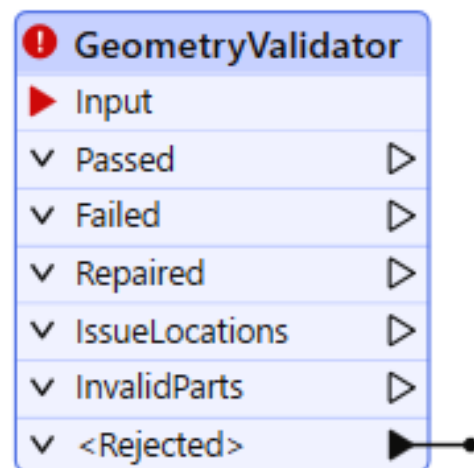
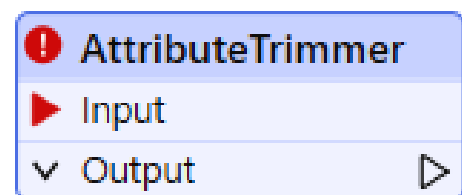
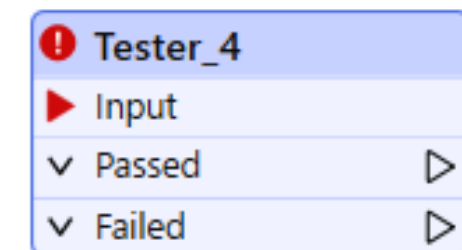
Prazer,

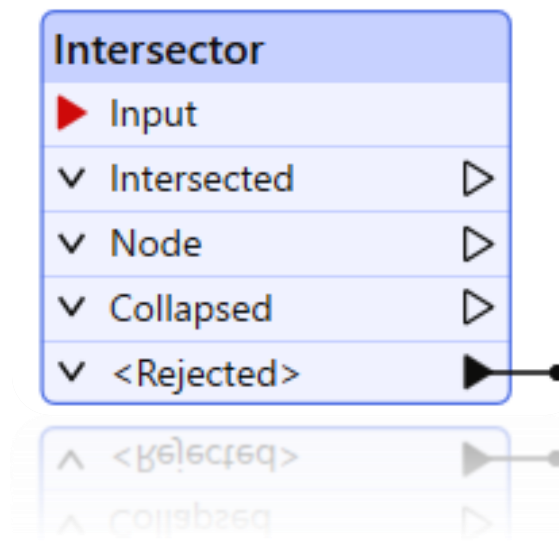
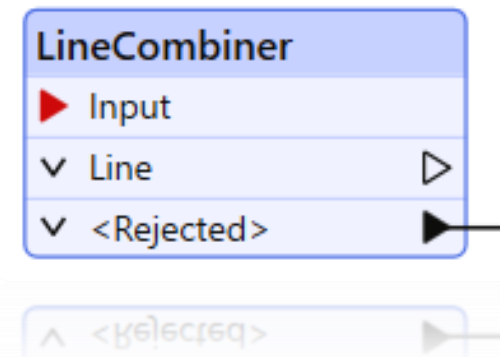
Thiago Brigagão

Sou apaixonado por tecnologias há 17 anos, e minha jornada profissional começou com um simples desejo de ajudar as pessoas através do suporte técnico. Desde então, essa paixão me levou a uma evolução constante, direcionada ao desenvolvimento de software e aplicativos com diversas linguagens, como Delphi, PHP, Python e C#.



TRANSFORMERS

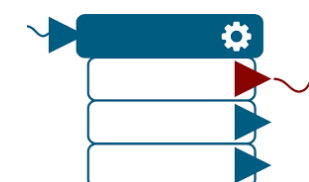




SHORT LINES

OBJETIVO: Identificação de Short Lines

TRANSFORMER: LineCombiner & Intersector

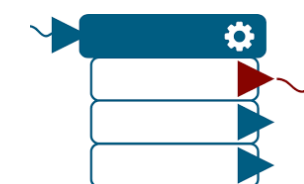
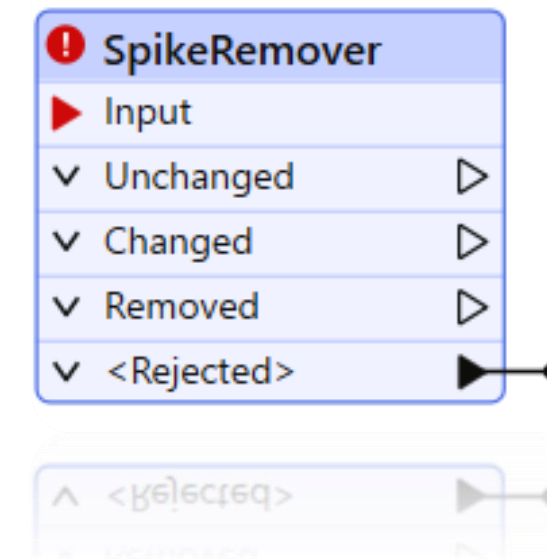




SPIKE

OBJETIVO: Identificação e correção de Spikes

TRANSFORMER: SpikerRemover



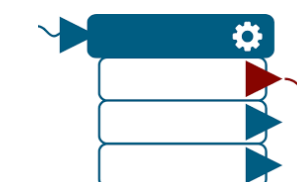
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▶	Input	
▼	Null	▷
▼	Point	▷
▼	Text	▷
▼	Line	▷
▼	Area	▷
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▼	Solid	▷
▼	Raster	▷
▼	PointCloud	▷
▼	VoxelGrid	▷
▼	<Unfiltered>	▷

^	<Unfiltered>	▷
^	VoxelGrid	▷
^	PointCloud	▷

FILTRAGEM DE GEOMETRIA

OBJETIVO: Filtragem e Correção

TRANSFORMER: GeometryFilter



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