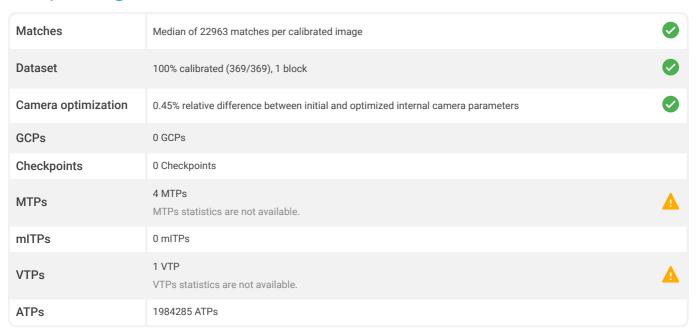
Quality Report PIX4Dmatic v1.68.1





Camera	DJI_FC300S_3.6_4000x3000
Average GSD	6.9 cm
Project CRS	WGS 84 / UTM zone 13N + EGM96 height - EPSG:32613+5773 [EGM96]

Quality check (1)



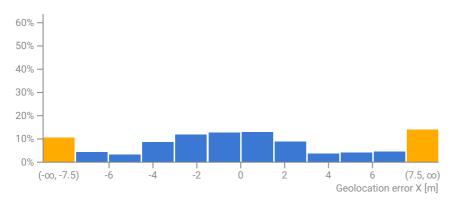


Internal camera parameters

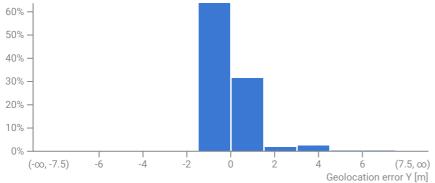
DJI_FC300S_3.6_4000x3000. Sensor dimensions: 6.317 mm x 4.738 mm

	Focal length	Principal point x	Principal point y	R1	R2	R3	T1	T2
Initial	2285.7 px 3.61 mm	2000.0 px 3.159 mm	1500.0 px 2.369 mm	-0.1324380	0.1110560	-0.0158256	0.0001102	0.0001142
Optimized	2296.0 px 3.626 mm	1984.6 px 3.134 mm	1496.3 px 2.363 mm	-0.0088050	0.0095953	0.0029669	-0.0004065	-0.0003250
Uncertainties (Sigma)	4.0 px 0.006 mm	0.0 px 0 mm	0.0 px 0 mm	0.0000000	0.0000000	0.0000000	0.0000000	0.0000000

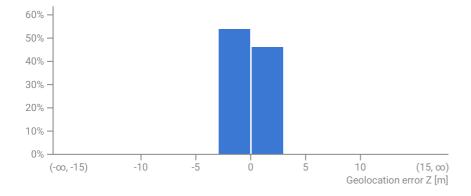
Absolute geolocation variance



	Geolocation error X [m]
Mean	0.053
Median	-0.111
Sigma	5.520
RMS	5.520

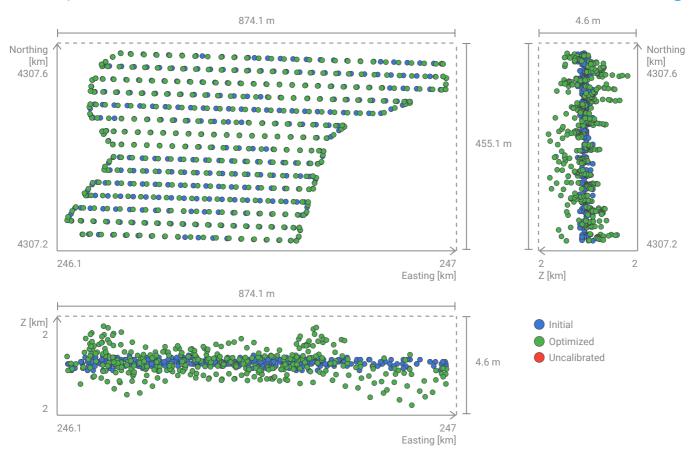


	Geolocation error Y [m]
Mean	0.004
Median	-0.237
Sigma	0.927
RMS	0.927

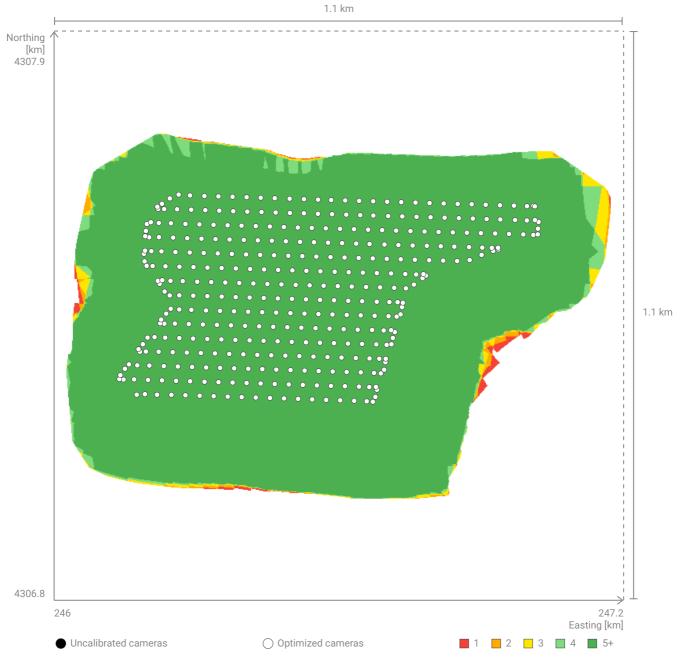


	Geolocation error Z [m]			
Mean	-0.016			
Median	-0.049			
Sigma	0.613			
RMS	0.613			

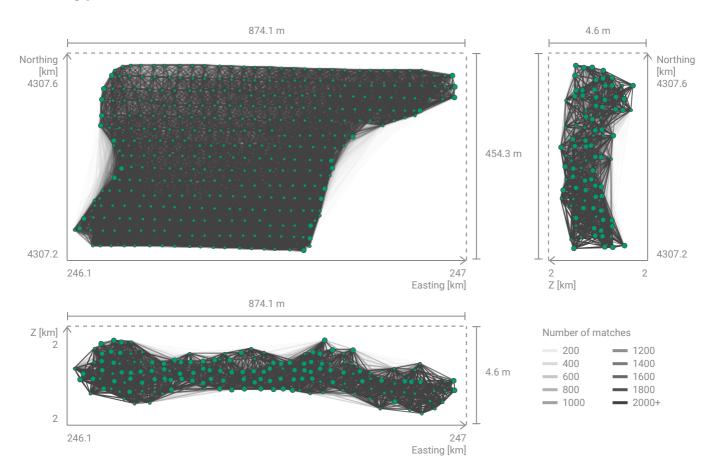
The geolocation error is the difference between the initial and computed camera positions. Plots show the per-axis distributions of geolocation errors across the cameras. Large positive and negative errors are denoted with the orange bins. Note that the image geolocation errors do not correspond to the accuracy of the observed 3D points.



Initial and computed camera positions.



This graph shows the number of overlapping images for each pixel of the DSM preview. For precise 3D modeling and mapping applications, the overlap should be in green, i.e. each pixel should be visible in more than 5 images.



Computed camera positions with links between matched cameras. The opacity of the links indicates the number of matched 2D keypoints between the cameras. Near-transparent links indicate weak links and require manual tie points or more cameras. The different colors identify the distinct calibration blocks. To improve visibility, camera positions may be slightly shifted and multiple cameras may be grouped into a single point on the plot. Group of multiple cameras is indicated by a larger point on the plot.

Tie points



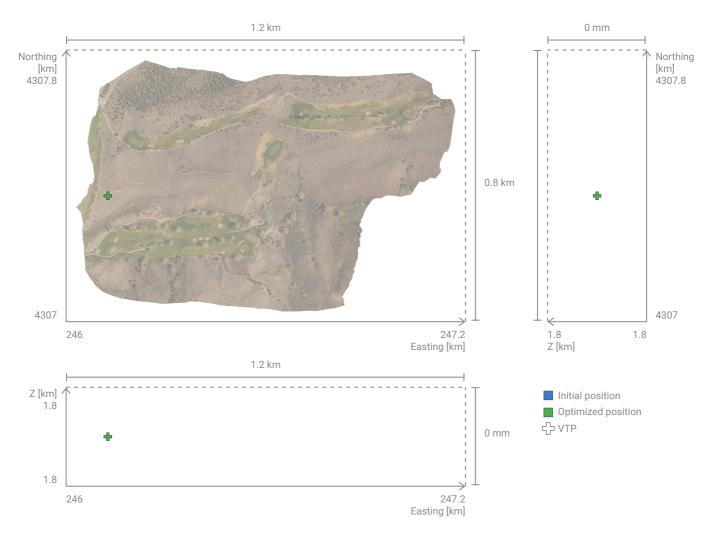
Manual tie points (MTPs)

Label	Verified/Marked
MTP1	0/0
MTP2	0/0
MTP3	0/0
MTP4	0/0

Vertex tie points (VTPs)

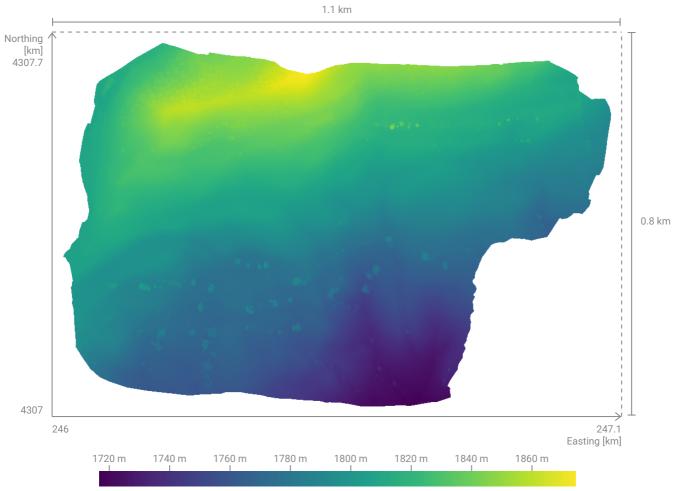
Label	Verified/Marked
VTP2	0/0

Tie point positions



Initial or optimized position of tie points.





PIX4D**matic**

Orthomosaic





Hardware & Settings

0

System information

Hardware: CPU: Intel(R) Core(TM) i9-14900HX, cpus=1, threads=32

RAM: 15.71 GB

GPU: NVIDIA Corporation NVIDIA GeForce RTX 4070 Laptop GPU/PCIe/SSE2 (Driver: 4.1.0 NVIDIA 556.08)

Operating system: Windows 11

Coordinate reference systems

Image coordinate reference system	WGS 84 + EGM96 height - EPSG:4326+5773 [EGM96]
Project coordinate reference system	WGS 84 / UTM zone 13N + EGM96 height - EPSG:32613+5773 [EGM96]

Processing settings

Calibration Outdated	Dense point cloud Outdated	Mesh	DSM Outdated
Template: Large scale and corridor Pipeline: Scalable standard Image scale: 1/1 Internals confidence: Low Max extracted keypoints: Automatic Use automatic ITPs: Disabled	Algorithm: Hardware accelerated Image scale: 1/2 Density: Optimal Min number of matches: 3 Multiscale: Enabled Noise filter: Disabled Sky filter: Disabled Mask-aware: Disabled	Input point cloud: Dense Pipeline: Standard Template: Aerial Texture size: 8192x8192 Deghosting: Weak Decimation: Limit triangle count Maximum triangle count: 1000000 Plane-aware: Disabled Sky mask: Disabled Smoothing: Enabled Mask-aware: Disabled Interior improvement: Disabled	Input point cloud: Dense Interpolation: Enabled Resolution: 6.9 cm/px Surface smoothing: 12 px
9m 41s	10m 5s	4m 58s	32s

