D - Folder tree

Folder tree and contets	Description

[name of 3D reconstruction]

— [nameof3Dreconstruction].GraphML — Extended Matrix file (.GraphML yED)

— 3DMODEL_RB — Reality Based mode (.obj)

— 3DMODEL_SB — Source based model (.obj)

— proxies
    — textures — Proxy model (.obj)

— docs
    — Document
    — Extractor — Validation nodes (jpg, png, txt etc..)
    — Combiner