1. openMVG\_main\_SfMInit\_ImageListing:

sfm\_data.json -> the project file (list relationship between the images and the intrinsic camera model)

1. openMVG\_main\_ComputeFeatures:

\*.feat, \*.desc -> features and descriptor for each view of the file sfm\_data.json

image\_describer.json -> the used Image\_describer configuration

1. openMVG\_main\_ComputeMatches:

matches.putative.bin -> OpenMVG matches index

putative\_matches.svg, PutativeAdjacencyMatrix.svg -> visual file to see the putative image connection as a graph or an adjacency matrix.

matches.X.bin -> the geometric filtered matches (X: e,f,h depending of the geometric model you use (essential, fundamental, homography filter))

geometric\_matches.svg, GeometricAdjacencyMatrix.svg -> visual file to see the geometric image connection as a graph or an adjacency matrix.

1. openMVG\_main\_IncrementalSfM:

initialPair.ply -> the initial 3d reconstruction seed

0000000X\_Resection.ply -> temporary reconstruction results

sfm\_data.bin -> the openMVG SfM-Data scene (to be used by other OpenMVG processes)

cloud\_and\_poses.ply -> PLY equivalent of the sfm\_data.bin file

Reconstruction\_Report.html -> The final statistics about the SfM process

SfMReconstruction\_Report.html -> The reconstruction log (used for debug purpose)

1. openMVG\_main\_ComputeSfM\_DataColor

colorized.ply -> the SfM results with colorized structure (3d points)

1. openMVG\_main\_GlobalSfM:

cameraPath\_translation\_averaging.ply -> The initial results of GlobalSfM (before any BundleAdjustment) - only camera position

initial\_structure.ply -> The structure of the scene computed from the camera position

structure\_00\_\*\*.ply -> Results of the BA steps

sfm\_data.bin -> the openMVG SfM-Data scene (to be used by other OpenMVG processes)

cloud\_and\_poses.ply -> PLY equivalent of the sfm\_data.bin file

Reconstruction\_Report.html -> The final statistics about the SfM process

SfMReconstruction\_Report.html -> The reconstruction log (used for debug purpose)

\*.svg -> graph visualization of the connection of the image at various step of the algorithm

Here the files produced by openMVG\_main\_ComputeStructureFromKnownPoses:

robust.ply -> visible output

robust.bin -> OpenMVG scene output

SfMStructureFromKnownPoses\_Report.html -> report

Reminder:

svg files can be opened by Inkscape or any Webviewer

ply files can be opened by CloudCompare, Meshlab, ...

smf\_data.bin file can be converted to json,xml,ply with openMVG\_main\_ConvertSfM\_DataFormat