
Metashape Python Reference

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OVERVIEW

1.1 Introduction to Python scripting in Metashape Professional

This API is in development and will be extended in the future Metashape releases.

Note: Python scripting is supported only in Metashape Professional edition.

Metashape Professional uses Python 3.5 as a scripting engine.

Python commands and scripts can be executed in Metashape in one of the following ways:

- From Metashape “Console” pane using it as standard Python console.
- From the “Tools” menu using “Run script...” command.
- From command line using “-r” argument and passing the path to the script as an argument.

The following Metashape functionality can be accessed from Python scripts:

- Open/save/create Metashape projects.
- Add/remove chunks, cameras, markers.
- Add/modify camera calibrations, ground control data, assign geographic projections and coordinates.
- Perform processing steps (align photos, build dense cloud, build mesh, texture, decimate model, etc...).
- Export processing results (models, textures, orthophotos, DEMs).
- Access data of generated models, point clouds, images.
- Start and control network processing tasks.

APPLICATION MODULES

Metashape module provides access to the core processing functionality, including support for inspection and manipulation with project data.

The main component of the module is a Document class, which represents a Metashape project. Multiple Document instances can be created simultaneously if needed. Besides that a currently opened project in the application can be accessed using `Metashape.app.document` property.

The following example performs main processing steps on existing project and saves back the results:

```
>>> import Metashape
>>> doc = Metashape.app.document
>>> doc.open("project.psz")
>>> chunk = doc.chunk
>>> chunk.matchPhotos(accuracy=Metashape.HighAccuracy, generic_preselection=True,
↳reference_preselection=False)
>>> chunk.alignCameras()
>>> chunk.buildDepthMaps(quality=Metashape.MediumQuality, filter=Metashape.
↳AggressiveFiltering)
>>> chunk.buildDenseCloud()
>>> chunk.buildModel(surface=Metashape.Arbitrary, interpolation=Metashape.
↳EnabledInterpolation)
>>> chunk.buildUV(mapping=Metashape.GenericMapping)
>>> chunk.buildTexture(blending=Metashape.MosaicBlending, size=4096)
>>> doc.save()
```

class `Metashape.Accuracy`
Alignment accuracy in [HighestAccuracy, HighAccuracy, MediumAccuracy, LowAccuracy, LowestAccuracy]

class `Metashape.Antenna`
GPS antenna position relative to camera.

copy()
Return a copy of the object.
Returns A copy of the object.

Return type *Antenna*

fixed
Fix antenna flag.

Type `bool`

location
Antenna coordinates.

Type *Vector*

location_acc

Antenna location accuracy.

Type *Vector*

location_covariance

Antenna location covariance.

Type *Matrix*

location_ref

Antenna location reference.

Type *Vector*

rotation

Antenna rotation angles.

Type *Vector*

rotation_acc

Antenna rotation accuracy.

Type *Vector*

rotation_covariance

Antenna rotation covariance.

Type *Matrix*

rotation_ref

Antenna rotation reference.

Type *Vector*

class Metashape.Application

Application class provides access to several global application attributes, such as document currently loaded in the user interface, software version and GPU device configuration. It also contains helper routines to prompt the user to input various types of parameters, like displaying a file selection dialog or coordinate system selection dialog among others.

An instance of Application object can be accessed using Metashape.app attribute, so there is usually no need to create additional instances in the user code.

The following example prompts the user to select a new coordinate system, applies it to the active chunk and saves the project under the user selected file name:

```
>>> import Metashape
>>> doc = Metashape.app.document
>>> crs = Metashape.app.getCoordinateSystem("Select Coordinate System", doc.chunk.
↳ crs)
>>> doc.chunk.crs = crs
>>> path = Metashape.app.getSaveFileName("Save Project As")
>>> try:
...     doc.save(path)
... except RuntimeError:
...     Metashape.app.messageBox("Can't save project")
```

class ConsolePane

ConsolePane class provides access to the console pane

clear()

Clear console pane.

contents
 Console pane contents.
Type string

class `Application.PhotosPane`
 PhotosPane class provides access to the photos pane

resetFilter ()
 Reset photos pane filter.

setFilter (*items*)
 Set photos pane filter.
Parameters *items* (list of *Camera* or *Marker*) – filter to apply.

class `Application.Settings`
 PySettings()
 Application settings

load ()
 Load settings from disk.

log_enable
 Enable writing log to file.
Type bool

log_path
 Log file path.
Type string

network_enable
 Network processing enabled flag.
Type bool

network_host
 Network server host name.
Type string

network_path
 Network data root path.
Type string

network_port
 Network server control port.
Type int

save ()
 Save settings on disk.

setValue (*key*, *value*)
 Set settings value. :arg key: Key. :type key: string :arg value: Value. :type value: object

value (*key*)
 Return settings value. :arg key: Key. :type key: string :return: Settings value. :rtype: object

`Application.activated`
 Metashape activation status.
Type bool

`Application.addItem` (*label*, *func* [, *shortcut*] [, *icon*])
 Create a new menu entry.

Parameters

- **label** (*string*) – Menu item label.
- **func** (*function*) – Function to be called.
- **shortcut** (*string*) – Keyboard shortcut.
- **icon** (*string*) – Icon.

`Application.addMenuSeparator` (*label*)
Add menu separator.

Parameters **label** (*string*) – Menu label.

`Application.captureModelView` (*[width][, height][, transparent][, hide_items][, source][, mode]*)
Capture image from model view.

Parameters

- **width** (*int*) – Image width.
- **height** (*int*) – Image height.
- **transparent** (*bool*) – Sets transparent background.
- **hide_items** (*bool*) – Hides all items.
- **source** (*DataSource*) – Data source. Note: `DataSource.DenseCloudData` value is not supported.
- **mode** (*ModelViewMode*) – Model view mode.

Returns Captured image.

Return type *Image*

`Application.captureOrthoView` (*[width][, height][, transparent][, hide_items][, source]*)
Capture image from ortho view.

Parameters

- **width** (*int*) – Image width.
- **height** (*int*) – Image height.
- **transparent** (*bool*) – Sets transparent background.
- **hide_items** (*bool*) – Hides all items.
- **source** (*DataSource*) – Data source.

Returns Captured image.

Return type *Image*

`Application.console`
Console pane.

Type `ConsolePane`

`Application.cpu_enable`
Use CPU when GPU is active.

Type `bool`

`Application.document`
Main application document object.

Type *Document*

`Application.enumGPUDevices()`
Enumerate installed GPU devices.

Returns A list of devices.

Return type list

`Application.getBool(label='')`
Prompt user for the boolean value.

Parameters `label` (*string*) – Optional text label for the dialog.

Returns Boolean value selected by the user.

Return type bool

`Application.getCoordinateSystem([label][, value])`
Prompt user for coordinate system.

Parameters

- `label` (*string*) – Optional text label for the dialog.
- `value` (*CoordinateSystem*) – Default value.

Returns Selected coordinate system. If the dialog was cancelled, None is returned.

Return type *CoordinateSystem*

`Application.getExistingDirectory([hint])`
Prompt user for the existing folder.

Parameters `hint` (*string*) – Optional text label for the dialog.

Returns Path to the folder selected. If the input was cancelled, empty string is returned.

Return type string

`Application.getFloat(label='', value=0)`
Prompt user for the floating point value.

Parameters

- `label` (*string*) – Optional text label for the dialog.
- `value` (*float*) – Default value.

Returns Floating point value entered by the user.

Return type float

`Application.getInt(label='', value=0)`
Prompt user for the integer value.

Parameters

- `label` (*string*) – Optional text label for the dialog.
- `value` (*int*) – Default value.

Returns Integer value entered by the user.

Return type int

`Application.getOpenFileName([hint][, filter])`
Prompt user for the existing file.

Parameters

- **hint** (*string*) – Optional text label for the dialog.
- **filter** (*string*) – Optional file filter, e.g. “Text file (.txt)” or “.txt”. Multiple filters are separated with “;”.

Returns Path to the file selected. If the input was cancelled, empty string is returned.

Return type string

`Application.getOpenFileNames ([hint][, filter])`

Prompt user for one or more existing files.

Parameters

- **hint** (*string*) – Optional text label for the dialog.
- **filter** (*string*) – Optional file filter, e.g. “Text file (.txt)” or “.txt”. Multiple filters are separated with “;”.

Returns List of file paths selected by the user. If the input was cancelled, empty list is returned.

Return type list

`Application.getSaveFileName ([hint][, filter])`

Prompt user for the file. The file does not have to exist.

Parameters

- **hint** (*string*) – Optional text label for the dialog.
- **filter** (*string*) – Optional file filter, e.g. “Text file (.txt)” or “.txt”. Multiple filters are separated with “;”.

Returns Path to the file selected. If the input was cancelled, empty string is returned.

Return type string

`Application.getString (label=’, value=’)`

Prompt user for the string value.

Parameters

- **label** (*string*) – Optional text label for the dialog.
- **value** (*string*) – Default value.

Returns String entered by the user.

Return type string

`Application.gpu_mask`

GPU device bit mask: 1 - use device, 0 - do not use (i.e. value 5 enables device number 0 and 2).

Type int

`Application.messageBox (message)`

Display message box to the user.

Parameters **message** (*string*) – Text message to be displayed.

`Application.photos_pane`

Photos pane.

Type PhotosPane

`Application.quit()`
Exit application.

`Application.settings`
Application settings.

Type Settings

`Application.title`
Application name.

Type string

`Application.update()`
Update user interface during long operations.

`Application.version`
Metashape version.

Type string

`Application.viewpoint`
Viewpoint in the model view.

Type *Viewpoint*

class `Metashape.BlendingMode`
Blending mode in [AverageBlending, MosaicBlending, MinBlending, MaxBlending, DisabledBlending]

class `Metashape.Calibration`
Calibration object contains camera calibration information including image size, focal length, principal point coordinates and distortion coefficients.

b1
Affinity.

Type float

b2
Non-orthogonality.

Type float

copy()
Return a copy of the object.

Returns A copy of the object.

Return type *Calibration*

covariance_matrix
Covariance matrix.

Type *Matrix*

covariance_params
Covariance matrix parameters.

Type list of string

cx
Principal point X coordinate.

Type float

cy

Principal point Y coordinate.

Type float

error (*point*, *proj*)

Returns projection error.

Parameters

- **point** (*Vector*) – Coordinates of the point to be projected.
- **proj** (*Vector*) – Pixel coordinates of the point.

Returns 2D projection error.

Return type *Vector*

f

Focal length.

Type float

height

Image height.

Type int

k1

Radial distortion coefficient K1.

Type float

k2

Radial distortion coefficient K2.

Type float

k3

Radial distortion coefficient K3.

Type float

k4

Radial distortion coefficient K4.

Type float

load (*path*, *format*='xml')

Loads calibration from file.

Parameters

- **path** (*string*) – path to calibration file
- **format** (*string*) – Calibration format in ['xml', 'australis', 'australis7', 'photomodeler', 'calibcam', 'calcam', 'inpho', 'usgs', 'opencv'].

Returns success of operation

Return type bool

p1

Tangential distortion coefficient P1.

Type float

p2
Tangential distortion coefficient P2.

Type float

p3
Tangential distortion coefficient P3.

Type float

p4
Tangential distortion coefficient P4.

Type float

project (*point*)

Returns projected pixel coordinates of the point.

Parameters **point** (*Vector*) – Coordinates of the point to be projected.

Returns 2D projected point coordinates.

Return type *Vector*

save (*path*, *format*=*'xml'* [, *pixel_size*] [, *label*])

Saves calibration to file.

Parameters

- **path** (*string*) – path to calibration file
- **format** (*string*) – Calibration format in [*'xml'*, *'australis'*, *'australis7'*, *'photomodeler'*, *'calibcam'*, *'calcam'*, *'inpho'*, *'usgs'*, *'opencv'*].
- **pixel_size** (*Vector*) – Pixel size in mm used to convert normalized calibration coefficients to Australis and CalibCam coefficients.
- **label** (*string*) – Calibration label used in Australis, CalibCam and CalCam formats.

Returns success of operation

Return type bool

type

Camera model.

Type *Sensor.Type*

unproject (*point*)

Returns direction corresponding to the image point.

Parameters **point** (*Vector*) – Pixel coordinates of the point.

Returns 3D vector in the camera coordinate system.

Return type *Vector*

width

Image width.

Type int

class Metashape.**Camera**

Camera instance

```
>>> import Metashape
>>> chunk = Metashape.app.document.addChunk()
>>> chunk.addPhotos(["IMG_0001.jpg", "IMG_0002.jpg"])
>>> camera = chunk.cameras[0]
>>> camera.photo.meta["Exif/FocalLength"]
'18'
```

The following example describes how to create multispectral camera layout:

```
>>> import Metashape
>>> doc = Metashape.app.document
>>> chunk = doc.chunk
>>> rgb = ["RGB_0001.JPG", "RGB_0002.JPG", "RGB_0003.JPG"]
>>> nir = ["NIR_0001.JPG", "NIR_0002.JPG", "NIR_0003.JPG"]
>>> images = [[rgb[0], nir[0]], [rgb[1], nir[1]], [rgb[2], nir[2]]]
>>> chunk.addPhotos(images, Metashape.MultiplaneLayout)
```

class Reference

Camera reference data.

accuracy

Camera location accuracy.

Type *Vector*

enabled

Location enabled flag.

Type *bool*

location

Camera coordinates.

Type *Vector*

location_accuracy

Camera location accuracy.

Type *Vector*

location_enabled

Location enabled flag.

Type *bool*

rotation

Camera rotation angles.

Type *Vector*

rotation_accuracy

Camera rotation accuracy.

Type *Vector*

rotation_enabled

Rotation enabled flag.

Type *bool*

class Camera.Type

Camera type in [Regular, Keyframe]

Camera.calibration

Adjusted camera calibration including photo-invariant parameters.

Type *Calibration*

Camera.center
Camera station coordinates for the photo in the chunk coordinate system.

Type *Vector*

Camera.chunk
Chunk the camera belongs to.

Type *Chunk*

Camera.enabled
Enables/disables the photo.

Type bool

Camera.error (*point*, *proj*)
Returns projection error.

Parameters

- **point** (*Vector*) – Coordinates of the point to be projected.
- **proj** (*Vector*) – Pixel coordinates of the point.

Returns 2D projection error.

Return type *Vector*

Camera.frames
Camera frames.

Type list of *Camera*

Camera.group
Camera group.

Type *CameraGroup*

Camera.image ()
Returns image data.

Returns Image data.

Return type *Image*

Camera.key
Camera identifier.

Type int

Camera.label
Camera label.

Type string

Camera.layer_index
Camera layer index.

Type int

Camera.location_covariance
Camera location covariance.

Type *Matrix*

Camera.mask
Camera mask.

Type *Mask*

Camera.**master**

Master camera.

Type *Camera*

Camera.**meta**

Camera meta data.

Type *MetaData*

Camera.**open** (*path* [, *layer*])

Loads specified image file.

Parameters

- **path** (*string*) – Path to the image file to be loaded.
- **layer** (*int*) – Optional layer index in case of multipage files.

Camera.**orientation**

Image orientation (1 - normal, 6 - 90 degree, 3 - 180 degree, 8 - 270 degree).

Type *int*

Camera.**photo**

Camera photo.

Type *Photo*

Camera.**planes**

Camera planes.

Type list of *Camera*

Camera.**project** (*point*)

Returns coordinates of the point projection on the photo.

Parameters **point** (*Vector*) – Coordinates of the point to be projected.

Returns 2D point coordinates.

Return type *Vector*

Camera.**reference**

Camera reference data.

Type *CameraReference*

Camera.**rotation_covariance**

Camera rotation covariance.

Type *Matrix*

Camera.**selected**

Selects/deselects the photo.

Type *bool*

Camera.**sensor**

Camera sensor.

Type *Sensor*

Camera.**shutter**

Camera shutter.

Type *Shutter*

Camera.**thumbnail**
Camera thumbnail.

Type *Thumbnail*

Camera.**transform**
4x4 matrix describing photo location in the chunk coordinate system.

Type *Matrix*

Camera.**type**
Camera type.

Type *Camera.Type*

Camera.**unproject** (*point*)
Returns coordinates of the point which will have specified projected coordinates.

Parameters **point** (*Vector*) – Projection coordinates.

Returns 3D point coordinates.

Return type *Vector*

Camera.**vignetting**
Vignetting for each band.

Type list of *Vignetting*

class Metashape.**CameraGroup**

CameraGroup objects define groups of multiple cameras. The grouping is established by assignment of a CameraGroup instance to the Camera.group attribute of participating cameras.

The type attribute of CameraGroup instances defines the effect of such grouping on processing results and can be set to Folder (no effect) or Station (coincident projection centers).

class **Type**

Camera group type in [Folder, Station]

CameraGroup.**label**
Camera group label.

Type string

CameraGroup.**selected**
Current selection state.

Type bool

CameraGroup.**type**
Camera group type.

Type *CameraGroup.Type*

class Metashape.**CameraTrack**

Camera track.

chunk

Chunk the camera track belongs to.

Type *Chunk*

duration

Animation duration.

Type float

field_of_view

Vertical field of view in degrees.

Type float

keyframes

Camera track keyframes.

Type list of *Camera*

label

Animation label.

Type string

load (*path* [, *projection*])

Load camera track from file.

Parameters

- **path** (*string*) – Path to camera track file
- **projection** (*CoordinateSystem*) – Camera track coordinate system.

meta

Camera track meta data.

Type *MetaData*

save (*path* [, *projection*])

Save camera track to file.

Parameters

- **path** (*string*) – Path to camera track file
- **projection** (*CoordinateSystem*) – Camera track coordinate system.

class *Metashape*.**CamerasFormat**

Camera orientation format in [CamerasFormatXML, CamerasFormatCHAN, CamerasFormatBoujou, CamerasFormatBundler, CamerasFormatOPK, CamerasFormatPATB, CamerasFormatBINGO, CamerasFormatORIMA, CamerasFormatAeroSys, CamerasFormatInpho, CamerasFormatSummit, CamerasFormatBlocksExchange, CamerasFormatRZML, CamerasFormatVisionMap, CamerasFormatABC, CamerasFormatFBX]

class *Metashape*.**Chunk**

A Chunk object:

- provides access to all chunk components (sensors, cameras, camera groups, markers, scale bars)
- contains data inherent to individual frames (point cloud, model, etc)
- implements processing methods (matchPhotos, alignCameras, buildDenseCloud, buildModel, etc)
- provides access to other chunk attributes (transformation matrix, coordinate system, meta-data, etc..)

New components can be created using corresponding addXXX methods (addSensor, addCamera, addCameraGroup, addMarker, addScalebar, addFrame). Removal of components is supported by a single remove method, which can accept lists of various component types.

In case of multi-frame chunks the Chunk object contains an additional reference to the particular chunk frame, initialized to the current frame by default. Various methods that work on a per frame basis (matchPhotos, buildModel, etc) are applied to this particular frame. A frames attribute can be used to obtain a list of Chunk objects that reference all available frames.

The following example performs image matching and alignment for the active chunk:

```
>>> import Metashape
>>> chunk = Metashape.app.document.chunk
>>> for frame in chunk.frames:
...     frame.matchPhotos(accuracy=Metashape.HighAccuracy)
>>> chunk.alignCameras()
```

addCamera ([*sensor*])

Add new camera to the chunk.

Parameters **sensor** (*Sensor*) – Sensor to be assigned to this camera.

Returns Created camera.

Return type *Camera*

addCameraGroup ()

Add new camera group to the chunk.

Returns Created camera group.

Return type *CameraGroup*

addCameraTrack ()

Add new camera track to the chunk.

Returns Created camera track.

Return type *CameraTrack*

addDenseCloud ()

Add new dense cloud to the chunk.

Returns Created dense cloud.

Return type *DenseCloud*

addDepthMaps ()

Add new depth maps set to the chunk.

Returns Created depth maps set.

Return type *DepthMaps*

addElevation ()

Add new elevation model to the chunk.

Returns Created elevation model.

Return type *Elevation*

addFrame ()

Add new frame to the chunk.

Returns Created frame.

Return type *Frame*

addFrames (*chunk*[, *frames*][, *items*][, *progress*])

Add frames from specified chunk.

Parameters

- **chunk** (*Chunk*) – Chunk to copy frames from.
- **frames** (list of *Frame*) – Optional list of frames to be copied.

- **items** (list of *DataSource*) – A list of items to copy.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

addMarker (*[point]*, *visibility=False*)

Add new marker to the chunk.

Parameters

- **point** (*Vector*) – Point to initialize marker projections.
- **visibility** (*bool*) – Enables visibility check during projection assignment.

Returns Created marker.

Return type *Marker*

addMarkerGroup ()

Add new marker group to the chunk.

Returns Created marker group.

Return type *MarkerGroup*

addModel ()

Add new model to the chunk.

Returns Created model.

Return type *Model*

addOrthomosaic ()

Add new orthomosaic to the chunk.

Returns Created orthomosaic.

Return type *Orthomosaic*

addPhotos (*filenames* [, *layout*], *strip_extensions=True* [, *progress*])

Add a list of photos to the chunk.

Parameters

- **filenames** (*list of string*) – A list of file paths.
- **layout** (*ImageLayout*) – Image layout in the chunk.
- **strip_extensions** (*bool*) – Strip file extensions from camera labels.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

addScalebar (*point1*, *point2*)

Add new scale bar to the chunk.

Parameters

- **point1** (*Marker* or *Camera*) – First endpoint.
- **point2** – Second endpoint.

Returns Created scale bar.

Return type *Scalebar*

addScalebarGroup ()

Add new scale bar group to the chunk.

Returns Created scale bar group.

Return type *ScalebarGroup*

addSensor ()

Add new sensor to the chunk.

Returns Created sensor.

Return type *Sensor*

addTiledModel ()

Add new tiled model to the chunk.

Returns Created tiled model.

Return type *TiledModel*

alignCameras ([*cameras*] [, *min_image*], *adaptive_fitting=False* [, *progress*])

Perform photo alignment for the chunk.

Parameters

- **cameras** (list of *Camera*) – A list of cameras to be aligned to the existing cameras.
- **min_image** (*int*) – Minimum number of point projections.
- **adaptive_fitting** (*bool*) – Enables adaptive fitting of distortion coefficients.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

buildContours (*source_data=ElevationData*, *interval=1* [, *min_value*] [, *max_value*], *prevent_intersections=False* [, *progress*])

Build contours for the chunk.

Parameters

- **source_data** (*DataSource*) – Source data for contour generation.
- **interval** (*float*) – Contour interval.
- **min_value** (*float*) – Minimum value of contour range.
- **max_value** (*float*) – Maximum value of contour range.
- **prevent_intersections** (*bool*) – Prevent contour intersections.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

buildDem (*source=DenseCloudData*, *interpolation=EnabledInterpolation* [, *projection*] [, *region*] [, *classes*], *flip_x=False*, *flip_y=False*, *flip_z=False* [, *progress*])

Build elevation model for the chunk.

Parameters

- **source** (*DataSource*) – Selects between dense point cloud and sparse point cloud. If not specified, uses dense cloud if available.
- **interpolation** (*Interpolation*) – Interpolation mode.
- **projection** (*OrthoProjection* or *CoordinateSystem* or *Matrix*) – Sets output projection.
- **region** (*tuple of 4 floats*) – Region to be exported in the (x0, y0, x1, y1) format.
- **classes** (list of *PointClass*) – List of dense point classes to be used for surface extraction.
- **flip_x** (*bool*) – Flip X axis direction.

- **flip_y** (*bool*) – Flip X axis direction.
- **flip_z** (*bool*) – Flip X axis direction.
- **progress** (*Callable[[float], None]*) – Progress callback.

buildDenseCloud (*point_colors=True, keep_depth=True, max_neighbors=100[, progress]*)

Generate dense cloud for the chunk.

Parameters

- **point_colors** (*bool*) – Enables/disables point colors calculation.
- **keep_depth** (*bool*) – Enables keep depth maps option.
- **max_neighbors** (*int*) – Maximum number of neighbor images to use for depth map filtering.
- **progress** (*Callable[[float], None]*) – Progress callback.

buildDepthMaps (*quality=MediumQuality, filter=MildFiltering[, cameras], reuse_depth=True[, max_neighbors][, progress]*)

Generate depth maps for the chunk.

Parameters

- **quality** (*Quality*) – Depth map quality.
- **filter** (*FilterMode*) – Depth map filtering level.
- **cameras** (list of *Camera*) – A list of cameras to be processed.
- **reuse_depth** (*bool*) – Enables reuse depth maps option.
- **max_neighbors** (*int*) – Maximum number of neighbor images to use for depth map generation.
- **progress** (*Callable[[float], None]*) – Progress callback.

buildModel (*surface=Arbitrary, interpolation=EnabledInterpolation, face_count=MediumFaceCount[, source][, classes], vertex_colors=True, volumetric_masks=False, keep_depth=True[, progress]*)

Generate model for the chunk frame.

Parameters

- **surface** (*SurfaceType*) – Type of object to be reconstructed.
- **interpolation** (*Interpolation*) – Interpolation mode.
- **face_count** (*FaceCount* or *int*) – Target face count.
- **source** (*DataSource*) – Selects between dense point cloud, sparse point cloud and depth maps. If not specified, uses dense cloud if available.
- **classes** (list of *PointClass*) – List of dense point classes to be used for surface extraction.
- **vertex_colors** (*bool*) – Enables/disables vertex colors calculation.
- **volumetric_masks** (*bool*) – Enables/disables strict volumetric masking.
- **keep_depth** (*bool*) – Enables keep depth maps option.
- **progress** (*Callable[[float], None]*) – Progress callback.

buildOrthomosaic (*surface=ElevationData*, *blending=MosaicBlending*, *fill_holes=True*,
cull_faces=False, *refine_seamlines=False* [, *projection*] [, *region*] [, *dx*] [, *dy*]
 [, *flip_x=False*, *flip_y=False*, *flip_z=False* [, *progress*])
 Build orthomosaic for the chunk.

Parameters

- **surface** (*DataSource*) – Orthorectification surface.
- **blending** (*BlendingMode*) – Orthophoto blending mode.
- **fill_holes** (*bool*) – Enable hole filling.
- **cull_faces** (*bool*) – Enable back-face culling.
- **refine_seamlines** (*bool*) – Refine seamlines based on image content.
- **projection** (*OrthoProjection* or *CoordinateSystem* or *Matrix*) – Sets output projection.
- **region** (*tuple of 4 floats*) – Region to be exported in the (x0, y0, x1, y1) format.
- **dx** (*float*) – Pixel size in the X dimension in projected units.
- **dy** (*float*) – Pixel size in the Y dimension in projected units.
- **flip_x** (*bool*) – Flip X axis direction.
- **flip_y** (*bool*) – Flip X axis direction.
- **flip_z** (*bool*) – Flip X axis direction.
- **progress** (*Callable[[float], None]*) – Progress callback.

buildPoints (*error=10* [, *min_image*] [, *progress*])
 Rebuild point cloud for the chunk.

Parameters

- **error** (*float*) – Reprojection error threshold.
- **min_image** (*int*) – Minimum number of point projections.
- **progress** (*Callable[[float], None]*) – Progress callback.

buildSeamlines (*epsilon=1.5* [, *progress*])
 Generate shapes for orthomosaic seamlines.

Parameters

- **epsilon** (*float*) – Contour simplification threshold.
- **progress** (*Callable[[float], None]*) – Progress callback.

buildTexture (*blending=MosaicBlending*, *size=2048*, *fill_holes=True*, *ghosting_filter=True* [, *cameras*] [, *progress*])
 Generate texture for the chunk.

Parameters

- **blending** (*BlendingMode*) – Texture blending mode.
- **size** (*int*) – Texture size.
- **fill_holes** (*bool*) – Enables hole filling.
- **ghosting_filter** (*bool*) – Enables ghosting filter.

- **cameras** (list of *Camera*) – A list of cameras to be used for texturing.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

buildTiledModel (*pixel_size*, *tile_size*=256[, *source*], *face_count*=4000, *ghosting_filter*=*True*,
transfer_texture=*False*, *keep_depth*=*True*[, *progress*])
Build tiled model for the chunk.

Parameters

- **pixel_size** (*float*) – Target model resolution in meters.
- **tile_size** (*int*) – Size of tiles in pixels.
- **source** (*DataSource*) – Selects between depth maps, dense point cloud and mesh. If not specified, uses dense cloud if available.
- **face_count** (*TiledModel.FaceCount* or *int*) – Number of faces per megapixel of texture resolution.
- **ghosting_filter** (*bool*) – Enables ghosting filter.
- **transfer_texture** (*bool*) – Transfer source model texture to tiled model.
- **keep_depth** (*bool*) – Enables keep depth maps option.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

buildUV (*mapping*=*GenericMapping*, *count*=1, *adaptive_resolution*=*False*[, *camera*][, *progress*])
Generate uv mapping for the model.

Parameters

- **mapping** (*MappingMode*) – Texture mapping mode.
- **count** (*int*) – Texture count.
- **adaptive_resolution** (*bool*) – Enable adaptive face detailization.
- **camera** (*Camera*) – Camera to be used for texturing in MappingCamera mode.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

calibrateColors (*source_data*=*ModelData*, *color_balance*=*False*[, *cameras*][, *progress*])
Perform radiometric calibration.

Parameters

- **source_data** (*DataSource*) – Source data for calibration.
- **color_balance** (*bool*) – Turn color balance compensation on/off.
- **cameras** (list of *Camera*) – List of cameras to process.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

calibrateReflectance (*use_reflectance_panels*=*True*, *use_sun_sensor*=*False*[, *progress*])
Calibrate reflectance factors based on calibration panels and/or sun sensor.

Parameters

- **use_reflectance_panels** (*bool*) – Use calibrated reflectance panels.
- **use_sun_sensor** (*bool*) – Apply irradiance sensor measurements.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

camera_crs

Coordinate system used for camera reference data.

Type *CoordinateSystem*

camera_groups

List of camera groups in the chunk.

Type list of *CameraGroup*

camera_location_accuracy

Expected accuracy of camera coordinates in meters.

Type *Vector*

camera_rotation_accuracy

Expected accuracy of camera orientation angles in degrees.

Type *Vector*

camera_track

Camera track.

Type *CameraTrack*

camera_tracks

List of camera tracks in the chunk.

Type list of *CameraTrack*

cameras

List of Regular and Keyframe cameras in the chunk.

Type list of *Camera*

cir_transform

CIR calibration matrix.

Type *CirTransform*

copy (*[frames]* [*items*], *keypoints=True* [, *progress*])

Make a copy of the chunk.

Parameters

- **frames** (list of *Frame*) – Optional list of frames to be copied.
- **items** (list of *DataSource*) – A list of items to copy.
- **keypoints** (*bool*) – copy key points data.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

Returns Copy of the chunk.

Return type *Chunk*

crs

Coordinate system used for reference data.

Type *CoordinateSystem*

decimateModel (*face_count* [, *progress*])

Decimate the model to the specified face count.

Parameters

- **face_count** (*int*) – Target face count.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

dense_cloud

Default dense point cloud for the current frame.

Type *DenseCloud*

dense_clouds

List of dense clouds for the current frame.

Type list of *DenseCloud*

depth_maps

Default depth maps set for the current frame.

Type *DepthMaps*

depth_maps_sets

List of depth maps sets for the current frame.

Type list of *DepthMaps*

detectFiducials (*[progress]*)

Detect fiducial marks on film cameras.

Parameters **progress** (*Callable[[float], None]*) – Progress callback.

detectMarkers (*type=TargetCircular12bit, tolerance=50, filter_mask=False, inverted=False, noparity=False, maximum_residual=5, minimum_size, minimum_dist, cameras, progress*)

Create markers from coded targets.

Parameters

- **type** (*TargetType*) – Type of targets.
- **tolerance** (*int*) – Detector tolerance (0 - 100).
- **filter_mask** (*bool*) – Ignore masked image regions.
- **inverted** (*bool*) – Detect markers on black background.
- **noparity** (*bool*) – Disable parity checking.
- **maximum_residual** (*float*) – Maximum residual for non-coded targets in pixels..
- **minimum_size** (*int*) – Minimum target radius in pixels to be detected (CrossTarget type only).
- **minimum_dist** (*int*) – Minimum distance between targets in pixels (CrossTarget type only).
- **cameras** (list of *Camera*) – Optional list of cameras to be processed.
- **progress** (*Callable[[float], None]*) – Progress callback.

elevation

Default elevation model for the current frame.

Type *Elevation*

elevations

List of elevation models for the current frame.

Type list of *Elevation*

enabled

Enables/disables the chunk.

Type *bool*

estimateImageQuality (*cameras*, *filter_mask=False*, *progress*)

Estimate image quality.

Parameters

- **cameras** (*list of int*) – List of cameras to be analyzed.
- **filter_mask** (*bool*) – Constrain analyzed image region by mask.
- **progress** (*Callable[[float], None]*) – Progress callback.

euler_angles

Euler angles triplet used for rotation reference.

Type *EulerAngles*

exportCameras (*path*, *format=CamerasFormatXML*, *projection*, *export_points=True*, *export_markers=False*, *use_labels=False*, *rotation_order=RotationOrderXYZ*, *progress*)

Export point cloud and/or camera positions.

Parameters

- **path** (*string*) – Path to output file.
- **format** (*CamerasFormat*) – Export format.
- **projection** (*CoordinateSystem*) – Output coordinate system.
- **export_points** (*bool*) – Enables/disables export of automatic tie points.
- **export_markers** (*bool*) – Enables/disables export of manual matching points.
- **use_labels** (*bool*) – Enables/disables label based item identifiers.
- **rotation_order** (*RotationOrder*) – Rotation order (CHAN format only)
- **progress** (*Callable[[float], None]*) – Progress callback.

exportDem (*path*, *format*, *image_format*, *raster_transform=RasterTransformNone*, *projection*, *region*, *dx*, *dy*, *blockw*, *blockh*, *width*, *height*, *world_transform*, *nodata=-32767*, *write_kml=False*, *write_world=False*, *write_scheme=False*, *image_description*, *tiff_big=False*, *tiff_tiled=True*, *tiff_overviews=True*, *network_links=True*, *min_zoom_level*, *max_zoom_level*, *progress*)

Export digital elevation model.

Parameters

- **path** (*string*) – Path to output DEM.
- **format** (*RasterFormat*) – Export format.
- **image_format** (*ImageFormat*) – Tile format.
- **raster_transform** (*RasterTransformType*) – Raster transformation. Can be *RasterTransformNone* or *RasterTransformPalette*.
- **projection** (*OrthoProjection* or *CoordinateSystem*) – Output coordinate system.
- **region** (*tuple of 4 floats*) – Region to be exported in the (x0, y0, x1, y1) format.
- **dx** (*float*) – Pixel size in the X dimension in projected units.
- **dy** (*float*) – Pixel size in the Y dimension in projected units.
- **blockw** (*int*) – Specifies block width of the DEM mosaic in pixels.

- **blockh** (*int*) – Specifies block height of the DEM mosaic in pixels.
- **width** (*int*) – Total width of the orthomosaic in pixels.
- **height** (*int*) – Total height of the orthomosaic in pixels.
- **world_transform** (*Matrix*) – 2x3 raster-to-world transformation matrix.
- **nodata** (*float*) – No-data value.
- **write_kml** (*bool*) – Enables/disables kml file generation.
- **write_world** (*bool*) – Enables/disables world file generation.
- **write_scheme** (*bool*) – Enables/disables tile scheme files generation.
- **image_description** (*string*) – Optional description to be added to image files.
- **tiff_big** (*bool*) – Enables/disables BigTIFF compression for TIFF files.
- **tiff_tiled** (*bool*) – Export tiled TIFF.
- **tiff_overviews** (*bool*) – Enables/disables image pyramid deneration for TIFF files.
- **network_links** (*bool*) – Enables/disables network links generation for KMZ format.
- **min_zoom_level** (*int*) – Minimum zoom level (Google Map Tiles, MBTiles and World Wind Tiles formats only).
- **max_zoom_level** (*int*) – Maximum zoom level (Google Map Tiles, MBTiles and World Wind Tiles formats only).
- **progress** (*Callable[[float], None]*) – Progress callback.

exportMarkers (*path*[, *projection*])

Export markers.

Parameters

- **path** (*string*) – Path to output file.
- **projection** (*CoordinateSystem*) – Output coordinate system.

exportModel (*path*, *binary=True*, *precision=6*, *texture_format=ImageFormatJPEG*, *texture=True*, *uv=True*, *normals=True*, *colors=True*, *cameras=True*, *markers=True*, *udim=False*, *alpha=False*, *strip_extensions=False*, *raster_transform=RasterTransformNone*, *colors_rgb_8bit=True*[, *comment*][, *format*][, *projection*][, *shift*][, *progress*])

Export generated model for the chunk.

Parameters

- **path** (*string*) – Path to output model.
- **binary** (*bool*) – Enables/disables binary encoding (if supported by format).
- **precision** (*int*) – Number of digits after the decimal point (for text formats).
- **texture_format** (*ImageFormat*) – Texture format.
- **texture** (*bool*) – Enables/disables texture export.
- **uv** (*bool*) – Enables/disables export of uv coordinates.
- **normals** (*bool*) – Enables/disables export of vertex normals.
- **colors** (*bool*) – Enables/disables export of vertex colors.
- **cameras** (*bool*) – Enables/disables camera export.
- **markers** (*bool*) – Enables/disables marker export.

- **udim** (*bool*) – Enables/disables UDIM texture layout.
- **alpha** (*bool*) – Enables/disables alpha channel export.
- **strip_extensions** (*bool*) – Strips camera label extensions during export.
- **raster_transform** (*RasterTransformType*) – Raster band transformation.
- **colors_rgb_8bit** (*bool*) – Convert colors to 8 bit RGB.
- **comment** (*string*) – Optional comment (if supported by selected format).
- **format** (*ModelFormat*) – Export format.
- **projection** (*CoordinateSystem*) – Output coordinate system.
- **shift** (*3-element vector*) – Optional shift to be applied to vertex coordinates.
- **progress** (*Callable[[float], None]*) – Progress callback.

exportOrthomosaic (*path*[[, *format*]], [*image_format*], [*raster_transform*=*RasterTransformNone*], [*projection*], [*region*], [*dx*], [*dy*], [*blockw*], [*blockh*], [*width*], [*height*], [*world_transform*], [*write_kml*=*False*, *write_world*=*False*, *write_scheme*=*False*, *write_alpha*=*True*], [*image_description*], [*tiff_compression*=*TiffCompressionLZW*, *tiff_big*=*False*, *tiff_tiled*=*True*, *tiff_overviews*=*True*, *jpeg_quality*=*90*, *network_links*=*True*], [*min_zoom_level*], [*max_zoom_level*], [*white_background*=*True*], [*progress*])

Export orthomosaic for the chunk.

Parameters

- **path** (*string*) – Path to output orthomosaic.
- **format** (*RasterFormat*) – Export format.
- **image_format** (*ImageFormat*) – Tile format.
- **raster_transform** (*RasterTransformType*) – Raster band transformation.
- **projection** (*OrthoProjection* or *CoordinateSystem*) – Output coordinate system.
- **region** (*tuple of 4 floats*) – Region to be exported in the (x0, y0, x1, y1) format.
- **dx** (*float*) – Pixel size in the X dimension in projected units.
- **dy** (*float*) – Pixel size in the Y dimension in projected units.
- **blockw** (*int*) – Specifies block width of the orthomosaic in pixels.
- **blockh** (*int*) – Specifies block height of the orthomosaic in pixels.
- **width** (*int*) – Total width of the orthomosaic in pixels.
- **height** (*int*) – Total height of the orthomosaic in pixels.
- **world_transform** (*Matrix*) – 2x3 raster-to-world transformation matrix.
- **write_kml** (*bool*) – Enables/disables kml file generation.
- **write_world** (*bool*) – Enables/disables world file generation.
- **write_scheme** (*bool*) – Enables/disables tile scheme files generation.
- **write_alpha** (*bool*) – Enables/disables alpha channel generation.
- **image_description** (*string*) – Optional description to be added to image files.

- **tiff_compression** (*TiffCompression*) – Tiff compression.
- **tiff_big** (*bool*) – Enables/disables BigTIFF compression for TIFF files.
- **tiff_tiled** (*bool*) – Export tiled TIFF.
- **tiff_overviews** (*bool*) – Enables/disables image pyramid deneneration for TIFF files.
- **jpeg_quality** (*int*) – JPEG quality.
- **network_links** (*bool*) – Enables/disables network links generation for KMZ format.
- **min_zoom_level** (*int*) – Minimum zoom level (Google Map Tiles, MBTiles and World Wind Tiles formats only).
- **max_zoom_level** (*int*) – Maximum zoom level (Google Map Tiles, MBTiles and World Wind Tiles formats only).
- **white_background** (*bool*) – Enables/disables white background.
- **progress** (*Callable[[float], None]*) – Progress callback.

exportOrthophotos (*path, cameras, raster_transform=RasterTransformNone* [, *projection*] [, *region*] [, *dx*] [, *dy*], *write_kml=False, write_world=False, write_alpha=True, tiff_compression=TiffCompressionLZW, tiff_big=False, tiff_tiled=True, tiff_overviews=True, jpeg_quality=90, white_background=True* [, *progress*])

Export orthophoto for the chunk.

Parameters

- **path** (*string*) – Path to output orthophoto.
- **cameras** (list of *Camera*) – A list of cameras. If not specified or empty, all enabled cameras will be used.
- **raster_transform** (*RasterTransformType*) – Raster band transformation.
- **projection** (*OrthoProjection* or *CoordinateSystem*) – Output coordinate system.
- **region** (*tuple of 4 floats*) – Region to be exported in the (x0, y0, x1, y1) format.
- **dx** (*float*) – Pixel size in the X dimension in projected units.
- **dy** (*float*) – Pixel size in the Y dimension in projected units.
- **write_kml** (*bool*) – Enables/disables kml file generation.
- **write_world** (*bool*) – Enables/disables world file generation.
- **write_alpha** (*bool*) – Enables/disables alpha channel generation.
- **tiff_compression** (*TiffCompression*) – Tiff compression.
- **tiff_big** (*bool*) – Enables/disables BigTIFF compression for TIFF files.
- **tiff_tiled** (*bool*) – Export tiled TIFF.
- **tiff_overviews** (*bool*) – Enables/disables image pyramid deneneration for TIFF files.
- **jpeg_quality** (*int*) – JPEG quality.
- **white_background** (*bool*) – Enables/disables white background.
- **progress** (*Callable[[float], None]*) – Progress callback.

exportPoints (*path* [, *source*], *binary*=True, *precision*=6, *normals*=True, *colors*=True, *raster_transform*=RasterTransformNone, *colors_rgb_8bit*=True [, *comment*]], *format*]], *image_format*]], *projection*]], *shift*]], *region*]], *blockw*]], *blockh*]], *classes*]], *progress*])

Export point cloud.

Parameters

- **path** (*string*) – Path to output file.
- **source** (*DataSource*) – Selects between dense point cloud and sparse point cloud. If not specified, uses dense cloud if available.
- **binary** (*bool*) – Enables/disables binary encoding for selected format (if applicable).
- **precision** (*int*) – Number of digits after the decimal point (for text formats).
- **normals** (*bool*) – Enables/disables export of point normals.
- **colors** (*bool*) – Enables/disables export of point colors.
- **raster_transform** (*RasterTransformType*) – Raster band transformation.
- **colors_rgb_8bit** (*bool*) – Convert colors to 8 bit RGB.
- **comment** (*string*) – Optional comment (if supported by selected format).
- **format** (*PointsFormat*) – Export format.
- **image_format** (*ImageFormat*) – Image data format.
- **projection** (*CoordinateSystem*) – Output coordinate system.
- **shift** (*3-element vector*) – Optional shift to be applied to vertex coordinates.
- **region** (*tuple of 4 floats*) – Region to be exported in the (x0, y0, x1, y1) format.
- **blockw** (*float*) – Tile width in meters.
- **blockh** (*float*) – Tile height in meters.
- **classes** (*list of PointClass*) – List of dense point classes to be exported.
- **progress** (*Callable[[float], None]*) – Progress callback.

exportReport (*path* [, *title*]], *description*]], *settings*]], *page_numbers*]], *progress*])

Export processing report in PDF format.

Parameters

- **path** (*string*) – Path to output report.
- **title** (*string*) – Report title.
- **description** (*string*) – Report description.
- **settings** (*list of (string, string) tuples*) – A list of user defined settings to include on the Processing Parameters page.
- **page_numbers** (*bool*) – Enable page numbers.
- **progress** (*Callable[[float], None]*) – Progress callback.

exportShapes (*path*, *items*=Shape.Polygon [, *groups*]], *format*]], *projection*]], *shift*], *polygons_as_polylines*=False, *export_labels*=True, *export_attributes*=True [, *progress*])

Export shapes layer to file.

Parameters

- **path** (*string*) – Path to shape file.
- **items** (*Shape.Type*) – Items to export.
- **groups** (list of *ShapeGroup*) – A list of shape groups to export.
- **format** (*ShapesFormat*) – Export format.
- **projection** (*CoordinateSystem*) – Output coordinate system.
- **shift** (*3-element vector*) – Optional shift to be applied to vertex coordinates.
- **polygons_as_polylines** (*bool*) – Save polygons as polylines.
- **export_labels** (*bool*) – Export labels.
- **export_attributes** (*bool*) – Export attributes.
- **progress** (*Callable[[float], None]*) – Progress callback.

exportTiledModel (*path*, *format=TiledModelFormatTLS*, *mesh_format=ModelFormatCOLLADA*,
texture_format=ImageFormatJPEG, *raster_transform=RasterTransformNone*,
jpeg_quality=90[, *progress*])

Export generated tiled model for the chunk.

Parameters

- **path** (*string*) – Path to output model.
- **format** (*TiledModelFormat*) – Export format.
- **mesh_format** (*ModelFormat*) – Mesh format for zip export.
- **texture_format** (*ImageFormat*) – Texture format.
- **raster_transform** (*RasterTransformType*) – Raster band transformation.
- **jpeg_quality** (*int*) – JPEG quality.
- **progress** (*Callable[[float], None]*) – Progress callback.

findFrame (*key*)

Find frame by its key.

Returns Found frame.

Return type *Chunk*

frame

Current frame index.

Type *int*

frames

List of frames in the chunk.

Type list of *Frame*

image_brightness

Image brightness as percentage.

Type *float*

image_contrast

Image contrast as percentage.

Type *float*

importCameras (*path*, *format=CamerasFormatXML* [, *image_list*])

Import camera positions.

Parameters

- **path** (*string*) – Path to the file.
- **format** (*CamerasFormat*) – File format.
- **image_list** (*string*) – Path to image list file (Bundler format only).

importDem (*path* [, *projection*] [, *progress*])

Import elevation model from file.

Parameters

- **path** (*string*) – Path to elevation model in GeoTIFF format.
- **projection** (*CoordinateSystem*) – Default coordinate system if not specified in GeoTIFF file.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

importMarkers (*path* [, *progress*])

Import markers.

Parameters

- **path** (*string*) – Path to the file.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

importMasks (*path*=', *source=MaskSourceAlpha*, *operation=MaskOperationReplacement*, *tolerance=10* [, *cameras*] [, *progress*])

Import masks for multiple cameras.

Parameters

- **path** (*string*) – Mask file name template.
- **source** (*MaskSource*) – Mask source.
- **operation** (*MaskOperation*) – Mask operation.
- **tolerance** (*int*) – Background masking tolerance.
- **cameras** (list of *Camera*) – Optional list of cameras to be processed.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

importModel (*path* [, *format*] [, *projection*] [, *shift*] [, *progress*])

Import model from file.

Parameters

- **path** (*string*) – Path to model.
- **format** (*ModelFormat*) – Model format.
- **projection** (*CoordinateSystem*) – Model coordinate system.
- **shift** (*3-element vector*) – Optional shift to be applied to vertex coordinates.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

importPoints (*path* [, *format*] [, *projection*] [, *shift*] [, *progress*])

Import point cloud from file.

Parameters

- **path** (*string*) – Path to point cloud.
- **format** (*PointsFormat*) – Point cloud format.
- **projection** (*CoordinateSystem*) – Point cloud coordinate system.
- **shift** (*3-element vector*) – Optional shift to be applied to point coordinates.
- **progress** (*Callable[[float], None]*) – Progress callback.

importShapes (*path*='', *replace*=False, *boundary*=*Shape.NoBoundary*[, *format*])
Import shapes layer from file.

Parameters

- **path** (*string*) – Path to shape file.
- **replace** (*bool*) – Replace current shapes with new data.
- **boundary** (*Shape.BoundaryType*) – Boundary type to be applied to imported shapes.
- **format** (*ShapesFormat*) – Shapes format.

key

Chunk identifier.

Type int

label

Chunk label.

Type string

loadReference (*path*[, *format*], *columns*='nxyzabc', *delimiter*=' ', *group_delimiters*=False, *skip_rows*=0[, *items*][, *crs*], *ignore_labels*=False, *create_markers*=False, *threshold*=0.1, *shutter_lag*=0[, *progress*])
Import reference data from the specified file.

Parameters

- **path** (*string or stream object*) – Path to the file with reference data.
- **format** (*ReferenceFormat*) – File format.
- **columns** (*string*) – column order in csv format (n - label, o - enabled flag, x/y/z - coordinates, X/Y/Z - coordinate accuracy, a/b/c - rotation angles, A/B/C - rotation angle accuracy, [] - group of multiple values, | - column separator within group).
- **delimiter** (*string*) – column delimiter in csv format.
- **group_delimiters** (*bool*) – combine consecutive delimiters in csv format.
- **skip_rows** (*int*) – number of rows to skip in (csv format only).
- **items** (list of *ReferenceItems*) – list of items to load reference for (csv format only).
- **crs** (*CoordinateSystem*) – reference data coordinate system (csv format only).
- **ignore_labels** (*bool*) – matches reference data based on coordinates alone (csv format only).
- **create_markers** (*bool*) – create markers for missing entries (csv format only).
- **threshold** (*float*) – error threshold in meters used when *ignore_labels* is set (csv format only).
- **shutter_lag** (*float*) – shutter lag in seconds (APM format only).

- **progress** (*Callable*[[float], None]) – Progress callback.

Example

```
>>> loadReference('reference.csv', 'nxyz[XYZ]abc[ABC]')
>>> loadReference('reference.csv', '[n|x|y|z|XYZ|a|b|c|ABC]')
```

loadReferenceExif (*load_rotation=False, load_accuracy=False*)

Import camera locations from EXIF meta data.

Parameters

- **load_rotation** (*bool*) – load yaw, pitch and roll orientation angles.
- **load_accuracy** (*bool*) – load camera location accuracy.

loadReflectancePanelCalibration (*path[, cameras]*)

Load reflectance panel calibration from CSV file.

Parameters

- **path** (*string*) – Path to calibration file.
- **cameras** (list of *Camera*) – List of cameras to process.

locateReflectancePanels (*[progress]*)

Locate reflectance panels based on QR-codes.

Parameters **progress** (*Callable*[[float], None]) – Progress callback.

marker_crs

Coordinate system used for marker reference data.

Type *CoordinateSystem*

marker_groups

List of marker groups in the chunk.

Type list of *MarkerGroup*

marker_location_accuracy

Expected accuracy of marker coordinates in meters.

Type *Vector*

marker_projection_accuracy

Expected accuracy of marker projections in pixels.

Type float

markers

List of Regular, Vertex and Fiducial markers in the chunk.

Type list of *Marker*

masks

Image masks.

Type *Masks*

matchPhotos (*accuracy=HighAccuracy, preselection=ReferencePreselection, generic_preselection=True, reference_preselection=True, filter_mask=False, mask_tiepoints=False, keypoint_limit=40000, tiepoint_limit=4000, keep_keypoints=True[, pairs][, progress]*)

Perform image matching for the chunk frame.

Parameters

- **accuracy** (*Accuracy*) – Alignment accuracy.
- **preselection** (*Preselection*) – Image pair preselection method (obsolete).
- **generic_preselection** (*bool*) – Enables generic image pair preselection.
- **reference_preselection** (*bool*) – Enables reference image pair preselection.
- **filter_mask** (*bool*) – Filter points by mask.
- **mask_tiepoints** (*bool*) – Apply mask filter to tie points.
- **keypoint_limit** (*int*) – Maximum number of key points to look for in each photo.
- **tiepoint_limit** (*int*) – Maximum number of tie points to generate for each photo.
- **keep_keypoints** (*bool*) – Store keypoints in the project.
- **pairs** (list of *Camera* tuples) – User defined list of camera pairs to match.
- **progress** (*Callable[[float], None]*) – Progress callback.

meta

Chunk meta data.

Type *MetaData*

model

Default model for the current frame.

Type *Model*

models

List of models for the current frame.

Type list of *Model*

modified

Modified flag.

Type *bool*

optimizeCameras (*fit_f=True, fit_cx=True, fit_cy=True, fit_b1=True, fit_b2=True, fit_k1=True, fit_k2=True, fit_k3=True, fit_k4=False, fit_p1=True, fit_p2=True, fit_p3=False, fit_p4=False, adaptive_fitting=False, tiepoint_covariance=False[, progress]*)

Perform optimization of point cloud / camera parameters.

Parameters

- **fit_f** (*bool*) – Enables optimization of focal length coefficient.
- **fit_cx** (*bool*) – Enables optimization of X principal point coordinates.
- **fit_cy** (*bool*) – Enables optimization of Y principal point coordinates.
- **fit_b1** (*bool*) – Enables optimization of aspect ratio.
- **fit_b2** (*bool*) – Enables optimization of skew coefficient.
- **fit_k1** (*bool*) – Enables optimization of k1 radial distortion coefficient.
- **fit_k2** (*bool*) – Enables optimization of k2 radial distortion coefficient.
- **fit_k3** (*bool*) – Enables optimization of k3 radial distortion coefficient.
- **fit_k4** (*bool*) – Enables optimization of k4 radial distortion coefficient.
- **fit_p1** (*bool*) – Enables optimization of p1 tangential distortion coefficient.

- **fit_p2** (*bool*) – Enables optimization of p2 tangential distortion coefficient.
- **fit_p3** (*bool*) – Enables optimization of p3 tangential distortion coefficient.
- **fit_p4** (*bool*) – Enables optimization of p4 tangential distortion coefficient.
- **adaptive_fitting** (*bool*) – Enables adaptive fitting of calibration coefficients.
- **tiepoint_covariance** (*bool*) – Estimate tie point covariance matrices.
- **progress** (*Callable[[float], None]*) – Progress callback.

orthomosaic

Default orthomosaic for the current frame.

Type *Orthomosaic*

orthomosaics

List of orthomosaics for the current frame.

Type list of *Orthomosaic*

point_cloud

Generated sparse point cloud.

Type *PointCloud*

primary_channel

Primary channel index (-1 for default).

Type *int*

raster_transform

Raster transform.

Type *RasterTransform*

reduceOverlap (*overlap=30, max_cameras=0, use_selection=False, capture_distance=40* [, *progress*])

Disable redundant cameras.

Parameters

- **overlap** (*int*) – Overlap level.
- **max_cameras** (*int*) – Maximum cameras to use.
- **use_selection** (*bool*) – Focus on model selection.
- **capture_distance** (*float*) – Image capture distance (m).
- **progress** (*Callable[[float], None]*) – Progress callback.

refineMarkers ([*markers*] [, *progress*])

Refine markers based on images content.

Parameters

- **markers** (list of *Marker*) – Optional list of markers to be processed.
- **progress** (*Callable[[float], None]*) – Progress callback.

refineModel (*quality=MediumQuality, iterations=10, smoothness=0.5* [, *progress*])

Generate model for the chunk frame.

Parameters

- **quality** (*Quality*) – Quality of refinement.

- **iterations** (*int*) – Number of refinement iterations.
- **smoothness** (*float*) – Smoothing strength. Should be in range [0, 1].
- **progress** (*Callable[[float], None]*) – Progress callback.

region

Reconstruction volume selection.

Type *Region*

remove (*items*)

Remove items from the chunk.

Parameters *items* (list of *Frame*, *Sensor*, *CameraGroup*, *MarkerGroup*, *ScalebarGroup*, *Camera*, *Marker*, *Scalebar* or *CameraTrack*) – A list of items to be removed.

removeLighting (*color_mode=SingleColor*, *internal_blur=1.0*, *mesh_noise_suppression=1.5*, *ambient_occlusion_path=''*, *ambient_occlusion_multiplier=1.0*, [*progress*])
Generate model for the chunk frame.

Parameters

- **color_mode** (*DelightingColorMode*) – Color mode of model to be delighted.
- **internal_blur** (*float*) – Internal blur. Should be in range [0, 4].
- **mesh_noise_suppression** (*float*) – Mesh normals noise suppression strength. Should be in range [0, 4].
- **ambient_occlusion_path** (*string*) – Path to ambient occlusion texture atlas. Can be empty.
- **ambient_occlusion_multiplier** (*float*) – Ambient occlusion multiplier. Should be in range [0.25, 4].
- **progress** (*Callable[[float], None]*) – Progress callback.

resetRegion ()

Reset reconstruction volume selector to default position.

saveReference (*path*[, *format*], *items=ReferenceItemsCameras*[, *columns*], *delimiter=''* [, *progress*])

Export reference data to the specified file.

Parameters

- **path** (*string*) – Path to the output file.
- **format** (*ReferenceFormat*) – Export format.
- **items** (*ReferenceItems*) – Items to export in CSV format.
- **columns** (*string*) – column order in csv format (n - label, o - enabled flag, x/y/z - coordinates, X/Y/Z - coordinate accuracy, a/b/c - rotation angles, A/B/C - rotation angle accuracy, u/v/w - estimated coordinates, U/V/W - coordinate errors, d/e/f - estimated orientation angles, D/E/F - orientation errors, [] - group of multiple values, | - column separator within group)
- **delimiter** (*string*) – column delimiter in csv format
- **progress** (*Callable[[float], None]*) – Progress callback.

scalebar_accuracy

Expected scale bar accuracy in meters.

Type float

scalebar_groups

List of scale bar groups in the chunk.

Type list of *ScalebarGroup*

scalebars

List of scale bars in the chunk.

Type list of *Scalebar*

selected

Selects/deselects the chunk.

Type bool

sensors

List of sensors in the chunk.

Type list of *Sensor*

shapes

Shapes for the current frame.

Type *Shapes*

smoothModel (*strength = 3, selected_faces = False, fix_borders = True* [, *progress*])

Smooth mesh using Laplacian smoothing algorithm.

Parameters

- **strength** (*float*) – Smoothing strength.
- **selected_faces** (*bool*) – Smooth only selected faces.
- **fix_borders** (*bool*) – Fix vertices on borders.
- **progress** (*Callable[[float], None]*) – Progress callback.

sortCameras ()

Sorts cameras by their labels.

sortMarkers ()

Sorts markers by their labels.

sortScalebars ()

Sorts scalebars by their labels.

thinPointCloud (*point_limit=1000*)

Remove excessive tracks from the point cloud.

Parameters **point_limit** (*int*) – Maximum number of points for each photo.

thumbnails

Image thumbnails.

Type *Thumbnails*

tiepoint_accuracy

Expected tie point accuracy in pixels.

Type float

tiled_model

Default tiled model for the current frame.

Type *TiledModel*

tiled_models

List of tiled models for the current frame.

Type list of *TiledModel*

trackMarkers (*start*][, *end*][, *progress*])

Track marker projections through the frame sequence.

Parameters

- **start** (*int*) – Starting frame index.
- **end** (*int*) – Ending frame index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

transform

4x4 matrix specifying chunk location in the world coordinate system.

Type *ChunkTransform*

updateTransform ()

Update chunk transformation based on reference data.

world_crs

Coordinate system used as world coordinate system.

Type *CoordinateSystem*

class Metashape.**ChunkTransform**

Transformation between chunk and world coordinates systems.

copy ()

Return a copy of the object.

Returns A copy of the object.

Return type *ChunkTransform*

matrix

Transformation matrix.

Type *Matrix*

rotation

Rotation component.

Type *Matrix*

scale

Scale component.

Type float

translation

Translation component.

Type *Vector*

class Metashape.**CirTransform**

CIR calibration matrix.

calibrate ()

Calibrate CIR matrix based on orthomosaic histogram.

coeffs

Color matrix.

Type *Matrix*

copy ()

Return a copy of the object.

Returns A copy of the object.

Return type *CirTransform*

reset ()

Reset CIR calibration matrix.

class `Metashape.CoordinateSystem`

Coordinate reference system (local, geographic or projected).

The following example changes chunk coordinate system to WGS 84 / UTM zone 41N and loads reference data from file:

```
>>> import Metashape
>>> chunk = Metashape.app.document.chunk
>>> chunk.crs = Metashape.CoordinateSystem("EPSG::32641")
>>> chunk.loadReference("gcp.txt", Metashape.ReferenceFormatCSV)
>>> chunk.updateTransform()
```

addGeoid (path)

Register geoid model.

Parameters **path** (*string*) – Path to geoid file.

authority

Authority identifier of the coordinate system.

Type *string*

copy ()

Return a copy of the object.

Returns A copy of the object.

Return type *CoordinateSystem*

geoccs

Base geocentric coordinate system.

Type *CoordinateSystem*

geogcs

Base geographic coordinate system.

Type *CoordinateSystem*

geoid_height

Fixed geoid height to be used instead of interpolated values.

Type *float*

init (crs)

Initialize projection based on specified WKT definition or authority identifier.

Parameters **crs** (*string*) – WKT definition of coordinate system or authority identifier.

listBuiltinCRS ()

Returns a list of builtin coordinate systems.

localframe (*point*)

Returns 4x4 transformation matrix to LSE coordinates at the given point.

Parameters **point** (*Vector*) – Coordinates of the origin in the geocentric coordinates.

Returns Transformation from geocentric coordinates to local coordinates.

Return type *Matrix*

name

Name of the coordinate system.

Type string

proj4

Coordinate system definition in PROJ.4 format.

Type string

project (*point*)

Projects point from geocentric coordinates to projected geographic coordinate system.

Parameters **point** (*Vector*) – 3D point in geocentric coordinates.

Returns 3D point in projected coordinates.

Return type *Vector*

ttransform (*point, source, target*)

Transform point coordinates between coordinate systems.

Parameters

- **point** (2 or 3 component *Vector*) – Point coordinates.
- **source** (*CoordinateSystem*) – Source coordinate system.
- **target** (*CoordinateSystem*) – Target coordinate system.

Returns Transformed point coordinates.

Return type *Vector*

ttransformationMatrix (*point, source, target*)

Local approximation of coordinate transformation from source to target coordinate system at the given point.

Parameters

- **point** (3 component *Vector*) – Point coordinates.
- **source** (*CoordinateSystem*) – Source coordinate system.
- **target** (*CoordinateSystem*) – Target coordinate system.

Returns 4x4 transformation matrix.

Return type *Matrix*

unproject (*point*)

Unprojects point from projected coordinates to geocentric coordinates.

Parameters **point** (*Vector*) – 3D point in projected coordinate system.

Returns 3D point in geocentric coordinates.

Return type *Vector*

wkt

Coordinate system definition in WKT format.

Type string

wkt2

Coordinate system definition in WKT format, version 2.

Type string

class `Metashape.DataSource`

Data source in [`PointCloudData`, `DenseCloudData`, `DepthMapsData`, `ModelData`, `TiledModelData`, `ElevationData`, `OrthomosaicData`, `ImagesData`]

class `Metashape.DataType`

Data type in [`DataTypeUndefined`, `DataType8i`, `DataType8u`, `DataType16i`, `DataType16u`, `DataType16f`, `DataType32i`, `DataType32u`, `DataType32f`, `DataType64i`, `DataType64u`, `DataType64f`]

class `Metashape.DenseCloud`

Dense point cloud data.

assignClass (*target=0* [, *source*] [, *progress*])

Assign class to points.

Parameters

- **target** (*PointClass*) – Target class.
- **source** (*PointClass* or list of *PointClass*) – Classes of points to be replaced.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

assignClassToSelection (*target=0* [, *source*] [, *progress*])

Assign class to selected points.

Parameters

- **target** (*PointClass*) – Target class.
- **source** (*PointClass* or list of *PointClass*) – Classes of points to be replaced.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

bands

List of color bands.

Type list of string

classifyGroundPoints (*max_angle=15.0*, *max_distance=1.0*, *cell_size=50.0* [, *source*] [, *progress*])

Classify points into ground and non ground classes.

Parameters

- **max_angle** (*float*) – Maximum angle (degrees).
- **max_distance** (*float*) – Maximum distance (meters).
- **cell_size** (*float*) – Cell size (meters).
- **source** (*PointClass*) – Class of points to be re-classified.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

classifyPoints ([*source*] [, *target*] [, *confidence=0.0*] [, *progress*])

Multiclass classification of points.

Parameters

- **source** (*PointClass*) – Class of points to be re-classified.
- **target** – Target point classes for classification.
- **confidence** (*float*) – Required confidence level from 0.0 to 1.0.
- **progress** (*Callable[[float], None]*) – Progress callback.

clear()

Clears dense cloud data.

compactPoints (*[progress]*)

Permanently removes deleted points from dense cloud.

Parameters **progress** (*Callable[[float], None]*) – Progress callback.

copy()

Create a copy of the dense cloud.

Returns Copy of the dense cloud.

Return type *DenseCloud*

cropSelectedPoints (*[point_classes][, progress]*)

Crop selected points.

Parameters

- **point_classes** (*PointClass* or list of *PointClass*) – Classes of points to be removed.
- **progress** (*Callable[[float], None]*) – Progress callback.

crs

Reference coordinate system.

Type *CoordinateSystem* or None

data_type

Data type used to store color values.

Type *DataType*

key

Dense cloud identifier.

Type int

label

Dense cloud label.

Type string

meta

Dense cloud meta data.

Type *MetaData*

modified

Modified flag.

Type bool

pickPoint (*origin, target*)

Returns ray intersection with the point cloud (point on the ray nearest to some point).

Parameters

- **origin** (*Vector*) – Ray origin.
- **target** (*Vector*) – Point on the ray.

Returns Coordinates of the intersection point.

Return type *Vector*

point_count

Number of points in dense cloud.

Type `int`

removePoints (*point_classes* [, *progress*])

Remove points.

Parameters

- **point_classes** (*PointClass* or list of *PointClass*) – Classes of points to be removed.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

removeSelectedPoints ([*point_classes*] [, *progress*])

Remove selected points.

Parameters

- **point_classes** (*PointClass* or list of *PointClass*) – Classes of points to be removed.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

restorePoints ([*point_classes*] [, *progress*])

Restore deleted points.

Parameters

- **point_classes** (*PointClass* or list of *PointClass*) – Classes of points to be restored.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

selectMaskedPoints (*cameras*, *softness*=4 [, *progress*])

Select dense points based on image masks.

Parameters

- **cameras** (list of *Camera*) – A list of cameras to use for selection.
- **softness** (*float*) – Mask edge softness.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

selectPointsByColor (*color*, *tolerance*=10, *channels*='RGB' [, *progress*])

Select dense points based on point colors.

Parameters

- **color** (*list of int*) – Color to select.
- **tolerance** (*int*) – Color tolerance.
- **channels** (*string*) – Combination of color channels to compare in ['R', 'G', 'B', 'H', 'S', 'V'].
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

ttransform

4x4 dense cloud transformation matrix.

Type *Matrix*

updateStatistics (*[progress]*)

Updates dense cloud statistics.

Parameters **progress** (*Callable[[float], None]*) – Progress callback.

class *Metashape*.**DepthMap**

Depth map data.

calibration

Depth map calibration.

Type *Calibration*

copy ()

Returns a copy of the depth map.

Returns Copy of the depth map.

Return type *DepthMap*

getCalibration (*level=0*)

Returns calibration data.

Parameters **level** (*int*) – Level index.

Returns Calibration data.

Return type *Calibration*

image (*[level]*)

Returns image data.

Parameters **level** (*int*) – Level index.

Returns Image data.

Return type *Image*

setCalibration (*calibration, level=0*)

Parameters

- **calibration** (*Calibration*) – Calibration data.
- **level** (*int*) – Level index.

setImage (*image, level=0*)

Parameters

- **image** (*Image*) – Image object with depth map data.
- **level** (*int*) – Level index.

class *Metashape*.**DepthMaps**

A set of depth maps generated for a chunk frame.

clear ()

Clears depth maps data.

copy ()

Create a copy of the depth maps.

Returns Copy of the depth maps.

Return type *DepthMaps*

items ()

List of items.

key

Depth maps identifier.

Type int

keys ()

List of item keys.

label

Depth maps label.

Type string

meta

Depth maps meta data.

Type *MetaData*

modified

Modified flag.

Type bool

values ()

List of item values.

class *Metashape.Document*

Metashape project.

Contains list of chunks available in the project. Implements processing operations that work with multiple chunks. Supports saving/loading project files.

The project currently opened in Metashape window can be accessed using *Metashape.app.document* attribute. Additional Document objects can be created as needed.

The following example saves active chunk from the opened project in a separate project:

```
>>> import Metashape
>>> doc = Metashape.app.document
>>> doc.save(path = "project.psz", chunks = [doc.chunk])
```

addChunk ()

Add new chunk to the document.

Returns Created chunk.

Return type *Chunk*

alignChunks (*chunks*, *reference*, *method='points'*, *fix_scale=False*, *accuracy=HighAccuracy*, *preselection=False*, *filter_mask=False*, *mask_tiepoints=False*, *point_limit=40000* [, *markers*] [, *progress*])

Align specified set of chunks.

Parameters

- **chunks** (*list*) – List of chunks to be aligned.
- **reference** (*Chunk*) – Chunk to be used as a reference.

- **method** (*string*) – Alignment method in ['points', 'markers', 'cameras'].
- **fix_scale** (*bool*) – Fixes chunk scale during alignment.
- **accuracy** (*Accuracy*) – Alignment accuracy.
- **preselection** (*bool*) – Enables image pair preselection.
- **filter_mask** (*bool*) – Filter points by mask.
- **mask_tiepoints** (*bool*) – Apply mask filter to tie points.
- **point_limit** (*int*) – Maximum number of points for each photo.
- **markers** (list of *Marker*) – List of markers to be used for marker based alignment.
- **progress** (*Callable[[float], None]*) – Progress callback.

append (*document* [, *chunks*] [, *progress*])

Append the specified Document object to the current document.

Parameters

- **document** (*Document*) – Document object to be appended.
- **chunks** (list of *Chunk*) – List of chunks to append.
- **progress** (*Callable[[float], None]*) – Progress callback.

chunk

Active chunk.

Type *Chunk*

chunks

List of chunks in the document.

Type *Chunks*

clear ()

Clear the contents of the Document object.

copy ()

Return a copy of the document.

Returns A copy of the document.

Return type *Document*

findChunk (*key*)

Find chunk by its key.

Returns Found chunk.

Return type *Chunk*

mergeChunks (*chunks*, *merge_dense_clouds*=False, *merge_models*=False, *merge_markers*=False [, *progress*])

Merge specified set of chunks.

Parameters

- **chunks** (*list*) – List of chunks to be merged.
- **merge_dense_clouds** (*bool*) – Enables/disables merging of dense clouds.
- **merge_models** (*bool*) – Enables/disables merging of polygonal models.

- **merge_markers** (*bool*) – Enables/disables merging of corresponding marker across the chunks.
- **progress** (*Callable[[float], None]*) – Progress callback.

meta

Document meta data.

Type *MetaData*

modified

Modified flag.

Type *bool*

open (*path*, *read_only=False*, *ignore_lock=False*)

Load document from the specified file.

Parameters

- **path** (*string*) – Path to the file.
- **read_only** (*bool*) – Open document in read-only mode.
- **ignore_lock** (*bool*) – Ignore lock state for project modifications.

path

Path to the document file.

Type *string*

read_only

Read only status.

Type *bool*

remove (*items*)

Remove a set of items from the document.

Parameters **items** (list of *Chunk*) – A list of items to be removed.

save (*[path]*, *[chunks]*, *compression = 6*, *absolute_paths = False*, *[version]*)

Save document to the specified file.

Parameters

- **path** (*string*) – Optional path to the file.
- **chunks** (list of *Chunk*) – List of chunks to be saved.
- **compression** (*int*) – Project compression level.
- **absolute_paths** (*bool*) – Store absolute image paths.
- **version** (*string*) – Project version to save.

class *Metashape.Elevation*

Digital elevation model.

altitude (*point*)

Return elevation value at the specified point.

Parameters **point** (*Vector*) – Point coordinates in the elevation coordinate system.

Returns Elevation value.

Return type *float*

bottom

Y coordinate of the bottom side.

Type float

clear()

Clears elevation model data.

copy()

Create a copy of the elevation model.

Returns Copy of the elevation model.

Return type *Elevation*

crs

Coordinate system of elevation model.

Type *CoordinateSystem*

height

Elevation model height.

Type int

key

Elevation model identifier.

Type int

label

Elevation model label.

Type string

left

X coordinate of the left side.

Type float

max

Maximum elevation value.

Type float

meta

Elevation model meta data.

Type *MetaData*

min

Minimum elevation value.

Type float

modified

Modified flag.

Type bool

palette

Color palette.

Type dict

projection

Projection of elevation model.

Type *OrthoProjection*

resolution

DEM resolution in meters.

Type float

right

X coordinate of the right side.

Type float

top

Y coordinate of the top side.

Type float

width

Elevation model width.

Type int

class *Metashape*.**EulerAngles**

Euler angles in [EulerAnglesYPR, EulerAnglesOPK]

class *Metashape*.**FaceCount**

Face count in [LowFaceCount, MediumFaceCount, HighFaceCount, CustomFaceCount]

class *Metashape*.**FilterMode**

Depth filtering mode in [NoFiltering, MildFiltering, ModerateFiltering, AggressiveFiltering]

class *Metashape*.**Image** (*width, height, channels, datatype='U8'*)

n-channel image

Parameters

- **width** (*int*) – image width
- **height** (*int*) – image height
- **channels** (*string*) – color channel layout, e.g. 'RGB', 'RGBA', etc.
- **datatype** (*string*) – pixel data type in ['U8', 'U16', 'U32', 'F16', 'F32', 'F64']

channels

Channel mapping for the image.

Type string

cn

Number of color channels.

Type int

convert (*channels*[, *datatype*])

Convert image to specified data type and channel layout.

Parameters

- **channels** (*string*) – color channels to be loaded, e.g. 'RGB', 'RGBA', etc.
- **datatype** (*string*) – pixel data type in ['U8', 'U16', 'U32', 'F16', 'F32', 'F64']

Returns Converted image.

Return type *Image*

copy()

Return a copy of the image.

Returns copy of the image

Return type *Image*

data_type

Data type used to store pixel values.

Type string

fromstring(data, width, height, channels, datatype='U8')

Create image from byte array.

Parameters

- **data** (*string*) – raw image data
- **width** (*int*) – image width
- **height** (*int*) – image height
- **channels** (*string*) – color channel layout, e.g. 'RGB', 'RGBA', etc.
- **datatype** (*string*) – pixel data type in ['U8', 'U16', 'U32', 'F16', 'F32', 'F64']

Returns Created image.

Return type *Image*

gaussianBlur(radius)

Smooth image with a gaussian filter.

Parameters **radius** (*float*) – smoothing radius.

Returns Smoothed image.

Return type *Image*

height

Image height.

Type int

open(path, layer=0, datatype='U8', channels, x, y, w, h)

Load image from file.

Parameters

- **path** (*string*) – path to the image file
- **layer** (*int*) – image layer in case of multipage file
- **datatype** (*string*) – pixel data type in ['U8', 'U16', 'U32', 'F16', 'F32', 'F64']
- **channels** (*string*) – color channels to be loaded, e.g. 'RGB', 'RGBA', etc.
- **x** (*int*) – x offset of image region.
- **y** (*int*) – y offset of image region.
- **w** (*int*) – width of image region.
- **h** (*int*) – height of image region.

Returns Loaded image.

Return type *Image*

resize (*width, height*)

Resize image to specified dimensions.

Parameters

- **width** (*int*) – new image width
- **height** (*int*) – new image height

Returns resized image

Return type *Image*

save (*path*)

Save image to the file.

Parameters **path** (*string*) – path to the image file

tostring ()

Convert image to byte array.

Returns Raw image data.

Return type string

undistort (*calib, center_principal_point = True, square_pixels = True*)

Undistort image using provided calibration.

Parameters

- **calib** (*Calibration*) – lens calibration
- **center_principal_point** (*bool*) – moves principal point to the image center
- **square_pixels** (*bool*) – create image with square pixels

Returns undistorted image

Return type *Image*

uniformNoise (*amplitude*)

Add uniform noise with specified amplitude.

Parameters **amplitude** (*float*) – noise amplitude.

Returns Image with added noise.

Return type *Image*

warp (*calib0, trans0, calib1, trans1*)

Warp image by rotating virtual viewpoint.

Parameters

- **calib0** (*Calibration*) – initial calibration
- **trans0** (*Matrix*) – initial camera orientation as 4x4 matrix
- **calib1** (*Calibration*) – final calibration
- **trans1** (*Matrix*) – final camera orientation as 4x4 matrix

Returns warped image

Return type *Image*

width

Image width.

Type int

class Metashape.**ImageFormat**

Image format in [ImageFormatNone, ImageFormatJPEG, ImageFormatTIFF, ImageFormatPNG, ImageFormatBMP, ImageFormatEXR, ImageFormatPNM, ImageFormatSGI, ImageFormatCR2, ImageFormatSEQ, ImageFormatBIL, ImageFormatXYZ, ImageFormatARA, ImageFormatTGA, ImageFormatDDS, ImageFormatJP2, ImageFormatWebP]

class Metashape.**ImageLayout**

Image layout in [UndefinedLayout, FlatLayout, MultiframeLayout, MultiplaneLayout]

class Metashape.**Interpolation**

Interpolation mode in [DisabledInterpolation, EnabledInterpolation, Extrapolated]

class Metashape.**License**

License information.

activate (*license_key*)

Activate software online using a license key.

Parameters **key** (*string*) – Activation key.

activateOffline (*license_key*)

Create a request for offline activation.

Parameters **key** (*string*) – Activation key.

Returns Activation request.

Return type string

deactivate ()

Deactivate software online.

deactivateOffline ()

Create a request for offline deactivation.

Returns Deactivation request.

Return type string

valid

Metashape activation status.

Type bool

class Metashape.**MappingMode**

UV mapping mode in [LegacyMapping, GenericMapping, OrthophotoMapping, AdaptiveOrthophotoMapping, SphericalMapping, CameraMapping]

class Metashape.**Marker**

Marker instance

class **Projection**

Marker data().

coord

Point coordinates in pixels.

Type *Vector*

pinned

Pinned flag.

Type bool

valid
Valid flag.
Type bool

class `Marker.Projections`
Collection of projections specified for the marker

items ()
List of items.

keys ()
List of item keys.

values ()
List of item values.

class `Marker.Reference`
Marker reference data.

accuracy
Marker location accuracy.
Type *Vector*

enabled
Enabled flag.
Type bool

location
Marker coordinates.
Type *Vector*

class `Marker.Type`
Marker type in [Regular, Vertex, Fiducial]

`Marker.chunk`
Chunk the marker belongs to.
Type *Chunk*

`Marker.frames`
Marker frames.
Type list of *Marker*

`Marker.group`
Marker group.
Type *MarkerGroup*

`Marker.key`
Marker identifier.
Type int

`Marker.label`
Marker label.
Type string

`Marker.meta`
Marker meta data.
Type *MetaData*

Marker.position
Marker position in the current frame.

Type *Vector*

Marker.projections
List of marker projections.

Type *MarkerProjections*

Marker.reference
Marker reference data.

Type *MarkerReference*

Marker.selected
Selects/deselects the marker.

Type *bool*

Marker.sensor
Fiducial mark sensor.

Type *Sensor*

Marker.type
Marker type.

Type *Marker.Type*

class *Metashape.MarkerGroup*

MarkerGroup objects define groups of multiple markers. The grouping is established by assignment of a *MarkerGroup* instance to the *Marker.group* attribute of participating markers.

label
Marker group label.

Type *string*

selected
Current selection state.

Type *bool*

class *Metashape.Mask*

Mask instance

copy ()
Returns a copy of the mask.

Returns Copy of the mask.

Return type *Mask*

image ()
Returns image data.

Returns Image data.

Return type *Image*

invert ()
Create inverted copy of the mask.

Returns Inverted copy of the mask.

Return type *Mask*

load (*path* [, *layer*])
Loads mask from file.

Parameters

- **path** (*string*) – Path to the image file to be loaded.
- **layer** (*int*) – Optional layer index in case of multipage files.

setImage (*image*)

Parameters **image** (*Image*) – Image object with mask data.

class Metashape.**MaskOperation**

Mask operation in [MaskOperationReplacement, MaskOperationUnion, MaskOperationIntersection, MaskOperationDifference]

class Metashape.**MaskSource**

Mask source in [MaskSourceAlpha, MaskSourceFile, MaskSourceBackground, MaskSourceModel]

class Metashape.**Masks**

A set of masks for a chunk frame.

items ()
List of items.

keys ()
List of item keys.

meta
Thumbnails meta data.

Type *MetaData*

modified
Modified flag.

Type bool

values ()
List of item values.

class Metashape.**Matrix**
m-by-n matrix

```
>>> import Metashape
>>> m1 = Metashape.Matrix.Diag( (1,2,3,4) )
>>> m3 = Metashape.Matrix( [[1,2,3,4], [1,2,3,4], [1,2,3,4], [1,2,3,4]] )
>>> m2 = m1.inv()
>>> m3 = m1 * m2
>>> x = m3.det()
>>> if x == 1:
...     Metashape.app.messageBox("Diagonal matrix dimensions: " + str(m3.size))
```

Diag (*vector*)
Create a diagonal matrix.

Parameters **vector** (*Vector* or list of floats) – The vector of diagonal entries.

Returns A diagonal matrix.

Return type *Matrix*

Rotation (*matrix*)
Create a rotation matrix.

Parameters **matrix** (*Matrix*) – The 3x3 rotation matrix.

Returns 4x4 matrix representing rotation.

Return type *Matrix*

Scale (*scale*)

Create a scale matrix.

Parameters **scale** (*Vector*) – The scale vector.

Returns A matrix representing scale.

Return type *Matrix*

Translation (*vector*)

Create a translation matrix.

Parameters **vector** (*Vector*) – The translation vector.

Returns A matrix representing translation.

Return type *Matrix*

col (*index*)

Returns column of the matrix.

Returns matrix column.

Return type *Vector*

copy ()

Returns a copy of this matrix.

Returns an instance of itself

Return type *Matrix*

det ()

Return the determinant of a matrix.

Returns Return a the determinant of a matrix.

Return type float

inv ()

Returns an inverted copy of the matrix.

Returns inverted matrix.

Return type *Matrix*

mulp (*point*)

Transforms a point in homogeneous coordinates.

Parameters **point** (*Vector*) – The point to be transformed.

Returns transformed point.

Return type *Vector*

mulv (*vector*)

Transforms vector in homogeneous coordinates.

Parameters **vector** (*Vector*) – The vector to be transformed.

Returns transformed vector.

Return type *Vector*

rotation ()
Returns rotation component of the 4x4 matrix.
Returns rotation component
Return type *Matrix*

row (index)
Returns row of the matrix.
Returns matrix row.
Return type *Vector*

scale ()
Returns scale component of the 4x4 matrix.
Returns scale component
Return type float

size
Matrix dimensions.
Type tuple

svd ()
Returns singular value decomposition of the matrix.
Returns u, s, v tuple where $a = u * \text{diag}(s) * v$
Return type *Matrix Vector Matrix* tuple

t ()
Return a new, transposed matrix.
Returns a transposed matrix
Return type *Matrix*

translation ()
Returns translation component of the 4x4 matrix.
Returns translation component
Return type *Vector*

zero ()
Set all matrix elements to zero.

class Metashape.MetaData (object)
Collection of object properties

copy ()
Return a copy of the object.
Returns A copy of the object.
Return type *MetaData*

items ()
List of items.

keys ()
List of item keys.

values ()
List of item values.

class `Metashape.Model`
Triangular mesh model instance

class `Face`
Triangular face of the model

hidden
Face visibility flag.
Type bool

selected
Face selection flag.
Type bool

tex_index
Texture page index.
Type int

tex_vertices
Texture vertex indices.
Type tuple of 3 int

vertices
Vertex indices.
Type tuple of 3 int

class `Model.Faces`
Collection of model faces

resize (*count*)
Resize faces list.
Parameters **count** (*int*) – new face count

class `Model.Statistics`
Mesh statistics

components
Number of connected components.
Type int

degenerate_faces
Number of degenerate faces.
Type int

duplicate_faces
Number of duplicate faces.
Type int

faces
Total number of faces.
Type int

flipped_normals
Number of edges with flipped normals.
Type int

free_vertices
Number of free vertices.
Type int

multiple_edges
Number of edges connecting more than 2 faces.
Type int

open_edges
Number of open edges.
Type int

out_of_range_indices
Number of out of range indices.
Type int

similar_vertices
Number of similar vertices.
Type int

vertices
Total number of vertices.
Type int

zero_faces
Number of zero faces.
Type int

class `Model.TextureVertex`
Texture vertex of the model

coord
Vertex coordinates.
Type tuple of 2 float

class `Model.TextureVertices`
Collection of model texture vertices

resize (*count*)
Resize vertex list.
Parameters `count` (*int*) – new vertex count

class `Model.TextureType`
Texture type in [DiffuseMap, NormalMap, OcclusionMap]

class `Model.Vertex`
Vertex of the model

color
Vertex color.
Type tuple of 3 int

coord
Vertex coordinates.
Type *Vector*

class `Model.Vertices`
Collection of model vertices

resize (*count*)
Resize vertex list.
Parameters `count` (*int*) – new vertex count

`Model.area` ()
Return area of the model surface.

Returns Model area.

Return type float

Model.bands

List of color bands.

Type list of string

Model.clear()

Clears model data.

Model.closeHoles (*level = 30*)

Fill holes in the model surface.

Parameters **level** (*int*) – Hole size threshold in percents.

Model.copy()

Create a copy of the model.

Returns Copy of the model.

Return type *Model*

Model.cropSelection()

Crop selected faces and free vertices from the mesh.

Model.data_type

Data type used to store color values.

Type *DataType*

Model.faces

Collection of mesh faces.

Type *MeshFaces*

Model.fixTopology()

Remove polygons causing topological problems.

Model.key

Model identifier.

Type int

Model.label

Model label.

Type string

Model.loadTexture (*path*)

Load texture from the specified file.

Parameters **path** (*string*) – Path to the image file.

Model.meta

Model meta data.

Type *MetaData*

Model.modified

Modified flag.

Type bool

Model.pickPoint (*origin, target*)

Return ray intersection with mesh.

Parameters

- **origin** (*Vector*) – Ray origin.
- **target** (*Vector*) – Point on the ray.

Returns Coordinates of the intersection point.

Return type *Vector*

`Model.removeComponents` (*size*)

Remove small connected components.

Parameters **size** (*int*) – Threshold on the polygon count of the components to be removed.

`Model.removeSelection` ()

Remove selected faces and free vertices from the mesh.

`Model.renderDepth` (*transform, calibration*)

Render model depth image for specified viewpoint.

Parameters

- **transform** (*Matrix*) – Camera location.
- **calibration** (*Calibration*) – Camera calibration.

Returns Rendered image.

Return type *Image*

`Model.renderImage` (*transform, calibration*)

Render model image for specified viewpoint.

Parameters

- **transform** (*Matrix*) – Camera location.
- **calibration** (*Calibration*) – Camera calibration.

Returns Rendered image.

Return type *Image*

`Model.renderMask` (*transform, calibration*)

Render model mask image for specified viewpoint.

Parameters

- **transform** (*Matrix*) – Camera location.
- **calibration** (*Calibration*) – Camera calibration.

Returns Rendered image.

Return type *Image*

`Model.renderNormalMap` (*transform, calibration*)

Render image with model normals for specified viewpoint.

Parameters

- **transform** (*Matrix*) – Camera location.
- **calibration** (*Calibration*) – Camera calibration.

Returns Rendered image.

Return type *Image*

`Model.saveTexture` (*path*)

Save texture to the specified file.

Parameters `path` (*string*) – Path to the image file.

`Model.setTexture` (*image*, *page=0*, *type=Model.DiffuseMap*)

Initialize texture from image data.

Parameters

- **image** (*Image*) – Texture image.
- **page** (*int*) – Texture index for multitextured models.
- **type** (*Model.TextureType*) – Texture type.

`Model.statistics` (*[progress]*)

Return mesh statistics.

Parameters `progress` (*Callable[[float], None]*) – Progress callback.

Returns Mesh statistics.

Return type *Model.Statistics*

`Model.tex_vertices`

Collection of mesh texture vertices.

Type *MeshTexVertices*

`Model.texture` (*page=0*, *type=Model.DiffuseMap*)

Return texture image.

Parameters

- **page** (*int*) – Texture index for multitextured models.
- **type** (*Model.TextureType*) – Texture type.

Returns Texture image.

Return type *Image*

`Model.vertices`

Collection of mesh vertices.

Type *MeshVertices*

`Model.volume` ()

Return volume of the closed model surface.

Returns Model volume.

Return type *float*

class `Metashape.ModelFormat`

Model format in [`ModelFormatNone`, `ModelFormatOBJ`, `ModelFormat3DS`, `ModelFormatVRML`, `ModelFormatPLY`, `ModelFormatCOLLADA`, `ModelFormatU3D`, `ModelFormatPDF`, `ModelFormatDXF`, `ModelFormatFBX`, `ModelFormatKMZ`, `ModelFormatCTM`, `ModelFormatSTL`, `ModelFormatDXF_3DF`, `ModelFormat-TLS`, `ModelFormatABC`, `ModelFormatOSGB`, `ModelFormatGLTF`, `ModelFormatX3D`]

class `Metashape.ModelViewMode`

Model view mode in [`ShadedModelView`, `SolidModelView`, `WireframeModelView`, `TexturedModelView`]

class `Metashape.NetworkClient`

`NetworkClient` class provides access to the network processing server and allows to create and manage tasks.

The following example connects to the server and lists active tasks:

```
>>> import Metashape
>>> client = Metashape.NetworkClient()
>>> client.connect('127.0.0.1')
>>> client.batchList()
```

abortBatch (*batch_id*)

Abort batch.

Parameters **batch_id** (*int*) – Batch id.

abortNode (*node_id*)

Abort node.

Parameters **node_id** (*int*) – Node id.

batchList (*revision=0*)

Get list of batches.

Parameters **revision** (*int*) – First revision to get.

Returns List of batches.

Return type dict

batchStatus (*batch_id, revision=0*)

Get batch status.

Parameters

- **batch_id** (*int*) – Batch id.
- **revision** (*int*) – First revision to get.

Returns Batch status.

Return type dict

connect (*host, port=5840*)

Connect to the server.

Parameters

- **host** (*string*) – Server hostname.
- **port** (*int*) – Communication port.

createBatch (*path, tasks*)

Create new batch.

Parameters

- **path** (*string*) – Project path relative to root folder.
- **tasks** (list of *NetworkTask*) – Project path relative to root folder.

Returns Batch id.

Return type int

disconnect ()

Disconnect from the server.

dumpBatches (*[batch_ids]*)

Dump current state of batches.

Parameters `batch_ids` (*list of int*) – First revision to get.

Returns Batches data.

Return type string

findBatch (*path*)

Get batch id based on project path.

Parameters `path` (*string*) – Project path relative to root folder.

Returns Batch id.

Return type int

loadBatches (*data*)

Load batches from dump.

Parameters `data` (*string*) – Batches data.

nodeList (*revision=0*)

Get list of nodes.

Parameters `revision` (*int*) – First revision to get.

Returns List of nodes.

Return type dict

nodeStatus (*node_id, revision=0*)

Get node status.

Parameters

- `node_id` (*int*) – Node id.
- `revision` (*int*) – First revision to get.

Returns Node status.

Return type dict

pauseBatch (*batch_id*)

Pause batch.

Parameters `batch_id` (*int*) – Batch id.

pauseNode (*node_id*)

Pause node.

Parameters `node_id` (*int*) – Node id.

quitNode (*node_id*)

Quit node.

Parameters `node_id` (*int*) – Node id.

resumeBatch (*batch_id*)

Resume batch.

Parameters `batch_id` (*int*) – Batch id.

resumeNode (*node_id*)

Resume node.

Parameters `node_id` (*int*) – Node id.

serverInfo ()

Get server information.

Returns Server information.

Return type dict

setBatchNodeLimit (batch_id, node_limit)

Set node limit of the batch.

Parameters

- **batch_id** (*int*) – Batch id.
- **node_limit** (*int*) – Node limit of the batch (0 - unlimited).

setBatchPriority (batch_id, priority)

Set batch priority.

Parameters

- **batch_id** (*int*) – Batch id.
- **priority** (*int*) – Batch priority (2 - Highest, 1 - High, 0 - Normal, -1 - Low, -2 - Lowest).

setNodeCPUEnable (node_id, cpu_enable)

Set node CPU enable flag.

Parameters

- **node_id** (*int*) – Node id.
- **cpu_enable** (*bool*) – CPU enable flag.

setNodeCapability (node_id, capability)

Set node capability.

Parameters

- **node_id** (*int*) – Node id.
- **capability** (*int*) – Node capability (1 - CPU, 2 - GPU, 3 - Any).

setNodeGPUMask (node_id, gpu_mask)

Set node GPU mask.

Parameters

- **node_id** (*int*) – Node id.
- **gpu_mask** (*int*) – GPU device mask.

setNodePriority (node_id, priority)

Set node priority.

Parameters

- **node_id** (*int*) – Node id.
- **priority** (*int*) – Node priority (2 - Highest, 1 - High, 0 - Normal, -1 - Low, -2 - Lowest).

class Metashape.NetworkTask

NetworkTask class contains information about network task and its parameters.

The following example creates a new processing task and submits it to the server:

```
>>> import Metashape
>>> task = Metashape.NetworkTask()
>>> task.name = 'MatchPhotos'
>>> task.params['keypoint_limit'] = 40000
>>> client = Metashape.NetworkClient()
>>> client.connect('127.0.0.1')
>>> batch_id = client.createBatch('processing/project.psx', [task])
>>> client.resumeBatch(batch_id)
```

chunks

List of chunks.

Type list

encode()

Create a dictionary with task parameters.

frames

List of frames.

Type list

name

Task name.

Type string

params

Task parameters.

Type dict

supports_gpu

GPU support flag.

Type bool

class Metashape.**OrthoProjection**

Orthographic projection.

class **Type**

Projection type in [Planar, Cylindrical]

OrthoProjection.copy()

Return a copy of the object.

Returns A copy of the object.

Return type *OrthoProjection*

OrthoProjection.crs

Base coordinate system.

Type *CoordinateSystem*

OrthoProjection.matrix

Ortho transformation matrix.

Type *Matrix*

OrthoProjection.radius

Cylindrical projection radius.

Type float

`OrthoProjection.transform` (*point, source, target*)
Transform point coordinates between coordinate systems.

Parameters

- **point** (2 or 3 component *Vector*) – Point coordinates.
- **source** (*CoordinateSystem*) – Source coordinate system.
- **target** (*CoordinateSystem*) – Target coordinate system.

Returns Transformed point coordinates.

Return type *Vector*

`OrthoProjection.type`
Projection type.

Type *OrthoProjection.Type*

class `Metashape.Orthomosaic`
Orthomosaic data.

The following sample assigns to the first shape in the chunk the image from the first camera for the orthomosaic patch and updates the mosaic:

```
>>> import Metashape
>>> chunk = Metashape.app.document.chunk
>>> ortho = chunk.orthomosaic
>>> camera = chunk.cameras[0]
>>> shape = chunk.shapes[0]
>>> patch = Metashape.Orthomosaic.Patch()
>>> patch.image_keys = [camera.key]
>>> ortho.patches[shape] = patch
>>> ortho.update()
```

class `Patch`
Orthomosaic patch.

copy ()
Returns a copy of the patch.
Returns Copy of the patch.
Return type *Orthomosaic.Patch*

excluded
Excluded flag.
Type bool

image_keys
Image keys.
Type list of int

class `Orthomosaic.Patches`
A set of orthomosaic patches.

items ()
List of items.

keys ()
List of item keys.

values ()
List of item values.

Orthomosaic.bands
List of color bands.
Type list of string

Orthomosaic.bottom
Y coordinate of the bottom side.
Type float

Orthomosaic.clear()
Clears orthomosaic data.

Orthomosaic.copy()
Create a copy of the orthomosaic.
Returns Copy of the orthomosaic.
Return type *Orthomosaic*

Orthomosaic.crs
Coordinate system of orthomosaic.
Type *CoordinateSystem*

Orthomosaic.data_type
Data type used to store color values.
Type *DataType*

Orthomosaic.height
Orthomosaic height.
Type int

Orthomosaic.key
Orthomosaic identifier.
Type int

Orthomosaic.label
Orthomosaic label.
Type string

Orthomosaic.left
X coordinate of the left side.
Type float

Orthomosaic.meta
Orthomosaic meta data.
Type *MetaData*

Orthomosaic.modified
Modified flag.
Type bool

Orthomosaic.patches
Orthomosaic patches.
Type *Orthomosaic.Patches*

Orthomosaic.projection
Orthomosaic projection.

Type *OrthoProjection***Orthomosaic.removeOrthophotos** ()

Remove orthorectified images from orthomosaic.

Orthomosaic.reset ([*progress*])

Reset all edits to orthomosaic.

Parameters **progress** (*Callable*[[*float*], *None*]) – Progress callback.**Orthomosaic.resolution**

Orthomosaic resolution in meters.

Type *float***Orthomosaic.right**

X coordinate of the right side.

Type *float***Orthomosaic.top**

Y coordinate of the top side.

Type *float***Orthomosaic.update** ([*progress*])

Apply edits to orthomosaic.

Parameters **progress** (*Callable*[[*float*], *None*]) – Progress callback.**Orthomosaic.width**

Orthomosaic width.

Type *int***class** *Metashape.Photo*

Photo instance

alpha ()

Returns alpha channel data.

Returns Alpha channel data.**Return type** *Image***copy** ()

Returns a copy of the photo.

Returns Copy of the photo.**Return type** *Photo***image** ([*channels*][, *datatype*])

Returns image data.

Parameters

- **datatype** (*string*) – pixel data type in ['U8', 'U16', 'U32', 'F16', 'F32', 'F64']
- **channels** (*string*) – color channels to be loaded, e.g. 'RGB', 'RGBA', etc.

Returns Image data.**Return type** *Image***imageMeta** ()

Returns image meta data.

Returns Image meta data.

Return type *MetaData*

layer

Layer index in the image file.

Type int

meta

Frame meta data.

Type *MetaData*

open (*path* [, *layer*])

Loads specified image file.

Parameters

- **path** (*string*) – Path to the image file to be loaded.
- **layer** (*int*) – Optional layer index in case of multipage files.

path

Path to the image file.

Type string

thumbnail (*width=192, height=192*)

Creates new thumbnail with specified dimensions.

Returns Thumbnail data.

Return type *Thumbnail*

class *Metashape*.**PointClass**

Point class in [Created, Unclassified, Ground, LowVegetation, MediumVegetation, HighVegetation, Building, LowPoint, ModelKeyPoint, Water, Rail, RoadSurface, OverlapPoints, WireGuard, WireConductor, TransmissionTower, WireConnector, BridgeDeck, HighNoise, Car, Manmade]

class *Metashape*.**PointCloud**

Sparse point cloud instance

class **Cameras**

Collection of *PointCloud.Projections* objects indexed by corresponding cameras

class *PointCloud*.**Filter**

Sparse point cloud filter

The following example selects all points of the sparse cloud from the active chunk that have reprojection error higher than defined threshold:

```
>>> chunk = Metashape.app.document.chunk # active chunk
>>> threshold = 0.5
>>> f = Metashape.PointCloud.Filter()
>>> f.init(chunk, criterion = Metashape.PointCloud.Filter.ReprojectionError)
>>> f.selectPoints(threshold)
```

class **Criterion**

Point filtering criterion in [ReprojectionError, ReconstructionUncertainty, ImageCount, ProjectionAccuracy]

PointCloud.Filter.**init** (*points, criterion, progress*)

Initialize point cloud filter based on specified criterion.

Parameters

- **points** (*PointCloud* or *Chunk*) – Point cloud to filter.
- **criterion** (*PointCloud.Filter.Criterion*) – Point filter criterion.
- **progress** (*Callable[[float], None]*) – Progress callback.

`PointCloud.Filter.max_value`

Maximum value.

Type int or double

`PointCloud.Filter.min_value`

Minimum value.

Type int or double

`PointCloud.Filter.removePoints(threshold)`

Remove points based on specified threshold.

Parameters **threshold** (*float*) – Criterion threshold.

`PointCloud.Filter.resetSelection()`

Reset previously made selection.

`PointCloud.Filter.selectPoints(threshold)`

Select points based on specified threshold.

Parameters **threshold** (*float*) – Criterion threshold.

`PointCloud.Filter.values`

List of values.

Type list of int or list of double

class `PointCloud.Point`

3D point in the point cloud

coord

Point coordinates.

Type *Vector*

cov

Point coordinates covariance matrix.

Type *Matrix*

selected

Point selection flag.

Type bool

track_id

Track index.

Type int

valid

Point valid flag.

Type bool

class `PointCloud.Points`

Collection of 3D points in the point cloud

copy()

Returns a copy of points buffer.

Returns Copy of points buffer.

Return type *PointCloud.Points*

resize(count)

Resize points list.

Parameters `count` (*int*) – new point count

class `PointCloud.Projection`

Projection of the 3D point on the photo

coord

Projection coordinates.

Type tuple of 2 float

size

Point size.

Type float

track_id

Track index.

Type int

class `PointCloud.Projections`

Collection of `PointCloud.Projection` for the camera

copy ()

Returns a copy of projections buffer.

Returns Copy of projections buffer.

Return type `PointCloud.Projections`

resize (*count*)

Resize projections list.

Parameters `count` (*int*) – new projections count

class `PointCloud.Track`

Track in the point cloud

color

Track color.

Type tuple of 3 int

class `PointCloud.Tracks`

Collection of tracks in the point cloud

copy ()

Returns a copy of tracks buffer.

Returns Copy of tracks buffer.

Return type `PointCloud.Tracks`

resize (*count*)

Resize track list.

Parameters `count` (*int*) – new track count

`PointCloud.bands`

List of color bands.

Type list of string

`PointCloud.copy` (*keypoints=True*)

Returns a copy of the point cloud.

Parameters `keypoints` (*bool*) – copy key points data.

Returns Copy of the point cloud.

Return type `PointCloud`

`PointCloud.cropSelectedPoints()`
Crop selected points.

`PointCloud.cropSelectedTracks()`
Crop selected tie points.

`PointCloud.data_type`
Data type used to store color values.

Type *DataType*

`PointCloud.export(path, format='obj'[, projection])`
Export point cloud.

Parameters

- **path** (*string*) – Path to output file.
- **format** (*string*) – Export format in ['obj', 'ply'].
- **projection** (*Matrix* or *CoordinateSystem*) – Sets output projection.

`PointCloud.meta`
Point cloud meta data.

Type *MetaData*

`PointCloud.modified`
Modified flag.

Type `bool`

`PointCloud.pickPoint(origin, target)`
Returns ray intersection with the point cloud (point on the ray nearest to some point).

Parameters

- **origin** (*Vector*) – Ray origin.
- **target** (*Vector*) – Point on the ray.

Returns Coordinates of the intersection point.

Return type *Vector*

`PointCloud.points`
List of points.

Type *PointCloud.Points*

`PointCloud.projections`
Point projections for each photo.

Type *PointCloud.Projections*

`PointCloud.removeKeypoints()`
Remove keypoints from point cloud.

`PointCloud.removeSelectedPoints()`
Remove selected points.

`PointCloud.removeSelectedTracks()`
Remove selected tie points.

`PointCloud.tracks`
List of tracks.

Type *PointCloud.Tracks*

class *Metashape.PointsFormat*

Point cloud format in [PointsFormatNone, PointsFormatOBJ, PointsFormatPLY, PointsFormatXYZ, PointsFormatLAS, PointsFormatExpe, PointsFormatU3D, PointsFormatPDF, PointsFormatE57, PointsFormatOC3, PointsFormatPotree, PointsFormatLAZ, PointsFormatCL3, PointsFormatPTS, PointsFormatDXF, PointsFormatCesium]

class *Metashape.Preselection*

Image pair preselection in [NoPreselection, GenericPreselection, ReferencePreselection]

class *Metashape.Quality*

Dense point cloud quality in [UltraQuality, HighQuality, MediumQuality, LowQuality, LowestQuality]

class *Metashape.RasterFormat*

Raster format in [RasterFormatNone, RasterFormatTiles, RasterFormatKMZ, RasterFormatXYZ, RasterFormatMBTiles, RasterFormatWW, RasterFormatTMS]

class *Metashape.RasterTransform*

Raster transform definition.

calibrateRange ()

Auto detect range based on orthomosaic histogram.

copy ()

Return a copy of the object.

Returns A copy of the object.

Return type *RasterTransform*

enabled

Enable flag.

Type bool

false_color

False color channels.

Type list

formula

Raster calculator expression.

Type string

interpolation

Interpolation enable flag.

Type bool

palette

Color palette.

Type dict

range

Palette mapping range.

Type tuple

reset ()

Reset raster transform.

class `Metashape.RasterTransformType`
Raster transformation type in [RasterTransformNone, RasterTransformValue, RasterTransformPalette]

class `Metashape.ReferenceFormat`
Reference format in [ReferenceFormatNone, ReferenceFormatXML, ReferenceFormatTEL, ReferenceFormatCSV, ReferenceFormatMavinci, ReferenceFormatBramor, ReferenceFormatAPM]

class `Metashape.ReferenceItems`
Reference items in [ReferenceItemsCameras, ReferenceItemsMarkers, ReferenceItemsScalebars]

class `Metashape.Region`
Region parameters

center
Region center coordinates.
Type *Vector*

copy()
Return a copy of the object.
Returns A copy of the object.
Return type *Region*

rot
Region rotation matrix.
Type *Matrix*

size
Region size.
Type *Vector*

class `Metashape.RotationOrder`
Rotation order in [RotationOrderXYZ, RotationOrderXZY, RotationOrderYXZ, RotationOrderYZX, RotationOrderZXY, RotationOrderZYX]

class `Metashape.Scalebar`
Scale bar instance

class `Reference`
Scale bar reference data

accuracy
Scale bar length accuracy.
Type float

distance
Scale bar length.
Type float

enabled
Enabled flag.
Type bool

`Scalebar.chunk`
Chunk the scalebar belongs to.
Type *Chunk*

`Scalebar.frames`
Scale bar frames.

Type list of *Scalebar*

Scalebar.group
Scale bar group.

Type *ScalebarGroup*

Scalebar.key
Scale bar identifier.

Type int

Scalebar.label
Scale bar label.

Type string

Scalebar.meta
Scale bar meta data.

Type *MetaData*

Scalebar.point0
Start of the scale bar.

Type *Marker*

Scalebar.point1
End of the scale bar.

Type *Marker*

Scalebar.reference
Scale bar reference data.

Type *ScalebarReference*

Scalebar.selected
Selects/deselects the scale bar.

Type bool

class *Metashape*.**ScalebarGroup**

ScalebarGroup objects define groups of multiple scale bars. The grouping is established by assignment of a ScalebarGroup instance to the Scalebar.group attribute of participating scale bars.

label
Scale bar group label.

Type string

selected
Current selection state.

Type bool

class *Metashape*.**Sensor**

Sensor instance

class **Reference**
Sensor reference data.

accuracy
Sensor location accuracy.

Type *Vector*

enabled
Location enabled flag.
Type bool

location
Sensor coordinates.
Type *Vector*

location_accuracy
Sensor location accuracy.
Type *Vector*

location_enabled
Location enabled flag.
Type bool

rotation
Sensor rotation angles.
Type *Vector*

rotation_accuracy
Sensor rotation accuracy.
Type *Vector*

rotation_enabled
Rotation enabled flag.
Type bool

class `Sensor.Type`
Sensor type in [Frame, Fisheye, Spherical]

`Sensor.antenna`
GPS antenna correction.
Type *Antenna*

`Sensor.bands`
List of color bands.
Type list of string

`Sensor.black_level`
Black level for each band.
Type list of float

`Sensor.calibrateFiducials` (*resolution=0.014*)
Fit fiducial coordinates to image measurements.
Parameters **resolution** (*float*) – Scanning resolution in mm/pix.

`Sensor.calibration`
Adjusted calibration of the photo.
Type *Calibration*

`Sensor.chunk`
Chunk the sensor belongs to.
Type *Chunk*

`Sensor.data_type`
Data type used to store color values.

Type *DataType*

Sensor.fiducials

Fiducial marks.

Type list of *Marker*

Sensor.film_camera

Film camera flag.

Type bool

Sensor.fixed

Fix calibration flag.

Type bool

Sensor.fixed_calibration

Fix calibration flag.

Type bool

Sensor.fixed_location

Fix location flag.

Type bool

Sensor.fixed_params

List of fixed calibration parameters.

Type list of string

Sensor.fixed_rotation

Fix rotation flag.

Type bool

Sensor.focal_length

Focal length in mm.

Type float

Sensor.height

Image height.

Type int

Sensor.key

Sensor identifier.

Type int

Sensor.label

Sensor label.

Type string

Sensor.layer_index

Sensor layer index.

Type int

Sensor.location

Sensor plane location.

Type *Vector*

Sensor.location_covariance

Sensor plane location covariance.

Type *Matrix*

Sensor.master

Master sensor.

Type *Sensor*

Sensor.normalize_sensitivity

Enable sensitivity normalization.

Type bool

Sensor.normalize_to_float

Convert pixel values to floating point after normalization.

Type bool

Sensor.photo_params

List of photo-invariant calibration parameters.

Type list of string

Sensor.pixel_height

Pixel height in mm.

Type float

Sensor.pixel_size

Pixel size in mm.

Type *Vector*

Sensor.pixel_width

Pixel width in mm.

Type float

Sensor.planes

Sensor planes.

Type list of *Sensor*

Sensor.reference

Sensor reference data.

Type *SensorReference*

Sensor.rolling_shutter

Enable rolling shutter compensation.

Type bool

Sensor.rotation

Sensor plane rotation.

Type *Matrix*

Sensor.rotation_covariance

Sensor plane rotation covariance.

Type *Matrix*

Sensor.sensitivity

Sensitivity for each band.

Type list of float

Sensor.type

Sensor projection model.

Type *Sensor.Type*

Sensor.user_calib

Custom calibration used as initial calibration during photo alignment.

Type *Calibration*

Sensor.vignetting

Vignetting for each band.

Type list of *Vignetting*

Sensor.width

Image width.

Type int

class *Metashape.Shape*

Shape data.

class *BoundaryType*

Shape boundary type in [NoBoundary, OuterBoundary, InnerBoundary]

class *Shape.Type*

Shape type in [Point, Polyline, Polygon]

class *Shape.Vertices*

Collection of shape vertices

Shape.area ()

Return area of the shape on DEM.

Returns Shape area.

Return type float

Shape.attributes

Shape attributes.

Type *MetaData*

Shape.boundary_type

Shape boundary type.

Type *Shape.BoundaryType*

Shape.group

Shape group.

Type *ShapeGroup*

Shape.has_z

Z enable flag.

Type bool

Shape.key

Shape identifier.

Type int

`Shape.label`
Shape label.

Type string

`Shape.perimeter2D()`
Return perimeter of the shape on DEM.

Returns Shape perimeter.

Return type float

`Shape.perimeter3D()`
Return perimeter of the shape.

Returns Shape perimeter.

Return type float

`Shape.selected`
Selects/deselects the shape.

Type bool

`Shape.type`
Shape type.

Type `Shape.Type`

`Shape.vertex_ids`
List of shape vertex ids.

Type `ShapeVertices`

`Shape.vertices`
List of shape vertices.

Type `ShapeVertices`

`Shape.volume (level='bestfit')`
Return volume of the shape measured on DEM above and below best fit, mean level or custom level plane.

Parameters `level` (*float*) – Plane level: 'bestfit', 'mean' or custom value.

Returns Shape volumes.

Return type dict

class `Metashape.ShapeGroup`

`ShapeGroup` objects define groups of multiple shapes. The grouping is established by assignment of a `ShapeGroup` instance to the `Shape.group` attribute of participating shapes.

color
Shape group color.

Type tuple of 3 int

enabled
Enable flag.

Type bool

key
Shape group identifier.

Type int

label

Shape group label.

Type string

selected

Current selection state.

Type bool

show_labels

Shape labels visibility flag.

Type bool

class `Metashape.Shapes`

A set of shapes for a chunk frame.

addGroup ()

Add new shape group to the set of shapes.

Returns Created shape group.

Return type *ShapeGroup*

addShape ()

Add new shape to the set of shapes.

Returns Created shape.

Return type *Shape*

crs

Shapes coordinate system.

Type *CoordinateSystem*

groups

List of shape groups.

Type list of *ShapeGroup*

items ()

List of items.

meta

Shapes meta data.

Type *MetaData*

modified

Modified flag.

Type bool

projection

Shapes projection.

Type *OrthoProjection*

remove (*items*)

Remove items from the shape layer.

Parameters **items** (list of *Shape* or *ShapeGroup*) – A list of items to be removed.

shapes

List of shapes.

Type list of *Shape*

updateAltitudes (*items* [, *progress*])

Update altitudes for items.

Parameters

- **items** (list of *Shape* or *ShapeGroup*) – A list of items to be updated.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

class *Metashape*.**ShapesFormat**

Shapes format in [ShapesFormatNone, ShapesFormatSHP, ShapesFormatKML, ShapesFormatDXF]

class *Metashape*.**Shutter**

Shutter object contains estimated parameters of the rolling shutter correction model.

copy ()

Return a copy of the object.

Returns A copy of the object.

Return type *Shutter*

rotation

Rotation matrix of the rolling shutter model.

Type *Matrix*

translation

Translation vector of the rolling shutter model.

Type *Vector*

class *Metashape*.**SurfaceType**

Surface type in [Arbitrary, HeightField]

class *Metashape*.**Target**

Target parameters

code

Target code.

Type int

coord

Target location.

Type *Vector*

copy ()

Return a copy of the object.

Returns A copy of the object.

Return type *Target*

radius

Target radius.

Type float

class *Metashape*.**TargetType**

Target type in [CircularTarget12bit, CircularTarget14bit, CircularTarget16bit, CircularTarget20bit, CircularTarget, CrossTarget]

class `Metashape.Tasks`

Task classes.

class `AddFrames`

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

chunk

Chunk to copy frames from.

Type `int`

copy_dense_cloud

Copy dense cloud.

Type `bool`

copy_depth_maps

Copy depth maps.

Type `bool`

copy_elevation

Copy DEM.

Type `bool`

copy_model

Copy model.

Type `bool`

copy_orthomosaic

Copy orthomosaic.

Type `bool`

copy_tiled_model

Copy tiled model.

Type `bool`

decode (*dict*)

Initializes task parameters with a dictionary.

decodeJSON (*json*)

Initializes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

frames

List of frame keys to copy.

Type `list of int`

name

Task name.

Type `string`

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks*.**AddPhotos**
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

filegroups
List of file groups.
Type list of int

filenames
List of files to add.
Type list of string

group
Camera group key.
Type int

layout
Image layout.
Type *ImageLayout*

load_reference
Load reference coordinates.
Type bool

load_xmp_accuracy
Load accuracy from XMP meta data.
Type bool

load_xmp_antenna
Load GPS/INS offset from XMP meta data.
Type bool

load_xmp_calibration
Load calibration from XMP meta data.
Type bool

load_xmp_orientation
Load orientation from XMP meta data.
Type bool

name
Task name.
Type string

strip_extensions
Strip file extensions from camera labels.
Type bool

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.AlignCameras*
Task class containing processing parameters.

adaptive_fitting
Enable adaptive fitting of distortion coefficients.
Type bool

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

cameras
List of cameras to align.
Type list of int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

name
Task name.
Type string

network_distribute
Enable distributed processing.
Type bool

reset_alignment
Reset current alignment.
Type bool

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.AlignChunks*
Task class containing processing parameters.

align_method
Alignment method.
Type int

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

chunks
List of chunks to be aligned.
Type list of int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

fit_scale
Fit chunk scale during alignment.
Type bool

markers
List of markers to be used for marker based alignment.
Type list of int

match_downscale
Alignment accuracy.
Type int

match_filter_mask

Filter points by mask.

Type bool**match_mask_tiepoints**

Apply mask filter to tie points.

Type bool**match_point_limit**

Maximum number of points for each photo.

Type int**match_select_pairs**

Enables image pair preselection.

Type bool**name**

Task name.

Type string**reference**

Chunk to be used as a reference.

Type int**supports_gpu**

GPU support flag.

Type bool**target**

Task target.

Type *Tasks.TargetType***workitem_count**

Work item count.

Type int**class** *Tasks*.**AnalyzePhotos**

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

cameras

List of cameras to be analyzed.

Type list of int**decode** (*dict*)

Initializes task parameters with a dictionary.

decodeJSON (*json*)

Initializes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

filter_mask
Constrain analyzed image region by mask.
Type bool

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks*.**BuildContours**
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

interval
Contour interval.
Type float

max_value
Maximum value of contour range.
Type float

min_value
Minimum value of contour range.
Type float

name
Task name.
Type string

prevent_intersections
Prevent contour intersections.
Type bool

source_data
Source data for contour generation.
Type *DataSource*

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks*.**BuildDem**
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

classes
List of dense point classes to be used for surface extraction.
Type list of int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

flip_x
Flip X axis direction.
Type bool

flip_y
Flip Y axis direction.
Type bool

flip_z
Flip Z axis direction.
Type bool

interpolation
Interpolation mode.
Type *Interpolation*

max_workgroup_size
Maximum workgroup size.
Type int

name
Task name.
Type string

network_distribute
Enable distributed processing.
Type bool

projection
Output projection.
Type *OrthoProjection*

region
Region to be exported in the (x0, y0, x1, y1) format.
Type list of 4 floats

resolution
Output resolution in meters.
Type float

source_data
Selects between dense point cloud and sparse point cloud.
Type *DataSource*

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

workitem_size_tiles
Number of tiles in a workitem.
Type int

class *Tasks*.**BuildDenseCloud**
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

max_neighbors
Maximum number of neighbor images to use for depth map filtering.
Type int

max_workgroup_size
Maximum workgroup size.
Type int

name
Task name.
Type string

network_distribute
Enable distributed processing.
Type bool

point_colors
Enable point colors calculation.
Type bool

store_depth
Enable store depth maps option.
Type bool

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

workitem_size_cameras
Number of cameras in a workitem.
Type int

class *Tasks*.**BuildDepthMaps**
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

cameras
List of cameras to process.
Type list of int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

downscale
Depth map quality.
Type int

encode()
Create a dictionary with task parameters.

encodeJSON()
Create a JSON string with task parameters.

filter_mode
Depth map filtering mode.
Type *FilterMode*

max_neighbors
Maximum number of neighbor images to use for depth map generation.
Type int

max_workgroup_size
Maximum workgroup size.
Type int

name
Task name.
Type string

network_distribute
Enable distributed processing.
Type bool

reuse_depth
Enable reuse depth maps option.
Type bool

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

workitem_size_cameras
Number of cameras in a workitem.
Type int

class `Tasks.BuildModel`
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

cameras

List of cameras to process.

Type list of int

classes

List of dense point classes to be used for surface extraction.

Type list of int

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

face_count

Target face count.

Type *FaceCount*

face_count_custom

Custom face count.

Type int

interpolation

Interpolation mode.

Type *Interpolation*

name

Task name.

Type string

source_data

Selects between dense point cloud, sparse point cloud and depth maps.

Type *DataSource*

store_depth

Enable store depth maps option.

Type bool

supports_gpu

GPU support flag.

Type bool

surface_type

Type of object to be reconstructed.

Type *SurfaceType*

target

Task target.

Type *Tasks.TargetType*

trimming_radius

Trimming radius (no trimming if zero).

Type int

vertex_colors

Enable vertex colors calculation.

Type bool

volumetric_masks

Enable strict volumetric masking.

Type bool

workitem_count

Work item count.

Type int

class `Tasks.BuildOrthomosaic`

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

blending_mode

Orthophoto blending mode.

Type *BlendingMode*

cull_faces

Enable back-face culling.

Type bool

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

fill_holes

Enable hole filling.

Type bool

flip_x

Flip X axis direction.

Type bool

flip_y

Flip Y axis direction.

Type bool

flip_z

Flip Z axis direction.

Type bool

max_workgroup_size

Maximum workgroup size.

Type int

name

Task name.

Type string

network_distribute
Enable distributed processing.
Type bool

ortho_surface
Orthorectification surface.
Type *DataSource*

projection
Output projection.
Type *OrthoProjection*

refine_seamlines
Refine seamlines based on image content.
Type bool

region
Region to be exported in the (x0, y0, x1, y1) format.
Type list of 4 floats

resolution
Pixel size in meters.
Type float

resolution_x
Pixel size in the X dimension in projected units.
Type float

resolution_y
Pixel size in the Y dimension in projected units.
Type float

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

workitem_size_cameras
Number of cameras in a workitem.
Type int

workitem_size_tiles
Number of tiles in a workitem.
Type int

class *Tasks*.**BuildSeamlines**
Task class containing processing parameters.

apply (*object*[, *workitem*][, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.

- **workitem** (*int*) – Workitem index.
- **progress** (*Callable[[float], None]*) – Progress callback.

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

epsilon

Contour simplificaion threshold.

Type float

name

Task name.

Type string

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class *Tasks.BuildTexture*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable[[float], None]*) – Progress callback.

blending_mode

Texture blending mode.

Type *BlendingMode*

cameras

A list of cameras to be used for texturing.

Type list of int

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON()
Create a JSON string with task parameters.

fill_holes
Enable hole filling.
Type bool

ghosting_filter
Enable ghosting filter.
Type bool

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

texture_size
Texture size.
Type int

workitem_count
Work item count.
Type int

class *Tasks.BuildTiledModel*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

classes
List of dense point classes to be used for surface extraction.
Type list of int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

face_count
Number of faces per megapixel of texture resolution.
Type *TiledModel.FaceCount* or int

ghosting_filter

Enable ghosting filter.

Type bool**max_workgroup_size**

Maximum workgroup size.

Type int**name**

Task name.

Type string**network_distribute**

Enable distributed processing.

Type bool**pixel_size**

Target model resolution in meters.

Type float**source_data**

Selects between dense point cloud and mesh.

Type *DataSource***store_depth**

Enable store depth maps option.

Type bool**supports_gpu**

GPU support flag.

Type bool**target**

Task target.

Type *Tasks.TargetType***tile_size**

Size of tiles in pixels.

Type int**transfer_texture**

Transfer source model texture to tiled model.

Type bool**workitem_count**

Work item count.

Type int**workitem_size_cameras**

Number of cameras in a workitem.

Type int**class** *Tasks*.**BuildUV**

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

camera
Camera to be used for texturing in MappingCamera mode.
Type int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

mapping_mode
Texture mapping mode.
Type *MappingMode*

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

texture_count
Texture count.
Type int

workitem_count
Work item count.
Type int

class *Tasks.CalibrateColors*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

calibrate_color_balance
Turn on color balance compensation.
Type bool

cameras
List of cameras to process.
Type list of int

data_source
Source data for calibration.
Type *DataSource*

decode (*dict*)
 Initializaes task parameters with a dictionary.

decodeJSON (*json*)
 Initializaes task parameters from a JSON string.

encode ()
 Create a dictionary with task parameters.

encodeJSON ()
 Create a JSON string with task parameters.

name
 Task name.
Type string

supports_gpu
 GPU support flag.
Type bool

target
 Task target.
Type *Tasks.TargetType*

workitem_count
 Work item count.
Type int

class *Tasks.CalibrateLens*
 Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
 Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

border
 Border size to ignore.
Type int

decode (*dict*)
 Initializaes task parameters with a dictionary.

decodeJSON (*json*)
 Initializaes task parameters from a JSON string.

encode ()
 Create a dictionary with task parameters.

encodeJSON ()
 Create a JSON string with task parameters.

fit_b1
 Enable optimization of aspect ratio.
Type bool

fit_b2
 Enable optimization of skew coefficient.
Type bool

fit_cxcy
Enable optimization of principal point coordinates.
Type bool

fit_f
Enable optimization of focal length coefficient.
Type bool

fit_k1
Enable optimization of k1 radial distortion coefficient.
Type bool

fit_k2
Enable optimization of k2 radial distortion coefficient.
Type bool

fit_k3
Enable optimization of k3 radial distortion coefficient.
Type bool

fit_k4
Enable optimization of k4 radial distortion coefficient.
Type bool

fit_p1
Enable optimization of p1 tangential distortion coefficient.
Type bool

fit_p2
Enable optimization of p2 tangential distortion coefficient.
Type bool

fit_p3
Enable optimization of p3 tangential distortion coefficient.
Type bool

fit_p4
Enable optimization of p4 tangential distortion coefficient.
Type bool

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.CalibrateReflectance*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable[[float], None]*) – Progress callback.

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

name

Task name.

Type string

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

use_reflectance_panels

Use calibrated reflectance panels.

Type bool

use_sun_sensor

Apply irradiance sensor measurements.

Type bool

workitem_count

Work item count.

Type int

class *Tasks.ClassifyGroundPoints*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable[[float], None]*) – Progress callback.

cell_size

Cell size (meters).

Type float

cls_from

Class of points to be re-classified.

Type int

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

max_angle
Maximum angle (degrees).
Type float

max_distance
Maximum distance (meters).
Type float

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.ClassifyPoints*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

cls_from
Class of points to be re-classified.
Type int

cls_to
Target point classes for classification.
Type list of int

confidence
Required confidence level
Type float

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode()
Create a dictionary with task parameters.

encodeJSON()
Create a JSON string with task parameters.

name
Task name.
Type string

network_distribute
Enable distributed processing.
Type bool

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks*.**CloseHoles**
Task class containing processing parameters.

apply(*object*[, *workitem*][, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

decode(*dict*)
Initializaes task parameters with a dictionary.

decodeJSON(*json*)
Initializaes task parameters from a JSON string.

encode()
Create a dictionary with task parameters.

encodeJSON()
Create a JSON string with task parameters.

level
Hole size threshold in percents.
Type int

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class *Tasks.ColorizeDenseCloud*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

name

Task name.

Type string

source_data

Source data to extract colors from.

Type *DataSource*

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class *Tasks.CompactDenseCloud*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)
 Initializaes task parameters from a JSON string.

encode ()
 Create a dictionary with task parameters.

encodeJSON ()
 Create a JSON string with task parameters.

name
 Task name.
Type string

supports_gpu
 GPU support flag.
Type bool

target
 Task target.
Type *Tasks.TargetType*

workitem_count
 Work item count.
Type int

class *Tasks*.**DecimateModel**
 Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
 Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

decode (*dict*)
 Initializaes task parameters with a dictionary.

decodeJSON (*json*)
 Initializaes task parameters from a JSON string.

encode ()
 Create a dictionary with task parameters.

encodeJSON ()
 Create a JSON string with task parameters.

name
 Task name.
Type string

supports_gpu
 GPU support flag.
Type bool

target
 Task target.
Type *Tasks.TargetType*

target_face_count
 Target face count.
Type int

workitem_count
Work item count.
Type int

class `Tasks.DetectFiducials`
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class `Tasks.DetectMarkers`
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

cameras
List of cameras to process.
Type list of int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode()
Create a dictionary with task parameters.

encodeJSON()
Create a JSON string with task parameters.

filter_mask
Ignore masked image regions.
Type bool

frames
List of frames to process.
Type list of int

inverted
Detect markers on black background.
Type bool

maximum_residual
Maximum residual for non-coded targets in pixels.
Type float

minimum_dist
Minimum distance between targets in pixels (CrossTarget type only).
Type int

minimum_size
Minimum target radius in pixels to be detected (CrossTarget type only).
Type int

name
Task name.
Type string

noparity
Disable parity checking.
Type bool

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

target_type
Type of targets.
Type *TargetType*

tolerance
Detector tolerance (0 - 100).
Type int

workitem_count
Work item count.
Type int

class *Tasks.DuplicateChunk*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

chunk

Chunk to copy.

Type int

copy_dense_cloud

Copy dense cloud.

Type bool

copy_depth_maps

Copy depth maps.

Type bool

copy_elevation

Copy DEM.

Type bool

copy_keypoints

Copy keypoints.

Type bool

copy_model

Copy model.

Type bool

copy_orthomosaic

Copy orthomosaic.

Type bool

copy_tiled_model

Copy tiled model.

Type bool

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

frames

List of frame keys to copy.

Type list of int

label

New chunk label.

Type string

name

Task name.

Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.ExportCameras*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

binary
Enables/disables binary encoding for selected format (if applicable).
Type bool

bingo_export_geoin
Enables/disables export of BINGO GEO INPUT file.
Type bool

bingo_export_gps
Enables/disables export of BINGO GPS/IMU data.
Type bool

bingo_export_image
Enables/disables export of BINGO IMAGE COORDINATE file.
Type bool

bingo_export_itera
Enables/disables export of BINGO ITERA file.
Type bool

bingo_path_geoin
Path to BINGO GEO INPUT file.
Type string

bingo_path_gps
Path to BINGO GPS/IMU file.
Type string

bingo_path_image
Path to BINGO IMAGE COORDINATE file.
Type string

bingo_path_itera
Path to BINGO ITERA file.
Type string

bundler_export_list
Enables/disables export of Bundler image list file.
Type bool

bundler_path_list
Path to Bundler image list file.
Type string

chan_order_rotate
Rotation order (CHAN format only).
Type *RotationOrder*

coordinates
Output coordinate system.
Type *CoordinateSystem*

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

export_markers
Enables/disables export of manual matching points.
Type bool

export_points
Enables/disables export of automatic tie points.
Type bool

format
Export format.
Type *CamerasFormat*

name
Task name.
Type string

path
Path to output file.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

use_labels
Enables/disables label based item identifiers.
Type bool

workitem_count
Work item count.

Type int

class `Tasks.ExportDepth`

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

cameras

List of cameras to process.

Type list of int

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

export_depth

Enable export of depth map.

Type bool

export_diffuse

Enable export of diffuse map.

Type bool

export_normals

Enable export of normal map.

Type bool

name

Task name.

Type string

path_depth

Path to depth map.

Type string

path_diffuse

Path to diffuse map.

Type string

path_normals

Path to normal map.

Type string

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class *Tasks.ExportMarkers*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

binary

Enables/disables binary encoding for selected format (if applicable).

Type bool

coordinates

Output coordinate system.

Type *CoordinateSystem*

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

name

Task name.

Type string

path

Path to output file.

Type string

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class *Tasks.ExportMasks*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable[[float], None]*) – Progress callback.

cameras

List of cameras to process.

Type list of int

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

name

Task name.

Type string

path

Path to output file.

Type string

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class *Tasks.ExportModel*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable[[float], None]*) – Progress callback.

binary

Enables/disables binary encoding (if supported by format).

Type bool

colors_rgb_8bit

Convert colors to 8 bit RGB.

Type bool

comment

Optional comment (if supported by selected format).

Type string

coordinates
Output coordinate system.
Type *CoordinateSystem*

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

export_alpha
Enables/disables alpha channel export.
Type bool

export_cameras
Enables/disables camera export.
Type bool

export_colors
Enables/disables export of vertex colors.
Type bool

export_comment
Enables/disables comment export.
Type bool

export_markers
Enables/disables marker export.
Type bool

export_normals
Enables/disables export of vertex normals.
Type bool

export_texture
Enables/disables texture export.
Type bool

export_udim
Enables/disables UDIM texture layout.
Type bool

export_uv
Enables/disables uv coordinates export.
Type bool

format
Export format.
Type *ModelFormat*

name
Task name.
Type string

path
Path to output model.

Type string

precision
Number of digits after the decimal point (for text formats).
Type int

raster_transform
Raster band transformation.
Type *RasterTransformType*

shift
Optional shift to be applied to vertex coordinates.
Type 3-element vector

strip_camera_ext
Strips camera label extensions during export.
Type bool

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

texture_format
Texture format.
Type *ImageFormat*

viewpoint
Default view.
Type *Viewpoint*

workitem_count
Work item count.
Type int

class *Tasks.ExportOrthophotos*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

cameras
List of cameras to process.
Type list of int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON()
Create a JSON string with task parameters.

jpeg_quality
JPEG quality.
Type int

name
Task name.
Type string

north_up
Use north-up orientation for export.
Type bool

path
Path to output orthophoto.
Type string

projection
Output projection.
Type *OrthoProjection*

raster_transform
Raster band transformation.
Type *RasterTransformType*

region
Region to be exported in the (x0, y0, x1, y1) format.
Type list of 4 floats

resolution
Output resolution in meters.
Type float

resolution_x
Pixel size in the X dimension in projected units.
Type float

resolution_y
Pixel size in the Y dimension in projected units.
Type float

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

tiff_big
Enable BigTIFF compression for TIFF files.
Type bool

tiff_compression
Tiff compression.
Type int

tiff_overviews
Enable image pyramid deneneration for TIFF files.

Type bool

tiff_tiled
Export tiled TIFF.
Type bool

workitem_count
Work item count.
Type int

write_alpha
Enable alpha channel generation.
Type bool

write_kml
Enable kml file generation.
Type bool

write_world
Enable world file generation.
Type bool

class `Tasks.ExportPanorama`
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

camera_groups
List of camera groups to process.
Type list of int

decode (*dict*)
Initializes task parameters with a dictionary.

decodeJSON (*json*)
Initializes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

height
Height of output panorama.
Type int

name
Task name.
Type string

path
Path to output file.
Type string

region
Region to be exported in the (x0, y0, x1, y1) format.

Type list of 4 floats

rotation

Panorama 3x3 orientation matrix.

Type *Matrix*

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

width

Width of output panorama.

Type int

workitem_count

Work item count.

Type int

class *Tasks.ExportPoints*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

binary

Enables/disables binary encoding for selected format (if applicable).

Type bool

classes

List of dense point classes to be exported.

Type list of int

colors_rgb_8bit

Convert colors to 8 bit RGB.

Type bool

comment

Optional comment (if supported by selected format).

Type string

coordinates

Output coordinate system.

Type *CoordinateSystem*

data_source

Selects between dense point cloud and sparse point cloud. If not specified, uses dense cloud if available.

Type *DataSource*

decode (*dict*)

Initializes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

export_colors
Enables/disables export of point colors.
Type bool

export_comment
Enable comment export.
Type bool

export_images
Enable image export.
Type bool

export_normals
Enables/disables export of point normals.
Type bool

format
Export format.
Type *PointsFormat*

image_format
Image data format.
Type *ImageFormat*

name
Task name.
Type string

network_distribute
Enable distributed processing.
Type bool

path
Path to output file.
Type string

precision
Number of digits after the decimal point (for text formats).
Type int

raster_transform
Raster band transformation.
Type *RasterTransformType*

region
Region to be exported in the (x0, y0, x1, y1) format.
Type list of 4 floats

shift
Optional shift to be applied to vertex coordinates.
Type 3-element vector

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

tile_height
Tile height in meters.
Type float

tile_width
Tile width in meters.
Type float

viewpoint
Default view.
Type *Viewpoint*

workitem_count
Work item count.
Type int

write_tiles
Enable tiled export.
Type bool

class *Tasks.ExportRaster*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

data_source
Selects between DEM and orthomosaic.
Type *DataSource*

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

description
Export description.
Type string

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

format
Export format.
Type *RasterFormat*

height
Raster height.
Type int

image_description
Optional description to be added to image files.
Type string

image_format
Tile format.
Type *ImageFormat*

jpeg_quality
JPEG quality.
Type int

kmz_section_enable
Enable network links generation for KMZ format.
Type bool

name
Task name.
Type string

nodata_value
No-data value (DEM export only).
Type float

north_up
Use north-up orientation for export.
Type bool

path
Path to output orthomosaic.
Type string

projection
Output projection.
Type *OrthoProjection*

raster_transform
Raster band transformation.
Type *RasterTransformType*

region
Region to be exported in the (x0, y0, x1, y1) format.
Type list of 4 floats

resolution
Output resolution in meters.
Type float

resolution_x
Pixel size in the X dimension in projected units.
Type float

resolution_y
Pixel size in the Y dimension in projected units.
Type float

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

tiff_big
Enable BigTIFF compression for TIFF files.
Type bool

tiff_compression
Tiff compression.
Type int

tiff_overviews
Enable image pyramid deneneration for TIFF files.
Type bool

tiff_tiled
Export tiled TIFF.
Type bool

tile_height
Specifies block height of the orthomosaic in pixels.
Type int

tile_width
Specifies block width of the orthomosaic in pixels.
Type int

title
Export title.
Type string

white_background
Enable white background.
Type bool

width
Raster width.
Type int

workitem_count
Work item count.
Type int

world_transform
2x3 raster-to-world transformation matrix.
Type *Matrix*

write_alpha
Enable alpha channel generation.
Type bool

write_kml
Enable kml file generation.
Type bool

write_scheme
Enable tile scheme files generation.
Type bool

write_tiles
Enable tiled export.
Type bool

write_world
Enable world file generation.
Type bool

xyz_level_max
Maximum zoom level (Google Map Tiles, MBTiles and World Wind Tiles formats only).
Type int

xyz_level_min
Minimum zoom level (Google Map Tiles, MBTiles and World Wind Tiles formats only).
Type int

class `Tasks.ExportReference`
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

columns
Column order in csv format (n - label, o - enabled flag, x/y/z - coordinates, X/Y/Z - coordinate accuracy, a/b/c - rotation angles, A/B/C - rotation angle accuracy, u/v/w - estimated coordinates, U/V/W - coordinate errors, d/e/f - estimated orientation angles, D/E/F - orientation errors, [] - group of multiple values, l - column separator within group).
Type string

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

delimiter
Column delimiter in csv format.
Type string

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

format
Export format.
Type *ReferenceFormat*

items
Items to export in CSV format.
Type *ReferenceItems*

name
Task name.
Type string

path
Path to the output file.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.ExportReport*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

description
Report description.
Type string

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

name
Task name.
Type string

page_numbers
Enable page numbers.
Type bool

path
Path to output report.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

title
Report title.
Type string

workitem_count
Work item count.
Type int

class *Tasks.ExportShapes*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

coordinates
Output coordinate system.
Type *CoordinateSystem*

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

export_attributes
Export attributes.
Type bool

export_labels
Export labels.
Type bool

export_points
Export points.
Type bool

export_polygons
Export polygons.
Type bool

export_polylines
Export polylines.
Type bool

format
Export format.
Type *ShapesFormat*

groups
A list of shape groups to export.
Type list of int

name
Task name.
Type string

path
Path to shape file.
Type string

polygons_as_polylines
Save polygons as polylines.
Type bool

shift
Optional shift to be applied to vertex coordinates.
Type 3-element vector

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.ExportTexture*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

name
Task name.
Type string

path
Path to output file.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

write_alpha
Enable alpha channel export.
Type bool

class *Tasks.ExportTiledModel*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

format
Export format.
Type *TiledModelFormat*

jpeg_quality
JPEG quality.
Type int

mesh_format
Mesh format for zip export.
Type *ModelFormat*

name
Task name.
Type string

path
Path to output model.
Type string

raster_transform
Raster band transformation.
Type *RasterTransformType*

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

texture_format
Texture format.
Type *ImageFormat*

workitem_count
Work item count.
Type int

class *Tasks*.**FilterDenseCloud**
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

asset
Dense cloud key to filter.
Type int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

name
Task name.
Type string

point_spacing
Desired point spacing (m).
Type float

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class `Tasks.ImportCameras`

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

format

File format.

Type *CamerasFormat*

name

Task name.

Type *string*

path

Path to the file.

Type *string*

supports_gpu

GPU support flag.

Type *bool*

target

Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type *int*

class `Tasks.ImportDem`

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

coordinates

Default coordinate system if not specified in GeoTIFF file.

Type *CoordinateSystem*

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

name
Task name.
Type string

path
Path to elevation model in GeoTIFF format.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.ImportMarkers*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

name
Task name.
Type string

path
Path to the file.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.ImportMasks*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

cameras
Optional list of cameras to be processed.
Type list of int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

method
Mask source.
Type *MaskSource*

name
Task name.
Type string

operation
Mask operation.
Type *MaskOperation*

path
Mask file name template.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

tolerance
Background masking tolerance.
Type int

workitem_count
Work item count.
Type int

class `Tasks.ImportModel`
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

coordinates
Model coordinate system.
Type *CoordinateSystem*

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

format
Model format.
Type *ModelFormat*

name
Task name.
Type string

path
Path to model.
Type string

shift
Optional shift to be applied to vertex coordinates.
Type 3-element vector

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class `Tasks.ImportPoints`

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

coordinates

Point cloud coordinate system.

Type *CoordinateSystem*

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

format

Point cloud format.

Type *PointsFormat*

name

Task name.

Type string

path

Path to point cloud.

Type string

shift

Optional shift to be applied to point coordinates.

Type 3-element vector

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class `Tasks.ImportReference`

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.

- **workitem** (*int*) – Workitem index.
- **progress** (*Callable[[float], None]*) – Progress callback.

columns

Column order in csv format (n - label, o - enabled flag, x/y/z - coordinates, X/Y/Z - coordinate accuracy, a/b/c - rotation angles, A/B/C - rotation angle accuracy, [] - group of multiple values, | - column separator within group).

Type string

coordinates

Reference data coordinate system (csv format only).

Type *CoordinateSystem*

create_markers

Create markers for missing entries (csv format only).

Type bool

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

delimiter

Column delimiter in csv format.

Type string

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

format

File format.

Type *ReferenceFormat*

group_delimiters

Combine consequitive delimiters in csv format.

Type bool

ignore_labels

Matches reference data based on coordinates alone (csv format only).

Type bool

items

List of items to load reference for (csv format only).

Type *ReferenceItems*

name

Task name.

Type string

path

Path to the file with reference data.

Type string

shutter_lag

Shutter lag in seconds (APM format only).

Type float

skip_rows
Number of rows to skip in (csv format only).
Type int

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

threshold
Error threshold in meters used when ignore_labels is set (csv format only).
Type float

workitem_count
Work item count.
Type int

class *Tasks.ImportShapes*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

boundary_type
Boundary type to be applied to imported shapes.
Type *Shape.BoundaryType*

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

format
Shapes format.
Type *ShapesFormat*

name
Task name.
Type string

path
Path to shape file.
Type string

replace
Replace current shapes with new data.
Type bool

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks*. **InvertMasks**
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

cameras
List of cameras to process.
Type list of int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks*. **LoadProject**
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.

- **workitem** (*int*) – Workitem index.
- **progress** (*Callable[[float], None]*) – Progress callback.

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

name

Task name.

Type string

path

Path to project file.

Type string

read_only

Open project in read only mode.

Type bool

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class *Tasks.MatchPhotos*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable[[float], None]*) – Progress callback.

cameras

List of cameras to match.

Type list of int

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

downscale

Image alignment accuracy.

Type int

encode()
Create a dictionary with task parameters.

encodeJSON()
Create a JSON string with task parameters.

filter_mask
Filter points by mask.
Type bool

keypoint_limit
Key point limit.
Type int

mask_tiepoints
Apply mask filter to tie points.
Type bool

max_workgroup_size
Maximum workgroup size.
Type int

name
Task name.
Type string

network_distribute
Enable distributed processing.
Type bool

pairs
User defined list of camera pairs to match.
Type list of int

preselection_generic
Enable generic preselection.
Type bool

preselection_reference
Enable reference preselection.
Type bool

reset_matches
Reset current matches.
Type bool

store_keypoints
Store keypoints in the project.
Type bool

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

tiepoint_limit
Tie point limit.
Type int

workitem_count

Work item count.

Type int

workitem_size_cameras

Number of cameras in a workitem.

Type int

workitem_size_pairs

Number of image pairs in a workitem.

Type int

class `Tasks.MergeAssets`

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

assets

List of assets to process.

Type list of int

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

name

Task name.

Type string

source_data

Asset type.

Type *DataSource*

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class `Tasks.MergeChunks`

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

chunks

List of chunks to process.

Type list of int

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

merge_dense_clouds

Merge dense clouds.

Type bool

merge_markers

Merge markers.

Type bool

merge_models

Merge models.

Type bool

merge_tiepoints

Merge tie points.

Type bool

name

Task name.

Type string

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class *Tasks.OptimizeCameras*

Task class containing processing parameters.

adaptive_fitting

Enable adaptive fitting of distortion coefficients.

Type bool

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

fit_b1

Enable optimization of aspect ratio.

Type bool

fit_b2

Enable optimization of skew coefficient.

Type bool

fit_cx

Enable optimization of X principal point coordinates.

Type bool

fit_cy

Enable optimization of Y principal point coordinates.

Type bool

fit_f

Enable optimization of focal length coefficient.

Type bool

fit_k1

Enable optimization of k1 radial distortion coefficient.

Type bool

fit_k2

Enable optimization of k2 radial distortion coefficient.

Type bool

fit_k3

Enable optimization of k3 radial distortion coefficient.

Type bool

fit_k4

Enable optimization of k3 radial distortion coefficient.

Type bool

fit_p1

Enable optimization of p1 tangential distortion coefficient.

Type bool

fit_p2

Enable optimization of p2 tangential distortion coefficient.

Type bool

fit_p3
Enable optimization of p3 tangential distortion coefficient.
Type bool

fit_p4
Enable optimization of p4 tangential distortion coefficient.
Type bool

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

tiepoint_covariance
Estimate tie point covariance matrices.
Type bool

workitem_count
Work item count.
Type int

class *Tasks.PlanMission*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

capture_distance
Image capture distance (m).
Type float

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

max_cameras
Maximum cameras to use.
Type int

max_waypoints
Maximum waypoints per flight.

Type int

min_altitude
Minimum altitude (m).
Type float

min_waypoint_spacing
Minimum waypoint spacing (m).
Type float

name
Task name.
Type string

overlap
Overlap level.
Type int

safety_distance
Safety distance (m).
Type float

sensor
Sensor key.
Type int

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

use_cameras
Complete current survey.
Type bool

use_selection
Focus on model selection.
Type bool

workitem_count
Work item count.
Type int

class *Tasks.ReduceOverlap*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

capture_distance
Image capture distance (m).
Type float

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

max_cameras
Maximum cameras to use.
Type int

name
Task name.
Type string

overlap
Overlap level.
Type int

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

use_selection
Focus on model selection.
Type bool

workitem_count
Work item count.
Type int

class *Tasks.RefineMesh*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

cameras
List of cameras to process.
Type list of int

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

downscale
Refinement quality.

Type int

encode()
Create a dictionary with task parameters.

encodeJSON()
Create a JSON string with task parameters.

name
Task name.
Type string

niterations
Number of refinement iterations.
Type int

smoothness
Smoothing strength. Should be in range [0, 1].
Type float

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.RemoveLighting*
Task class containing processing parameters.

ambient_occlusion_multiplier
Ambient occlusion multiplier. Should be in range [0.25, 4].
Type float

ambient_occlusion_path
Path to ambient occlusion texture atlas. Can be empty.
Type string

apply(*object*[, *workitem*][, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

color_mode
Enable multi-color processing mode.
Type bool

decode(*dict*)
Initializaes task parameters with a dictionary.

decodeJSON(*json*)
Initializaes task parameters from a JSON string.

encode()
Create a dictionary with task parameters.

encodeJSON()
Create a JSON string with task parameters.

internal_blur
Internal blur. Should be in range [0, 4].
Type float

mesh_noise_suppression
Mesh normals noise suppression strength. Should be in range [0, 4].
Type float

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks*.**ResetMasks**
Task class containing processing parameters.

apply(*object*[, *workitem*][, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

cameras
List of cameras to process.
Type list of int

decode(*dict*)
Initializaes task parameters with a dictionary.

decodeJSON(*json*)
Initializaes task parameters from a JSON string.

encode()
Create a dictionary with task parameters.

encodeJSON()
Create a JSON string with task parameters.

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.RunScript*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

args
Script arguments.
Type string

code
Script code.
Type string

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

name
Task name.
Type string

path
Script path.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.SaveProject*
Task class containing processing parameters.

absolute_paths

Store absolute image paths.

Type bool

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable* [[*float*], *None*]) – Progress callback.

chunks

List of chunks to be saved.

Type list of int

compression

Project compression level.

Type int

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

name

Task name.

Type string

path

Path to project.

Type string

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

version

Project version to save.

Type string

workitem_count

Work item count.

Type int

class *Tasks.SmoothModel*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable[[float], None]*) – Progress callback.

apply_to_selected

Apply to selected faces.

Type bool

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

fix_borders

Fix borders.

Type bool

name

Task name.

Type string

strength

Smoothing strength.

Type float

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class *Tasks.TargetType*

Task target type in [DocumentTarget, ChunkTarget, FrameTarget]

class *Tasks.TrackMarkers*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable[[float], None]*) – Progress callback.

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

frame_end
Ending frame index.
Type int

frame_start
Starting frame index.
Type int

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.
Type *Tasks.TargetType*

workitem_count
Work item count.
Type int

class *Tasks.TriangulatePoints*
Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])
Apply task to specified object.
Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

decode (*dict*)
Initializaes task parameters with a dictionary.

decodeJSON (*json*)
Initializaes task parameters from a JSON string.

encode ()
Create a dictionary with task parameters.

encodeJSON ()
Create a JSON string with task parameters.

name
Task name.
Type string

supports_gpu
GPU support flag.
Type bool

target
Task target.

Type *Tasks.TargetType*

workitem_count

Work item count.

Type int

class *Tasks.UndistortPhotos*

Task class containing processing parameters.

apply (*object* [, *workitem*] [, *progress*])

Apply task to specified object.

Parameters

- **object** (*Chunk* or *Document*) – Chunk or Document object to be processed.
- **workitem** (*int*) – Workitem index.
- **progress** (*Callable*[[*float*], *None*]) – Progress callback.

cameras

List of cameras to process.

Type list of int

color_correction

Apply color correction.

Type bool

decode (*dict*)

Initializaes task parameters with a dictionary.

decodeJSON (*json*)

Initializaes task parameters from a JSON string.

encode ()

Create a dictionary with task parameters.

encodeJSON ()

Create a JSON string with task parameters.

fix_pixel_aspect

Fix pixel aspect.

Type bool

fix_principal_point

Fix principal point.

Type bool

jpeg_quality

JPEG quality.

Type int

name

Task name.

Type string

path

Path to output file.

Type string

remove_distortions

Remove distortions.

Type bool

supports_gpu

GPU support flag.

Type bool

target

Task target.

Type *Tasks.TargetType*

tiff_compression

Tiff compression.

Type int

update_gps_tags

Update GPS tags.

Type bool

workitem_count

Work item count.

Type int

`Tasks.createTask` (*name*)

Create task object by its name.

Parameters *name* (*string*) – Task name.

Returns Task object.

Return type object

class `Metashape.Thumbnail`

Thumbnail instance

copy ()

Returns a copy of thumbnail.

Returns Copy of thumbnail.

Return type *Thumbnail*

image ()

Returns image data.

Returns Image data.

Return type *Image*

load (*path* [, *layer*])

Loads thumbnail from file.

Parameters

- **path** (*string*) – Path to the image file to be loaded.
- **layer** (*int*) – Optional layer index in case of multipage files.

setImage (*image*)

Parameters *image* (*Image*) – Image object with thumbnail data.

class `Metashape.Thumbnails`

A set of thumbnails generated for a chunk frame.

items ()

List of items.

keys ()

List of item keys.

meta
Thumbnails meta data.
Type *MetaData*

modified
Modified flag.
Type bool

values ()
List of item values.

class `Metashape.TiffCompression`
Tiff compression in [TiffCompressionNone, TiffCompressionLZW, TiffCompressionJPEG, TiffCompressionPackbits, TiffCompressionDeflate]

class `Metashape.TiledModel`
Tiled model data.

class `FaceCount`
Tiled model face count in [LowFaceCount, MediumFaceCount, HighFaceCount]

`TiledModel.bands`
List of color bands.

Type list of string

`TiledModel.clear` ()
Clears tiled model data.

`TiledModel.copy` ()
Create a copy of the tiled model.

Returns Copy of the tiled model.

Return type *TiledModel*

`TiledModel.data_type`
Data type used to store color values.

Type *DataType*

`TiledModel.key`
Tiled model identifier.

Type int

`TiledModel.label`
Tiled model label.

Type string

`TiledModel.meta`
Tiled model meta data.

Type *MetaData*

`TiledModel.modified`
Modified flag.

Type bool

`TiledModel.pickPoint` (*origin, target*)
Returns ray intersection with the tiled model.

Parameters

- **origin** (*Vector*) – Ray origin.
- **target** (*Vector*) – Point on the ray.

Returns Coordinates of the intersection point.

Return type *Vector*

class `Metashape.TiledModelFormat`

Tiled model format in [`TiledModelFormatNone`, `TiledModelFormatTLS`, `TiledModelFormatLOD`, `TiledModelFormatZIP`, `TiledModelFormatCesium`, `TiledModelFormatSLPK`, `TiledModelFormatOSGB`]

class `Metashape.Utils`

Utility functions.

createChessboardImage (*calib, cell_size=150, max_tilt=30*)

Synthesizes photo of a chessboard.

Parameters

- **calib** (*Calibration*) – Camera calibration.
- **cell_size** (*float*) – Chessboard cell size.
- **max_tilt** (*float*) – Maximum camera tilt in degrees.

Returns Resulting image.

Return type *Image*

createDifferenceMask (*image, background, tolerance=10, fit_colors=True*)

Creates mask from a pair of images or an image and specified color.

Parameters

- **image** (*Image*) – Image to be masked.
- **background** (*Image* or color tuple) – Background image or color value.
- **tolerance** (*int*) – Tolerance value.
- **fit_colors** (*bool*) – Enables white balance correction.

Returns Resulting mask.

Return type *Image*

createMarkers (*chunk, projections*)

Creates markers from a list of non coded projections.

Parameters

- **chunk** (*Chunk*) – Chunk to create markers in.
- **projections** (list of (*Camera, Target*) tuples) – List of marker projections.

detectTargets (*image, type=TargetCircular12bit, tolerance=50, inverted=False, noparity=False* [, *minimum_size*] [, *minimum_dist*])

Detect targets on the image.

Parameters

- **image** (*Image*) – Image to process.
- **type** (*TargetType*) – Type of targets.
- **tolerance** (*int*) – Detector tolerance (0 - 100).

- **inverted** (*bool*) – Detect markers on black background.
- **noparity** (*bool*) – Disable parity checking.
- **minimum_size** (*int*) – Minimum target radius in pixels to be detected (CrossTarget type only).
- **minimum_dist** (*int*) – Minimum distance between targets in pixels (CrossTarget type only).

Returns List of detected targets.

Return type list of *Target*

estimateImageQuality (*image* [, *mask*])

Estimate image sharpness.

Parameters

- **image** (*Image*) – Image to be analyzed.
- **mask** (*Image*) – Mask of the analyzed image region.

Returns Quality metric.

Return type float

mat2opk (*R*)

Calculate omega, phi, kappa from camera to world rotation matrix.

Parameters **R** (*Matrix*) – Rotation matrix.

Returns Omega, phi, kappa angles in degrees.

Return type *Vector*

mat2ypr (*R*)

Calculate yaw, pitch, roll from camera to world rotation matrix.

Parameters **R** (*Matrix*) – Rotation matrix.

Returns Yaw, pitch roll angles in degrees.

Return type *Vector*

opk2mat (*angles*)

Calculate camera to world rotation matrix from omega, phi, kappa angles.

Parameters **angles** (*Vector*) – Omega, phi, kappa angles in degrees.

Returns Rotation matrix.

Return type *Matrix*

ypr2mat (*angles*)

Calculate camera to world rotation matrix from yaw, pitch, roll angles.

Parameters **angles** (*Vector*) – Yaw, pitch, roll angles in degrees.

Returns Rotation matrix.

Return type *Matrix*

class Metashape.**Vector**

n-component vector

```
>>> import Metashape
>>> vect = Metashape.Vector( (1, 2, 3) )
>>> vect2 = vect.copy()
>>> vect2.size = 4
>>> vect2.w = 5
>>> vect2 *= -1.5
>>> vect.size = 4
>>> vect.normalize()
>>> Metashape.app.messageBox("Scalar product is " + str(vect2 * vect))
```

copy()

Return a copy of the vector.

Returns A copy of the vector.

Return type *Vector*

cross(a, b)

Cross product of 2 vectors.

Parameters

- **a** (*Vector*) – First vector.
- **b** (*Vector*) – Second vector.

Returns Cross product.

Return type *Vector*

norm()

Return norm of the vector.

norm2()

Return squared norm of the vector.

normalize()

Normalize vector to the unit length.

normalized()

Return a new, normalized vector.

Returns a normalized copy of the vector

Return type *Vector*

size

Vector dimensions.

Type int

w

Vector W component.

Type float

x

Vector X component.

Type float

y

Vector Y component.

Type float

z
Vector Z component.

Type float

zero ()
Set all elements to zero.

class `Metashape.Version`
Version object contains application version numbers.

build
Build number.
Type int

copy ()
Return a copy of the object.
Returns A copy of the object.
Return type *Version*

major
Major version number.
Type int

micro
Micro version number.
Type int

minor
Minor version number.
Type int

class `Metashape.Viewpoint (app)`
Represents viewpoint in the model view

center
Camera center.
Type *Vector*

coo
Center of orbit.
Type *Vector*

copy ()
Return a copy of the object.
Returns A copy of the object.
Return type *Viewpoint*

fov
Camera vertical field of view in degrees.
Type float

height
OpenGL window height.
Type int

mag

Camera magnification defined by distance to the center of rotation.

Type float

rot

Camera rotation matrix.

Type *Matrix*

width

OpenGL window width.

Type int

class *Metashape.Vignetting*

Vignetting polynomial

copy ()

Return a copy of the object.

Returns A copy of the object.

Return type *Vignetting*

PYTHON API CHANGE LOG

3.1 Metashape version 1.5.5

No Python API changes

3.2 Metashape version 1.5.4

- Added `Tasks.FilterDenseCloud` class
- Added `TiledModel.FaceCount` enum
- Added `copy()` method to `Antenna`, `Calibration`, `ChunkTransform`, `CirTransform`, `CoordinateSystem`, `Document`, `MetaData`, `OrthoProjection`, `RasterTransform`, `Region`, `Shutter`, `Target`, `Version`, `Viewpoint` and `Vignetting` classes
- Added `CameraTrack.save()` and `CameraTrack.load()` methods
- Added `Chunk.reduceOverlap()` method
- Added `location_enabled` and `rotation_enabled` attributes to `Sensor.Reference` class
- Added `CameraTrack.chunk` and `CameraTrack.meta` attributes
- Added `BuildTiledModel.ghosting_filter` and `BuildTiledModel.transfer_texture` attributes
- Added `ExportPoints.network_distribute` and `ExportPoints.region` attributes
- Added `ExportTiledModel.jpeg_quality` and `ExportTiledModel.texture_format` attributes
- Added `prevent_intersections` argument to `Chunk.buildContours()` method
- Added `transfer_texture` argument to `Chunk.buildTiledModel()` method
- Added `region` argument to `Chunk.exportPoints()` method
- Added `texture_format` and `jpeg_quality` arguments to `Chunk.exportTiledModel()` method
- Added `progress` argument to `Chunk.importMarkers()` method
- Added `ImageFormatWebP` to `ImageFormat` enum

3.3 Metashape version 1.5.3

- Added `DepthMap.getCalibration()` and `DepthMap.setCalibration()` methods

- Added `NetworkClient.dumpBatches()`, `NetworkClient.loadBatches()` and `NetworkClient.setBatchNodeLimit()` methods
- Added `location_enabled` and `rotation_enabled` attributes to `Camera.Reference` class
- Added `keep_depth` argument to `Chunk.buildTiledModel()` method
- Added `uv` argument to `Chunk.exportModel()` method
- Added `level` argument to `DepthMap.image()` and `DepthMap.setImage()` methods
- Changed default value of `keep_depth` argument in `Chunk.buildDenseCloud()` and `Chunk.buildModel()` methods to `True`
- Changed default value of `max_neighbors` argument in `Chunk.buildDenseCloud()` method to `100`

3.4 Metashape version 1.5.2

- Added `CameraTrack` class
- Added `Tasks.PlanMission` and `Tasks.ReduceOverlap` classes
- Added `Camera.Type` enum
- Added `Chunk.addCameraTrack()` method
- Added `Application.title` attribute
- Added `Camera.type` attribute
- Added `Chunk.camera_track` and `Chunk.camera_tracks` attributes
- Added `BuildModel.trimming_radius` attribute
- Added `DetectMarkers.filter_mask` attribute
- Added `ImportReference.shutter_lag` attribute
- Added `Bundler` and `BINGO` specific attributes to `ExportCameras` class
- Added `supports_gpu` attribute to task classes
- Added `x`, `y`, `w`, `h` arguments to `Image.open()` method
- Added `filter_mask` argument to `Chunk.detectMarkers()` method
- Added `image_list` argument to `Chunk.importCameras()` method
- Added `shutter_lag` argument to `Chunk.loadReference()` method
- Added `ImageFormatBIL`, `ImageFormatXYZ`, `ImageFormatDDS` to `ImageFormat` enum
- Removed `Tasks.PlanMotion` class
- Removed `Animation` class
- Removed `Chunk.animation` attribute
- Removed `smoothness` attribute from `Tasks.BuildModel` and `Tasks.BuildTiledModel` classes
- Removed `quality` and `reuse_depth` arguments from `Chunk.buildModel()` method
- Removed `downscale`, `filter_mode`, `max_neighbors`, `max_workgroup_size`, `network_distribute`, `reuse_depth`, `workitem_size_cameras` from `Tasks.BuildModel` class

3.5 Metashape version 1.5.1

- Added License class
- Added Tasks.MergeAssets class
- Added Metashape.license attribute
- Renamed Tasks.OptimizeCoverage class to Tasks.PlanMotion

3.6 Metashape version 1.5.0

- Added Sensor.Reference class
- Added Tasks.ClassifyPoints and Tasks.OptimizeCoverage classes
- Added DataType enum
- Added Model.TextureType enum
- Added Tasks.TargetType enum
- Added Animation.Track.resize() method
- Added Chunk.findFrame() method
- Added DenseCloud.classifyPoints() method
- Added Document.findChunk() method
- Added Model.Faces.resize(), Model.Vertices.resize() and Model.TexVertices.resize() methods
- Added Tasks.createTask() method
- Added decode(), decodeJSON(), encodeJSON() methods to task classes
- Added Antenna.location_covariance and Antenna.rotation_covariance attributes
- Added Camera.calibration, Camera.location_covariance and Camera.rotation_covariance attributes
- Added Chunk.image_contrast attribute
- Added DenseCloud.bands and DenseCloud.data_type attributes
- Added Model.bands and Model.data_type attributes
- Added Elevation.palette attribute
- Added Model.Face.tex_index attribute
- Added Orthomosaic.bands and Orthomosaic.data_type attributes
- Added PointCloud.Point.cov attribute
- Added PointCloud.bands and PointCloud.data_type attributes
- Added Sensor.data_type, Sensor.film_camera, Sensor.location_covariance, Sensor.reference and Sensor.rotation_covariance attributes
- Added Sensor.fixed_params and Sensor.photo_params attributes
- Added TiledModel.bands and TiledModel.data_type attributes
- Added AlignChunks.markers and AlignChunks.match_mask_tiepoints attributes
- Added BuildOrthomosaic.refine_seamlines attribute

- Added DetectMarkers.cameras and DetectMarkers.maximum_residual attributes
- Added ExportModel.colors_rgb_8bit and ExportPoints.colors_rgb_8bit attributes
- Added ExportOrthophotos.tiff_tiled and ExportRaster.tiff_tiled attributes
- Added OptimizeCameras.tiepoint_covariance attribute
- Added BuildModel.smoothness and BuildTiledModel.smoothness attributes
- Added target and workitem_count attributes to task classes
- Added max_workgroup_size and workitem_size_tiles attributes to Tasks.BuildDem class
- Added max_workgroup_size and workitem_size_cameras attributes to Tasks.BuildDenseCloud class
- Added max_workgroup_size and workitem_size_cameras attributes to Tasks.BuildDepthMaps class
- Added max_workgroup_size and workitem_size_cameras attributes to Tasks.BuildModel class
- Added max_workgroup_size, workitem_size_cameras and workitem_size_tiles attributes to Tasks.BuildOrthomosaic class
- Added max_workgroup_size, workitem_size_cameras and face_count attributes to Tasks.BuildTiledModel class
- Added max_workgroup_size, workitem_size_cameras and workitem_size_pairs attributes to Tasks.MatchPhotos class
- Added refine_seamlines argument to Chunk.buildOrthomosaic() method
- Added face_count argument to Chunk.buildTiledModel() method
- Added keypoints argument to Chunk.copy() method
- Added maximum_residual and cameras arguments to Chunk.detectMarkers() method
- Added tiff_tiled argument to Chunk.exportDem(), Chunk.exportOrthomosaic() and Chunk.exportOrthophotos() methods
- Added colors_rgb_8bit argument to Chunk.exportModel() and Chunk.exportPoints() methods
- Added tiepoint_covariance argument to Chunk.optimizeCameras() method
- Added confidence argument to DenseCloud.classifyPoints() method
- Added mask_tiepoints and markers arguments to Document.alignChunks() method
- Added ignore_lock argument to Document.open() method
- Added type argument to Model.setTexture() and Model.texture() methods
- Added workitem argument to Task.apply() method
- Added ModelFormatGLTF and ModelFormatX3D to ModelFormat enum
- Added Car and Manmade to PointClass enum
- Changed default value of filter argument in Chunk.buildDepthMaps() to MildFiltering
- Removed Tasks.BuildModel.visibility_mesh attribute

3.7 PhotoScan version 1.4.4

- Added AddPhotos.strip_extensions attribute
- Added ExportRaster.image_description attribute

- Added `ExportShapes.export_attributes`, `ExportShapes.export_labels` and `ExportShapes.polygons_as_polylines` attributes
- Added `image_description` argument to `Chunk.exportDem()` and `Chunk.exportOrthomosaic()` methods
- Added `format`, `polygons_as_polylines`, `export_labels` and `export_attributes` arguments to `Chunk.exportShapes()` method
- Added `format` argument to `Chunk.importShapes()` method
- Added `RasterFormatTMS` to `RasterFormat` enum

3.8 PhotoScan version 1.4.3

- Added `Version` class
- Added `Tasks.DetectFiducials` class
- Added `Chunk.detectFiducials()` method
- Added `Sensor.calibrateFiducials()` method
- Added `CoordinateSystem.addGeoid()` method
- Added `PhotoScan.version` attribute
- Added `Sensor.normalize_to_float` attribute
- Added `minimum_dist` attribute to `Tasks.DetectMarkers` class
- Added `minimum_dist` argument to `Chunk.detectMarkers()` and `Utils.detectTargets()` methods
- Added `keypoints` argument to `PointCloud.copy()` method
- Changed default value of `adaptive_fitting` argument in `Chunk.alignCameras()` to `False`

3.9 PhotoScan version 1.4.2

- Added `Tasks.ColorizeDenseCloud` class
- Added `PointCloud.removeKeypoints()` method
- Added `CoordinateSystem.transformationMatrix()` method
- Added `Vector.cross()` method
- Added `Shapes.updateAltitudes()` method
- Added `log_enable`, `log_path`, `network_enable`, `network_host`, `network_path` and `network_port` attributes to `Application.Settings` class
- Added `covariance_matrix` and `covariance_params` attributes to `Calibration` class
- Added `flip_x`, `flip_y`, `flip_z` attributes to `Tasks.BuildDem` and `Tasks.BuildOrthomosaic` classes
- Added `max_neighbors` attribute to `Tasks.BuildDenseCloud`, `Tasks.BuildDepthMaps` and `Tasks.BuildModel` classes
- Added `jpeg_quality`, `tiff_compression` and `update_gps_tags` attributes to `Tasks.UndistortPhotos` class
- Added `copy_keypoints` attribute to `Tasks.DuplicateChunk` class
- Added `width`, `height` and `world_transform` attributes to `Tasks.ExportRaster` class

- Added `store_depth` attribute to `Tasks.BuildTiledModel` class
- Added `DenseCloud.crs` and `DenseCloud.transform` attributes
- Added `CoordinateSystem.wkt2` attribute
- Added `keep_keypoints` argument to `Chunk.matchPhotos()` method
- Added `flip_x`, `flip_y`, `flip_z` arguments to `Chunk.buildDem()` and `Chunk.buildOrthomosaic()` methods
- Added `max_neighbors` argument to `Chunk.buildDenseCloud()` and `Chunk.buildDepthMaps()` methods
- Added `cull_faces` argument to `Chunk.buildOrthomosaic()` method
- Added `reuse_depth` and `ghosting_filter` arguments to `Chunk.buildTiledModel()` method
- Added `use_reflectance_panels` and `use_sun_sensor` arguments to `Chunk.calibrateReflectance()` method
- Added `width`, `height` and `world_transform` arguments to `Chunk.exportDem()` and `Chunk.exportOrthomosaic()` methods
- Added `filter_mask` argument to `Chunk.estimateImageQuality()` method
- Added `revision` argument to `NetworkClient.nodeList()` method
- Added `ImagesData` to `DataSource` enum
- Added `ModelFormatOSGB` to `ModelFormat` enum
- Added `TiledModelFormatOSGB` to `TiledModelFormat` enum

3.10 PhotoScan version 1.4.1

- Added `OrthoProjection.Type` enum
- Added `Camera.image()` method
- Added `Chunk.loadReflectancePanelCalibration()` method
- Added `PointCloud.Points.copy()` and `PointCloud.Points.resize()` methods
- Added `PointCloud.Projections.resize()` method
- Added `PointCloud.Tracks.copy()` and `PointCloud.Tracks.resize()` methods
- Added `OrthoProjection.matrix`, `OrthoProjection.radius` and `OrthoProjection.type` attributes
- Added `Tasks.AnalyzePhotos.filter_mask` attribute
- Added `Tasks.CalibrateReflectance.use_reflectance_panels` and `Tasks.CalibrateReflectance.use_sun_sensor` attributes
- Added `Tasks.MatchPhotos.mask_tiepoints` attribute
- Added `Tasks.OptimizeCameras.adaptive_fitting` attribute
- Added `strip_extensions` argument to `Chunk.addPhotos()` method
- Added `keep_depth` argument to `Chunk.buildDenseCloud()` method
- Added `adaptive_resolution` argument to `Chunk.buildUV()` method
- Added `alpha` argument to `Chunk.exportModel()` method
- Added `mask_tiepoints` argument to `Chunk.matchPhotos()` method
- Added `adaptive_fitting` argument to `Chunk.optimizeCameras()` method

- Added mask argument to `Utils.estimateImageQuality()` method
- Added `CamerasFormatABC` and `CamerasFormatFBX` to `CamerasFormat` enum
- Added `ImageFormatJP2` to `ImageFormat` enum
- Added `LegacyMapping` to `MappingMode` enum

3.11 PhotoScan version 1.4.0

- Added `Tasks` classes
- Added `Animation`, `OrthoProjection`, `Target` and `Vignetting` classes
- Added `ShapesFormat` enum
- Added `Marker.Type` enum
- Added `Chunk.calibrateColors()`, `Chunk.calibrateReflectance()` and `Chunk.locateReflectancePanels()` methods
- Added `Chunk.buildDepthMaps()`, `Chunk.importPoints()`, `Chunk.refineModel()` and `Chunk.removeLighting()` methods
- Added `Chunk.addDenseCloud()`, `Chunk.addDepthMaps()`, `Chunk.addElevation()`, `Chunk.addModel()`, `Chunk.addOrthomosaic()` and `Chunk.addTiledModel()` methods
- Added `Chunk.sortCameras()`, `Chunk.sortMarkers()` and `Chunk.sortScalebars()` methods
- Added `DenseCloud.clear()` method
- Added `DepthMaps.clear()` and `DepthMaps.copy()` methods
- Added `Elevation.clear()` and `Elevation.copy()` methods
- Added `Model.clear()` method
- Added `Orthomosaic.clear()` and `Orthomosaic.copy()` methods
- Added `TiledModel.clear()` and `TiledModel.copy()` methods
- Added `Image.gaussianBlur()` and `Image.uniformNoise()` methods
- Added `NetworkTask.encode()` method
- Added `Utils.createChessboardImage()` and `Utils.detectTargets()` methods
- Added `Camera.Reference.location_accuracy` and `Camera.Reference.rotation_accuracy` attributes
- Added `Camera.layer_index`, `Camera.master` and `Camera.vignetting` attributes
- Added `Chunk.dense_clouds`, `Chunk.depth_maps_sets`, `Chunk.elevations`, `Chunk.models`, `Chunk.orthomosaics` and `Chunk.tiled_models` attributes
- Added `Chunk.animation`, `Chunk.camera_crs`, `Chunk.marker_crs` and `Chunk.world_crs` attributes
- Added `CoordinateSystem.geoccs` and `CoordinateSystem.geoid_height` attributes
- Added `Marker.Projection.valid` attribute
- Added `Sensor.black_level`, `Sensor.fiducials`, `Sensor.fixed_calibration`, `Sensor.fixed_location`, `Sensor.fixed_rotation`, `Sensor.layer_index`, `Sensor.location`, `Sensor.master`, `Sensor.normalize_sensitivity`, `Sensor.rolling_shutter`, `Sensor.rotation`, `Sensor.sensitivity` and `Sensor.vignetting` attributes
- Added `Camera.chunk`, `Marker.chunk`, `Scalebar.chunk` and `Sensor.chunk` attributes
- Added `Marker.sensor` and `Marker.type` attributes

- Added Elevation.projection, Orthomosaic.projection and Shapes.projection attributes
- Added DenseCloud.key and DenseCloud.label attributes
- Added DepthMaps.key and DepthMaps.label attributes
- Added Elevation.key and Elevation.label attributes
- Added Model.key and Model.label attributes
- Added Orthomosaic.key and Orthomosaic.label attributes
- Added TiledModel.key and TiledModel.label attributes
- Added point_colors argument to Chunk.buildDenseCloud() method
- Added ghosting_filter argument to Chunk.buildTexture() method
- Added minimum_size argument to Chunk.detectMarkers() method
- Added raster_transform argument to Chunk.exportModel(), Chunk.exportPoints(), Chunk.exportTiledModel() methods
- Added tiff_overviews argument to Chunk.exportDem(), Chunk.exportOrthomosaic() and Chunk.exportOrthophotos() methods
- Added min_zoom_level and max_zoom_level arguments to Chunk.exportDem() and Chunk.exportOrthomosaic() methods
- Added cameras argument to Chunk.exportOrthophotos() method
- Added image_format argument to Chunk.exportPoints() method
- Added page_numbers argument to Chunk.exportReport() method
- Added items, crs, ignore_labels, threshold and progress arguments to Chunk.loadReference() method
- Added create_markers argument to Chunk.loadReference() method
- Added progress argument to Chunk.saveReference() method
- Added quality, volumetric_masks, keep_depth and reuse_depth arguments to Chunk.buildModel() method
- Added selected_faces and fix_borders arguments to Chunk.smoothModel() method
- Added export_points, export_markers, use_labels and progress arguments to Chunk.exportCameras() method
- Added channels and datatype arguments to Photo.image() method
- Added CamerasFormatBlocksExchange and CamerasFormatORIMA to CamerasFormat enum
- Added ImageFormatNone to ImageFormat enum
- Added UndefinedLayout to ImageLayout enum
- Added ModelFormatNone and ModelFormatABC to ModelFormat enum
- Added PointsFormatNone and PointsFormatCesium to PointsFormat enum
- Added RasterFormatNone to RasterFormat enum
- Added ReferenceFormatNone and ReferenceFormatAPM to ReferenceFormat enum
- Added TiledModelFormatNone, TiledModelFormatCesium and TiledModelFormatSLPK to TiledModelFormat enum
- Renamed Chunk.master_channel attribute to Chunk.primary_channel
- Removed MatchesFormat enum

- Removed `Chunk.exportMatches()` method
- Removed `Camera.Reference.accuracy_ypr` attribute
- Removed `quality`, `filter`, `cameras`, `keep_depth`, `reuse_depth` arguments from `Chunk.buildDenseCloud()` method
- Removed `color_correction` argument from `Chunk.buildOrthomosaic()` and `Chunk.buildTexture()` methods
- Removed `fit_shutter` argument from `Chunk.optimizeCameras()` method

3.12 PhotoScan version 1.3.5

No Python API changes

3.13 PhotoScan version 1.3.4

No Python API changes

3.14 PhotoScan version 1.3.3

- Added `network_links` argument to `Chunk.exportDem()` and `Chunk.exportOrthomosaic()` methods
- Added `read_only` argument to `Document.open()` method
- Added `NetworkClient.setNodeCPUEnable()` and `NetworkClient.setNodeGPUMask()` methods
- Added `Chunk.modified`, `DenseCloud.modified`, `DepthMaps.modified`, `Document.modified`, `Elevation.modified`, `Masks.modified`, `Model.modified`, `Orthomosaic.modified`, `PointCloud.modified`, `Shapes.modified`, `Thumbnails.modified`, `TiledModel.modified` attributes
- Added `Document.read_only` attribute
- Added `CamerasFormatSummit` to `CamerasFormat` enum

3.15 PhotoScan version 1.3.2

- Added `vertex_colors` argument to `Chunk.buildModel()` method
- Added `Shape.vertex_ids` attribute

3.16 PhotoScan version 1.3.1

- Added `Settings` and `TiledModel` classes
- Added `Application.getBool()` method
- Added `Camera.unproject()` method
- Added `Chunk.addFrames()`, `Chunk.addMarkerGroup()`, `Chunk.addScalebarGroup()` and `Chunk.buildSeamlines()` methods
- Added `DenseCloud.pickPoint()` and `DenseCloud.updateStatistics()` methods

- Added `Elevation.altitude()` method
- Added `Matrix.svd()` method
- Added `Model.pickPoint()` method
- Added `Orthomosaic.reset()` and `Orthomosaic.update()` methods
- Added `PointCloud.pickPoint()` method
- Added filter argument to `Application.getOpenFileName()`, `Application.getOpenFileNames()` and `Application.getSaveFileName()` methods
- Added point and visibility arguments to `Chunk.addMarker()` method
- Added `raster_transform` and `write_scheme` arguments to `Chunk.exportDem()` method
- Added `write_scheme` and `white_background` arguments to `Chunk.exportOrthomosaic()` method
- Added `white_background` argument to `Chunk.exportOrthophotos()` method
- Added projection argument to `Chunk.exportMarkers()` method
- Added markers argument to `Chunk.exportModel()` method
- Added pairs argument to `Chunk.matchPhotos()` method
- Added columns and delimiter arguments to `Chunk.saveReference()` method
- Added version argument to `Document.save()` method
- Renamed `npasses` argument in `Chunk.smoothModel()` method to `strength` and changed its type to float
- Renamed `and` to `arguments` in `CoordinateSystem.transform()`, `DenseCloud.assignClass()`, `DenseCloud.assignClassToSelection()` and `DenseCloud.classifyGroundPoints()` methods to avoid collision with reserved words
- Added `Application.settings` attribute
- Added `Chunk.tiled_model` attribute
- Added `ShapeGroup.color` and `ShapeGroup.show_labels` attributes
- Added `ImageFormatTGA` to `ImageFormat` enum

3.17 PhotoScan version 1.3.0

- Added `MarkerGroup`, `Masks`, `ScalebarGroup`, `Shutter` and `Thumbnails` classes
- Added `Application.PhotosPane` class
- Added `Model.Statistics` class
- Added `Orthomosaic.Patch` and `Orthomosaic.Patches` classes
- Added `PointCloud.Filter` class
- Added `CamerasFormat`, `EulerAngles`, `ImageFormat`, `ImageLayout`, `MaskOperation`, `MaskSource`, `MatchesFormat`, `ModelFormat`, `ModelViewMode`, `PointClass`, `PointsFormat`, `RasterFormat`, `ReferenceFormat`, `ReferenceItems`, `RotationOrder`, `TiffCompression`, `TiledModelFormat` enums
- Added `Application.captureOrthoView()` method
- Added `Chunk.refineMarkers()` method
- Added `CoordinateSystem.listBuiltinCRS()` class method

- Added `Matrix.translation()` method
- Added `Model.statistics()` method
- Added `NetworkClient.serverInfo()`, `NetworkClient.nodeStatus()`, `NetworkClient.setNodeCapability()` and `NetworkClient.quitNode()` methods
- Added `Photo.imageMeta()` method
- Added `Shape.area()`, `Shape.perimeter2D()`, `Shape.perimeter3D()` and `Shape.volume()` methods
- Added `Utils.createMarkers()` method
- Added source argument to `Application.captureModelView()` method
- Added `image_format` argument to `Chunk.exportDem()` method
- Added `write_alpha` argument to `Chunk.exportOrthophotos()` method
- Added `image_format` and `write_alpha` arguments to `Chunk.exportOrthomosaic()` method
- Added `groups`, `projection`, `shift` and `progress` arguments to `Chunk.exportShapes()` method
- Added `items` and `progress` arguments to `Chunk.copy()` method
- Added `sensor` argument to `Chunk.addCamera()` method
- Added `layout` argument to `Chunk.addPhotos()` method
- Added `jpeg_quality` argument to `Chunk.exportOrthomosaic()` and `Chunk.exportOrthophotos()` methods
- Added `fill_holes` argument to `Chunk.buildOrthomosaic()` method
- Added `fit_shutter` argument to `Chunk.optimizeCameras()` method
- Added `settings` argument to `Chunk.exportReport()` method
- Added `progress` argument to various `DenseCloud` methods
- Added `from` argument to `DenseCloud.classifyGroundPoints()` method
- Added `chunks` and `progress` arguments to `Document.append()` method
- Added `progress` argument to `Document.alignChunks()` and `Document.mergeChunks()` methods
- Added `revision` argument to `NetworkClient.batchList()`, `NetworkClient.batchStatus()` methods
- Added `Application.photos_pane` attribute
- Added `Camera.shutter` attribute
- Added `Chunk.masks` and `Chunk.thumbnails` attributes
- Added `Chunk.marker_groups` and `Chunk.scalebar_groups` attributes
- Added `Chunk.euler_angles` and `Chunk.scalebar_accuracy` attributes
- Added `CoordinateSystem.name` attribute
- Added `Marker.group` and `Scalebar.group` attributes
- Added `Orthomosaic.patches` attribute
- Added `RasterTransform.false_color` attribute
- Added `Sensor.bands` attribute
- Added `Shape.attributes` attribute
- Added `DepthMapsData`, `TiledModelData` and `OrthomosaicData` to `DataSource` enum

- Added CircularTarget14bit to TargetType enum
- Renamed CameraReference class to Camera.Reference
- Renamed ConsolePane class to Application.ConsolePane
- Renamed MarkerProjection class to Marker.Projection
- Renamed MarkerProjections class to Marker.Projections
- Renamed MarkerReference class Marker.Reference
- Renamed MeshFace class to Model.Face
- Renamed MeshFaces class to Model.Faces
- Renamed MeshTexVertex class to Model.TextVertex
- Renamed MeshTexVertices class to Model.TextVertices
- Renamed MeshVertex class to Model.Vertex
- Renamed MeshVertices class to Model.Vertices
- Renamed PointCloudCameras class to PointCloud.Cameras
- Renamed PointCloudPoint class to PointCloud.Point
- Renamed PointCloudPoints class to PointCloud.Points
- Renamed PointCloudProjection class to PointCloud.Projection
- Renamed PointCloudProjections class to PointCloud.Projections
- Renamed PointCloudTrack class to PointCloud.Track
- Renamed PointCloudTracks class to PointCloud.Tracks
- Renamed ScalebarReference class to Scalebar.Reference
- Renamed ShapeVertices class to Shape.Vertices
- Renamed Application.enumOpenCLDevices() method to Application.enumGPUDevices()
- Renamed Shape.boundary attribute to Shape.boundary_type
- Renamed Chunk.accuracy_cameras to Chunk.camera_location_accuracy
- Renamed Chunk.accuracy_cameras_ypr to Chunk.camera_rotation_accuracy
- Renamed Chunk.accuracy_markers to Chunk.marker_location_accuracy
- Renamed Chunk.accuracy_projections to Chunk.marker_projection_accuracy
- Renamed Chunk.accuracy_tiepoints to Chunk.tiepoint_accuracy
- Renamed method argument in Chunk.importMasks() method to source and changed its type to MaskSource
- Replaced preselection argument with generic_preselection and reference_preselection arguments in Chunk.matchPhotos() method
- Replaced fit_cxcy argument with fit_cx and fit_cy arguments in Chunk.optimizeCameras() method
- Replaced fit_k1k2k3 argument with fit_k1, fit_k2 and fit_k3 arguments in Chunk.optimizeCameras() method
- Replaced fit_p1p2 argument with fit_p1 and fit_p2 arguments in Chunk.optimizeCameras() method
- Replaced Application.cpu_cores_inactive with Application.cpu_enable attribute
- Changed type of source_data argument in Chunk.buildContours() to DataSource

- Changed type of format argument in `Chunk.importCameras()` and `Chunk.exportCameras()` methods to `CameraFormat`
- Changed type of rotation_order argument in `Chunk.exportCameras()` to `RotationOrder`
- Changed type of format argument in `Chunk.exportDem()` and `Chunk.exportOrthomosaic()` methods to `RasterFormat`
- Changed type of format argument in `Chunk.exportMatches()` method to `MatchesFormat`
- Changed type of texture_format argument in `Chunk.exportModel()` method to `ImageFormat`
- Changed type of format argument in `Chunk.importModel()` and `Chunk.exportModel()` methods to `ModelFormat`
- Changed type of format argument in `Chunk.exportPoints()` method to `PointsFormat`
- Changed type of tiff_compression argument in `Chunk.exportOrthomosaic()` and `Chunk.exportOrthophotos()` methods to `TiffCompression`
- Changed type of items argument in `Chunk.exportShapes()` method to `Shape.Type`
- Changed type of format argument in `Chunk.exportTiledModel()` method to `TiledModelFormat`
- Changed type of mesh_format argument in `Chunk.exportTiledModel()` method to `ModelFormat`
- Changed type of operation argument in `Chunk.importMasks()` method to `MaskOperation`
- Changed type of format argument in `Chunk.loadReference()` and `Chunk.saveReference()` methods to `ReferenceFormat`
- Changed type of items argument in `Chunk.saveReference()` method to `ReferenceItems`
- Removed return values from `Camera.open()`, `Chunk.addPhotos()`, `Chunk.alignCameras()`, `Chunk.buildContours()`, `Chunk.buildDem()`, `Chunk.buildDenseCloud()`, `Chunk.buildModel()`, `Chunk.buildOrthomosaic()`, `Chunk.buildPoints()`, `Chunk.buildTexture()`, `Chunk.buildTiledModel()`, `Chunk.buildUV()`, `Chunk.decimateModel()`, `Chunk.detectMarkers()`, `Chunk.estimateImageQuality()`, `Chunk.exportCameras()`, `Chunk.exportDem()`, `Chunk.exportMarkers()`, `Chunk.exportMatches()`, `Chunk.exportModel()`, `Chunk.exportOrthomosaic()`, `Chunk.exportOrthophotos()`, `Chunk.exportPoints()`, `Chunk.exportReport()`, `Chunk.exportShapes()`, `Chunk.exportTiledModel()`, `Chunk.importCameras()`, `Chunk.importDem()`, `Chunk.importMarkers()`, `Chunk.importMasks()`, `Chunk.importModel()`, `Chunk.importShapes()`, `Chunk.loadReference()`, `Chunk.loadReferenceExif()`, `Chunk.matchPhotos()`, `Chunk.optimizeCameras()`, `Chunk.remove()`, `Chunk.saveReference()`, `Chunk.smoothModel()`, `Chunk.thinPointCloud()`, `Chunk.trackMarkers()`, `CirTransform.calibrate()`, `CoordinateSystem.init()`, `DenseCloud.classifyGroundPoints()`, `DenseCloud.compactPoints()`, `DenseCloud.selectMaskedPoints()`, `DenseCloud.selectPointsByColor()`, `Document.alignChunks()`, `Document.append()`, `Document.clear()`, `Document.mergeChunks()`, `Document.open()`, `Document.remove()`, `Document.save()`, `Mask.load()`, `Model.closeHoles()`, `Model.fixTopology()`, `Model.loadTexture()`, `Model.removeComponents()`, `Model.saveTexture()`, `Model.setTexture()`, `NetworkClient.abortBatch()`, `NetworkClient.abortNode()`, `NetworkClient.connect()`, `NetworkClient.pauseBatch()`, `NetworkClient.pauseNode()`, `NetworkClient.resumeBatch()`, `NetworkClient.resumeNode()`, `NetworkClient.setBatchPriority()`, `NetworkClient.setNodePriority()`, `Photo.open()`, `PointCloud.export()`, `RasterTransform.calibrateRange()`, `Thumbnail.load()` methods in favor of exceptions
- Removed `Chunk.exportContours()` method
- Removed obsolete `Matrix.diag()` and `Matrix.translation()` class methods
- Removed unused focal_length argument from `Calibration.save()` method
- Modified `Utils.mat2opk()` and `Utils.opk2mat()` methods to work with camera to world rotation matrices

3.18 PhotoScan version 1.2.6

No Python API changes

3.19 PhotoScan version 1.2.5

- Added ShapeGroup and ShapeVertices classes
- Added CoordinateSystem.proj4 and CoordinateSystem.geogcs attributes
- Added Shapes.shapes and Shapes.groups attributes
- Added Shape.label, Shape.vertices, Shape.group, Shape.has_z, Shape.key and Shape.selected attributes
- Added Shapes.addGroup(), Shapes.addShape() and Shapes.remove() methods
- Added CoordinateSystem.transform() method
- Added Matrix.Diag(), Matrix.Rotation(), Matrix.Translation() and Matrix.Scale() class methods
- Added Matrix.rotation() and Matrix.scale() methods
- Added DenseCloud.restorePoints() and DenseCloud.selectPointsByColor() methods
- Added Application.captureModelView() method
- Added Mask.invert() method
- Added adaptive_fitting parameter to Chunk.alignCameras() method
- Added load_rotation and load_accuracy parameters to Chunk.loadReferenceExif() method
- Added source parameter to Chunk.buildTiledModel() method
- Added fill_holes parameter to Chunk.buildTexture() method

3.20 PhotoScan version 1.2.4

- Added NetworkClient and NetworkTask classes
- Added Calibration.f, Calibration.b1, Calibration.b2 attributes
- Added Chunk.exportMatches() method
- Added DenseCloud.compactPoints() method
- Added Orthomosaic.removeOrthophotos() method
- Added fit_b1 and fit_b2 parameters to Chunk.optimizeCameras() method
- Added tiff_big parameter to Chunk.exportOrthomosaic(), Chunk.exportDem() and Chunk.exportOrthophotos() methods
- Added classes parameter to Chunk.exportPoints() method
- Added progress parameter to processing methods
- Removed Calibration.fx, Calibration.fy, Calibration.skew attributes

3.21 PhotoScan version 1.2.3

- Added `tiff_compression` parameter to `Chunk.exportOrthomosaic()` and `Chunk.exportOrthophotos()` methods

3.22 PhotoScan version 1.2.2

- Added `Camera.orientation` attribute
- Added `chunks` parameter to `Document.save()` method

3.23 PhotoScan version 1.2.1

- Added `CirTransform` and `RasterTransform` classes
- Added `Chunk.cir_transform` and `Chunk.raster_transform` attributes
- Added `Chunk.exportOrthophotos()` method
- Added `udim` parameter to `Chunk.exportModel()` method
- Renamed `RasterTransform` enum to `RasterTransformType`

3.24 PhotoScan version 1.2.0

- Added `Elevation` and `Orthomosaic` classes
- Added `Shape` and `Shapes` classes
- Added `Antenna` class
- Added `DataSource` enum
- Added `Camera.error()` method
- Added `Chunk.buildContours()` and `Chunk.exportContours()` methods
- Added `Chunk.importShapes()` and `Chunk.exportShapes()` methods
- Added `Chunk.exportMarkers()` and `Chunk.importMarkers()` methods
- Added `Chunk.importDem()` method
- Added `Chunk.buildDem()`, `Chunk.buildOrthomosaic()` and `Chunk.buildTiledModel()` methods
- Added `PointCloud.removeSelectedPoints()` and `PointCloud.cropSelectedPoints()` methods
- Added `Utils.mat2opk()`, `Utils.mat2ypr()`, `Utils.opk2mat()` and `Utils.ypr2mat()` methods
- Added `Chunk.elevation`, `Chunk.orthomosaic` and `Chunk.shapes` attributes
- Added `Chunk.accuracy_cameras_ypr` attribute
- Added `Sensor.antenna`, `Sensor.plane_count` and `Sensor.planes` attributes
- Added `Calibration.p3` and `Calibration.p4` attributes
- Added `Camera.planes` attribute
- Added `CameraReference.accuracy_ypr` attribute

- Added CameraReference.accuracy, MarkerReference.accuracy and ScalebarReference.accuracy attributes
- Added Application.activated attribute
- Added Chunk.image_brightness attribute
- Added fit_p3 and fit_p4 parameters to Chunk.optimizeCameras() method
- Added icon parameter to Application.addItem() method
- Added title and description parameters to Chunk.exportReport() method
- Added operation parameter to Chunk.importMasks() method
- Added columns, delimiter, group_delimiters, skip_rows parameters to Chunk.loadReference() method
- Added items parameter to Chunk.saveReference() method
- Renamed Chunk.exportModelTiled() to Chunk.exportTiledModel()
- Renamed Chunk.exportOrthophoto() to Chunk.exportOrthomosaic()
- Removed OrthoSurface and PointsSource enums
- Removed PointCloud.groups attribute
- Removed Chunk.camera_offset attribute

3.25 PhotoScan version 1.1.1

- Added Chunk.exportModelTiles() method
- Added noparity parameter to Chunk.detectMarkers() method
- Added blockw and blockh parameters to Chunk.exportPoints() method

3.26 PhotoScan version 1.1.0

- Added CameraOffset and ConsolePane classes
- Added CameraGroup, CameraReference, ChunkTransform, DepthMap, DepthMaps, MarkerReference, MarkerProjection, Mask, PointCloudGroups, PointCloudTrack, PointCloudTracks, ScalebarReference, Thumbnail classes
- Added Chunk.key, Sensor.key, Camera.key, Marker.key and Scalebar.key attributes
- Added Application.console attribute
- Added Application.addMenuSeparator() method
- Added Chunk.importMasks() method
- Added Chunk.addSensor(), Chunk.addCameraGroup(), Chunk.addCamera(), Chunk.addMarker(), Chunk.addScalebar() methods
- Added Chunk.addPhotos(), Chunk.addFrame() methods
- Added Chunk.master_channel and Chunk.camera_offset attributes
- Added Calibration.error() method
- Added Matrix.mulp() and Matrix.mulv() methods

- Added `DenseCloud.assignClass()`, `DenseCloud.assignClassToSelection()`, `DenseCloud.removePoints()` methods
- Added `DenseCloud.classifyGroundPoints()` and `DenseCloud.selectMaskedPoints()` methods
- Added `Model.renderNormalMap()` method
- Added `DenseCloud.meta` and `Model.meta` attributes
- Added `PointCloud.tracks`, `PointCloud.groups` attributes
- Added `Image.tostring()` and `Image.fromstring()` methods
- Added `Image.channels` property
- Added U16 data type support in `Image` class
- Added `classes` parameter to `Chunk.buildModel()` method
- Added `crop_borders` parameter to `Chunk.exportDem()` method
- Added `chunk` parameter to `Document.addChunk()` method
- Added `format` parameter to `Calibration.save()` and `Calibration.load()` methods
- Moved OpenCL settings into `Application` class
- Converted string constants to enum objects
- Removed `Cameras`, `Chunks`, `DenseClouds`, `Frame`, `Frames`, `GroundControl`, `GroundControlLocations`, `GroundControlLocation`, `Markers`, `MarkerPositions`, `Models`, `Scalebars`, `Sensors` classes

3.27 PhotoScan version 1.0.0

- Added `DenseCloud` and `DenseClouds` classes
- Added `Chunk.exportModel()` and `Chunk.importModel()` methods
- Added `Chunk.estimateImageQuality()` method
- Added `Chunk.buildDenseCloud()` and `Chunk.smoothModel()` methods
- Added `Photo.thumbnail()` method
- Added `Image.resize()` method
- Added `Application.enumOpenCLDevices()` method
- Added `Utils.estimateImageQuality()` method
- Added `Camera.meta`, `Marker.meta`, `Scalebar.meta` and `Photo.meta` attributes
- Added `Chunk.dense_cloud` and `Chunk.dense_clouds` attributes
- Added `page` parameter to `Model.setTexture()` and `Model.texture()` methods
- Added `shortcut` parameter to `Application.addItem()` method
- Added `absolute_paths` parameter to `Document.save()` method
- Added `fit_f`, `fit_cxcy`, `fit_k1k2k3` and `fit_k4` parameters to `Chunk.optimizePhotos()` method
- Changed parameters of `Chunk.buildModel()` and `Chunk.buildTexture()` methods
- Changed parameters of `Chunk.exportPoints()` method
- Changed parameters of `Model.save()` method

- Changed return value of `Chunks.add()` method
- Removed `Chunk.buildDepth()` method
- Removed `Camera.depth()` and `Camera.setDepth()` methods
- Removed `Frame.depth()` and `Frame.setDepth()` methods
- Removed `Frame.depth_calib` attribute

3.28 PhotoScan version 0.9.1

- Added `Sensor`, `Scalebar` and `MetaData` classes
- Added `Camera.sensor` attribute
- Added `Chunk.sensors` attribute
- Added `Calibration.width`, `Calibration.height` and `Calibration.k4` attributes
- Added `Chunk.refineMatches()` method
- Added `Model.area()` and `Model.volume()` methods
- Added `Model.renderDepth()`, `Model.renderImage()` and `Model.renderMask()` methods
- Added `Chunk.meta` and `Document.meta` attributes
- Added `Calibration.project()` and `Calibration.unproject()` methods
- Added `Application.addItem()` method
- Added `Model.closeHoles()` and `Model.fixTopology()` methods

3.29 PhotoScan version 0.9.0

- Added `Camera`, `Frame` and `CoordinateSystem` classes
- Added `Chunk.exportReport()` method
- Added `Chunk.trackMarkers()` and `Chunk.detectMarkers()` methods
- Added `Chunk.extractFrames()` and `Chunk.removeFrames()` methods
- Added `Chunk.matchPhotos()` method
- Added `Chunk.buildDepth()` and `Chunk.resetDepth()` methods
- Added `Chunk.cameras` property
- Added `Utils.createDifferenceMask()` method
- Revised `Chunk.alignPhotos()` method
- Revised `Chunk.buildPoints()` method
- Revised `Chunk.buildModel()` method
- Removed `Photo` class (deprecated)
- Removed `GeoProjection` class (deprecated)
- Removed `Chunk.photos` property (deprecated)

3.30 PhotoScan version 0.8.5

- Added `Chunk.fix_calibration` property
- Added `Chunk.exportCameras()` method
- Added `Chunk.exportPoints()` method for dense/sparse point cloud export
- Added `accuracy_cameras`, `accuracy_markers` and `accuracy_projections` properties to the `GroundControl` class
- Added `Image.undistort()` method
- Added `PointCloudPoint.selected` and `PointCloudPoint.valid` properties
- Added `GeoProjection.authority` property
- Added `GeoProjection.init()` method
- Moved `GroundControl.optimize()` method to `Chunk.optimize()`
- Removed “`fix_calibration`” parameter from `Chunk.alignPhotos()` method
- Removed `GeoProjection.epsg` property

3.31 PhotoScan version 0.8.4

- Added `GroundControl.optimize()` method
- Command line scripting support removed

3.32 PhotoScan version 0.8.3

Initial version of PhotoScan Python API

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Metashape, 5