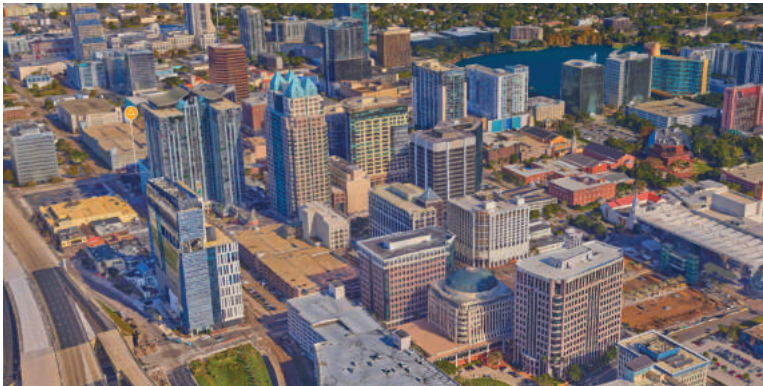


PhotoMesh

Construct Your 3D World with Scalable Photogrammetry



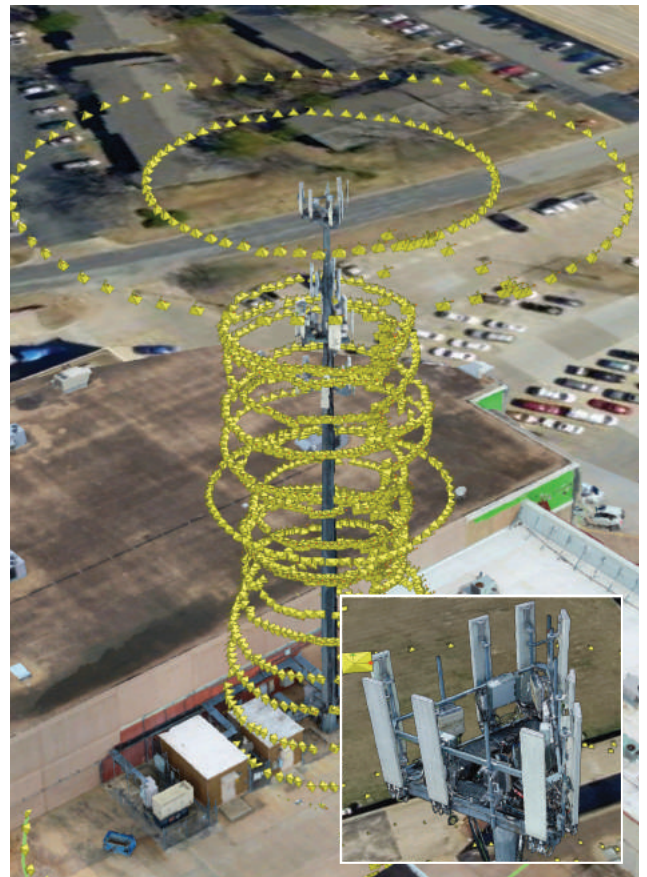
PhotoMesh, Skyline's **professional-grade** photogrammetry software, generates 3D models and 2D true orthophotos to optimize imagery datasets

PhotoMesh is the first step in the end-to-end Skyline solution to create high fidelity data for real world applications.

Through the use of our infinitely scaling architecture, PhotoMesh is a highly efficient product for any project size or data source from cell phone cameras to multi-camera aerial collections.

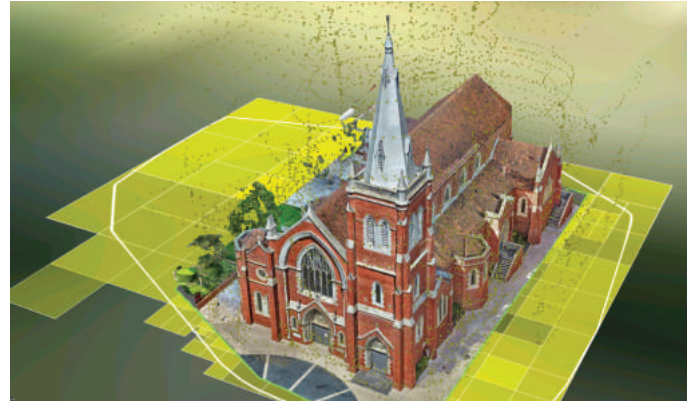
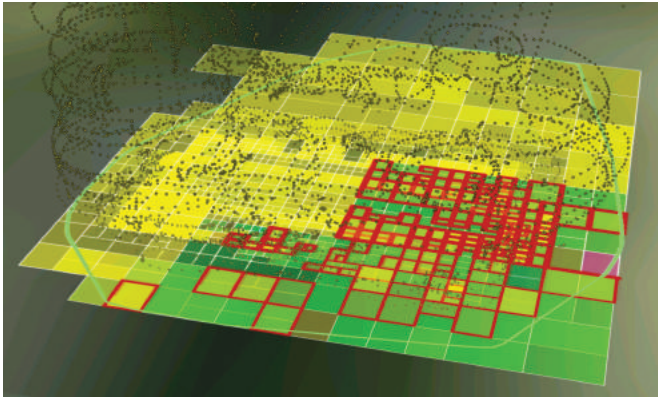
Utilize features only found on the Skyline Platform

- Scale according to job size and timeline with our semi-automated cloud processing.
- Perfect your surface accuracy with centimeters with LiDAR integration.
- Perform post-production edits on your mesh to improve accuracy and remove imperfections.



PhotoMesh

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- **Scalability**

Scale production infinity using local servers, AWS or Skyline Cloud Processing. Link multiple machines to the same process for overnight processing (same-day turnaround).

- **Cloud Processing**

Using a simple setup wizard, or the API, you can automate processing of projects at any size. Run one large project of hundreds of thousands of images or thousands of small projects continuously on with Skyline's Cloud processing services.

- **Output Formats**

PhotoMesh's Proprietary 3DML format can be exported to a variety of other formats such as, I3S, Cesium 3D tiles, OSGB, DAE, SLPK, and OBJ formats.

- **Source Image Flexibility**

Photomesh can build models from nearly any data source you may use, including nadir and oblique, and ground-based imagery, multispectral, lidar, video and ground control points.

- **LiDAR Integration**

Integrate LiDAR to your mesh for improved surface accuracy to within centimeters and simulate ground control points. Penetrate dense vegetation and narrow areas to yield accurate information that would otherwise be unobtainable with imagery alone.

- **Manual Retouch**

Perform post-production edits on your mesh to improve accuracy. Remove floaters, cleanup powerlines, flatten surfaces and facades for a cleaner model.