

Create Voxel Terrain from Mesh

This example processes a raw mesh into a Voxel Terrain entity.

```
# The "raw_surface" variable contains the ID of the raw mesh entity
# The "crs" variable contains the project's CRS

result = vf.create_entity_processed(
    project=project,
    type=vf.entity_type.VoxelTerrain,
    name='Terrain Model',
    fields={
        'source': raw_surface,
        'source_type': vf.entity_type.RawMesh
    },
    crs=crs)
if not result.success:
    print(result.error_info)
    exit(5)
surface_id = result.id
```

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