

Create Voxel Terrain from Point Cloud

This example triggers the processing of a raw point cloud into a Voxel Terrain model

```
# Create a voxel terrain model
# The variable "pc_id" contains the ID of a raw point cloud
# The variable "crs" contains the CRS of the project

result = vf.create_entity_processed(
    project=project,
    type=vf.entity_type.VoxelTerrain,
    name="My Terrain",
    fields={
        'source': pc_id,
        'source_type': vf.entity_type.RawPointCloud,
    },
    crs=crs)
if not result.success:
    print(result.error_info)
    exit()
terrain_id = result.id
```

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