

Data Export

The VoxelSpace platform provides a user-friendly way to export spatial data in standard formats for use outside the system. The **Export** entity is used to define and execute an export job, and it also stores the results for later download.

Creating a Data Export

1. In your project’s **Catalog**, click **“Add Object”** and select **“Voxel Generator.”** *(This is the current interface label for launching export jobs.)*



3. Complete the configuration fields:

Field	Description
File Name	A readable name for the export job. This will also be used as the exported file name when downloaded.
Region	Select the region of interest from the list of available project regions. This defines the spatial area for the export. > Refer to the Working with Regions section to learn how to define regions.
Type	Choose the data format for export: <ul style="list-style-type: none">Mesh - Exports surface data as an .OBJ filePoints - Exports point cloud data as a .CSV fileRaster - Exports ortho-imagery as .TIFF with accompanying .TFW (world file)
Resolution	Choose the resolution level for the export. You may export at full (1:1) density or select a lower resolution depending on your use case.
Source	Select the dataset to be exported. This option is context-sensitive and will show compatible sources based on the selected export type.

Running and Downloading the Export

- Click **“Create”** to initiate the export process.
- You can monitor the export status in the project’s **“Pending”** section.
- Once processing is complete, go to the **Project Catalog** and click the **“Download”** button next to the Export entity to retrieve your data.

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