

# 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
<b>File Name</b>	A readable name for the export job. This will also be used as the exported file name when downloaded.
<b>Region</b>	Select the region of interest from the list of available project regions. This defines the spatial area for the export. > Refer to the <b>Working with Regions</b> section to learn how to define regions.
<b>Type</b>	Choose the data format for export: <ul style="list-style-type: none"><li><b>Mesh</b> - Exports surface data as an .OBJ file</li><li><b>Points</b> - Exports point cloud data as a .CSV file</li><li><b>Raster</b> - Exports ortho-imagery as .TIFF with accompanying .TFW (world file)</li></ul>
<b>Resolution</b>	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.
<b>Source</b>	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.
- 

Revision #2

Created 17 March 2025 14:04:55 by admin

Updated 15 May 2025 16:12:03 by Etzer Saurel