Indexed Mesh (Processed)

An **Indexed Mesh** is a processed version of a raw Mesh entity that has been spatially indexed according to the project's coordinate system. This allows the mesh to be efficiently visualized and combined with other spatial datasets within VoxelSpace.

Creating an Indexed Mesh

1. In your project's **Catalog**, click **"Add Object."**
2. Select **"Indexed Mesh"** from the dropdown menu.

image.png

3. Complete the following fields:

Field	Description
Item Name	A readable name for the new Indexed Mesh entity.
Source Mesh	Choose a raw Mesh entity from the list. This is the base mesh that will be indexed.
Translate X/Y/Z	Enter values to move (translate) the mesh along the X, Y, or Z axis.
Scale X/Y/Z	Apply scaling factors to each axis. A value of **1.0** maintains the original scale.
Rotate X/Y/Z	Specify Euler rotation angles (in degrees) around each axis.
Rotation Order	Define the sequence in which the Euler rotations are applied (e.g., XYZ, ZYX).

Finalizing the Process

Once all parameters are set:

- Click **"Create"** to start the indexing operation.
- The system will process the mesh and generate a spatially indexed version. You can monitor the status in the project's **"Pending"** section.

Viewing the Indexed Mesh

After processing is complete:

- Click the **"View"** button next to the Indexed Mesh entry in your project's catalog to open it.
- Alternatively, create a **View entity** and assign the Indexed Mesh as its source dataset to incorporate it into a broader visualization.

Revision #8
Created 17 March 2025 13:58:43 by Malick
Updated 20 May 2025 19:19:24 by Etzer Saurel