

Introduction

You can use the VoxelSpace WebUI to add a wide range of **spatial entities**—including point clouds, block models, terrain, meshes, and more. These entities serve as the foundation for analysis, visualization, collaboration, and reporting within your project.

Getting Started

To add new spatial data to your project:

1. Navigate to the **Project Page**.
2. Open the **Catalog** section from the left-hand menu.
3. Click on the **“Add Object”** button to view a list of supported entity types.
4. Select the entity type you wish to create, then follow the prompts to enter metadata and upload relevant files.



Once you select the desired entity type from this list, the page will prompt for additional information.

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