Introduction

Working with Projects

The VoxelSpace platform uses a **data-centric approach** to help organizations scale the spatial understanding of their operations.

At the core of this approach is a **shared repository of spatial data objects**, known within the platform as **Entities**. These Entities represent a wide range of geospatial and design data types, including:

- Point Clouds
- Terrain Models
- Block Models
- Planning / Design Solids
- BIM (Building Information Models)

Entities can be shared across different teams within the organization—subject to security and access controls.

Most organizations generate **thousands of Entities annually**. These may include datasets captured from the field, models created by internal teams, or results generated through automated spatial processing. The full collection of these assets forms the organization's **Catalog**.

Project Structure and Organization

To manage large volumes of Entities, the platform organizes the Catalog into a hierarchy of **Projects** and **Folders**.

- **Projects** serve as containers for related Entities, workflows, and team collaboration.
- Each project can have its own **custom folder structure**, defined by the project team.
- **Access permissions**, folder layouts, and the selection of Entities within each project are configurable by the organization's users.

After logging in, users can navigate to the **“Catalog”** section in the left-hand menu to see a list of accessible Projects.

image.png

Clicking on a Project will open its workspace. This loads the **Project Catalog**, where users can browse and interact with the folder structure and associated Entities.

image.png

Users can organize the catalog by creating folders using the **“New Folder”** button. This helps maintain clarity and structure as more Entities are added to the project.

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