

3D Content in Applications

Nearmap's 3D Textured Mesh has been developed for consumption in specialized 3D software packages.

Nearmap's 3D Point Cloud is also a Design and Engineering ready product that many of our target customers can utilize immediately in their existing applications.

Nearmap's Digital Surface Model (DSM) is an analytic-ready, raster data set to be consumed in common GIS software packages.

Nearmap's True Ortho is a versatile product for decision making and is ready-to-use in common GIS software packages.

Nearmap 3D content can be consumed in third-party applications:

Video: [ArcGIS Pro - Advanced Tools](#)

3D Textured Mesh in ArcGIS:

- [ArcGIS Earth](#) (.slpk files)
- [ArcGIS Pro](#) (.slpk files)
- Video: [ArcGIS Pro - Importing Textured Mesh](#)
- [ArcGIS Online](#) (.slpk files)

3D Textured Mesh in Bentley Systems:

- [Bentley ContextCapture](#) (3MX, OSGB, OBJ files)
- [Bentley OpenRoads ConceptStation](#) (3MX files)
- [Bentley Descartes](#) (3MX files)

3D Textured Mesh in Autodesk:

- [Autodesk InfraWorks](#) (FBX files)

3D Point Cloud in Autodesk:

- [Autodesk Recap 360](#) (.las, ply files)
- [Autodesk InfraWorks](#) (.las files)

3D Point Cloud in ArcGIS Pro:

Video: [ArcGIS Pro - Importing Point Cloud](#)

[DSM in QGIS](#) (GeoTIFF files)

[True Ortho in QGIS](#) (GeoTIFF files)

DSM and True Ortho in ArcGIS Pro

- [True Ortho in ArcGIS Pro](#) (GeoTIFF files)
- Video: [ArcGIS Pro - Importing DSM & True Ortho](#)