



# PHOTOGRAMMETRY AGISOFT METASHAPE

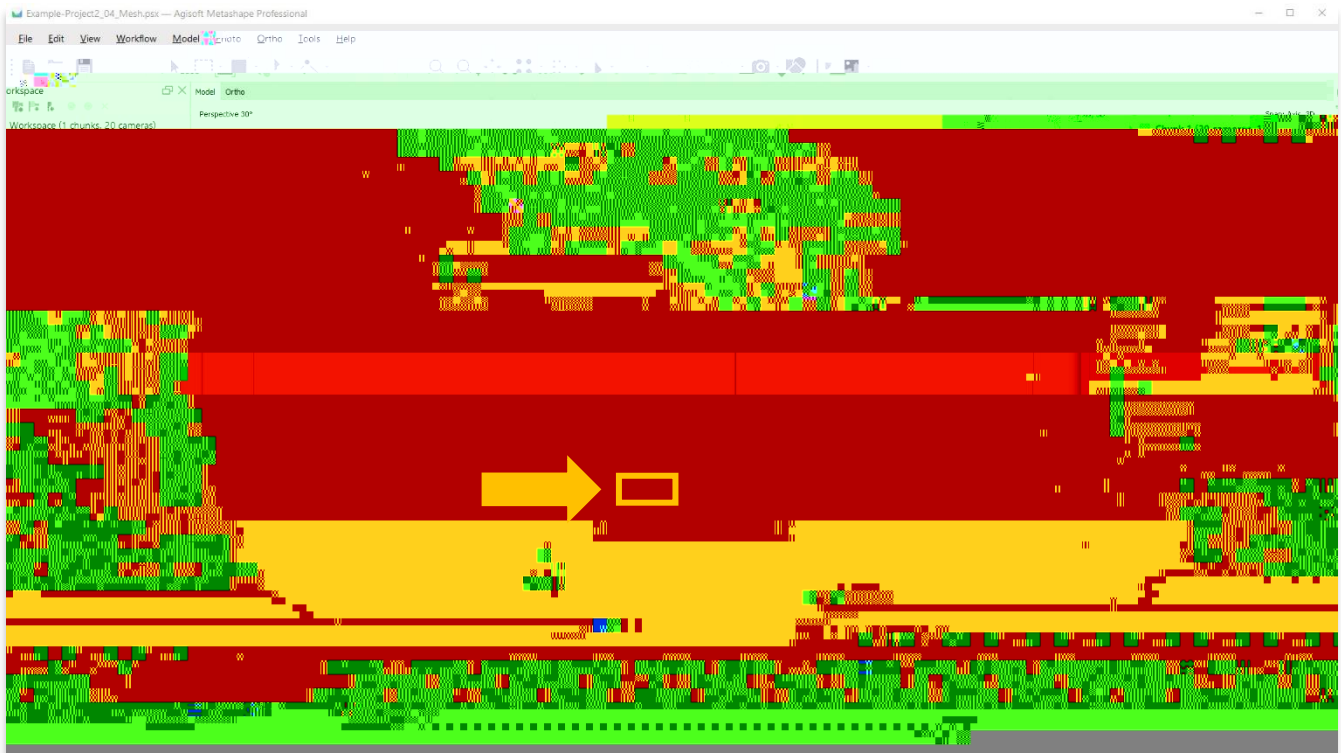
Building a Textured Model (Professional Edition)  
(04.10)

William Raynolds

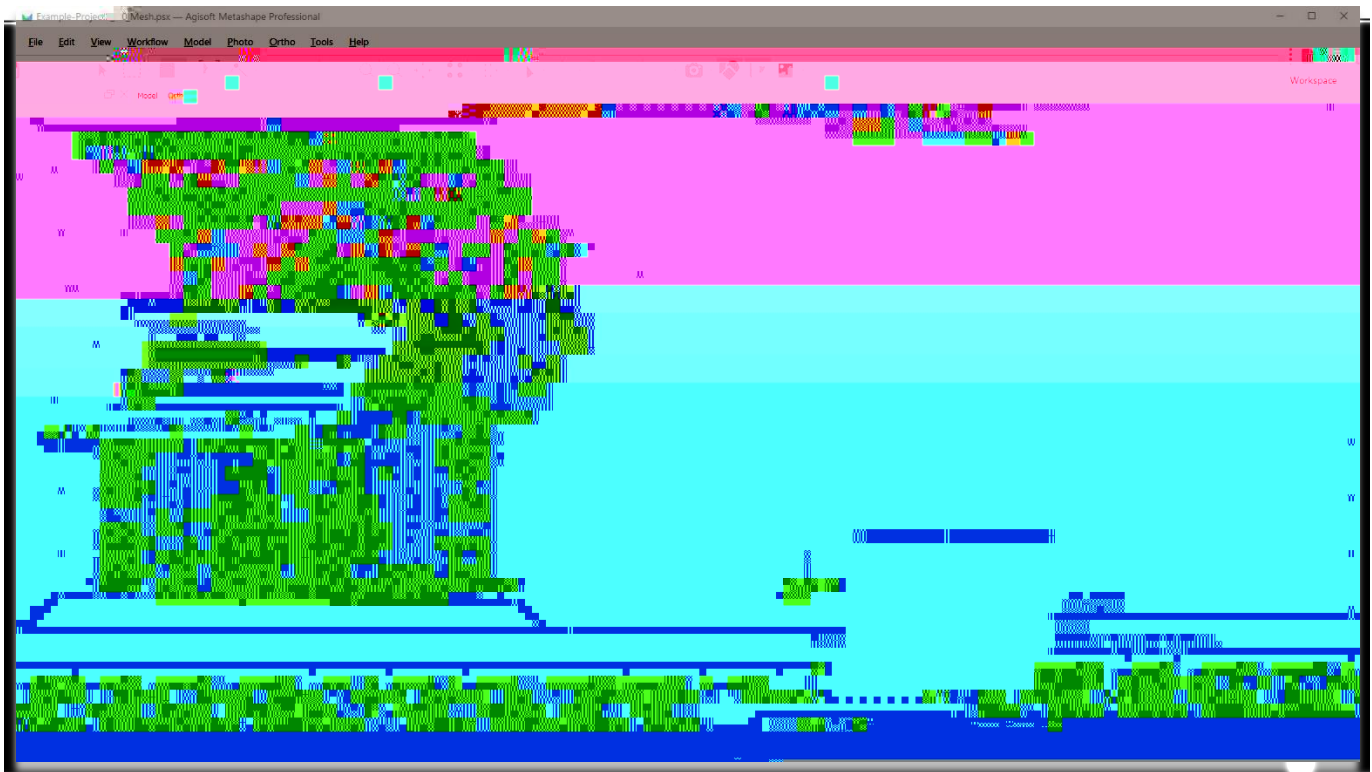
Jared Koller

[Agisoft Metashape](#) is a standalone software product that performs photogrammetric processing of digital images and (d

2. A pop-up will appear that provides options for setting the accuracy of the model. Use the following settings shown in the screenshot below. Press **OK** when ready.



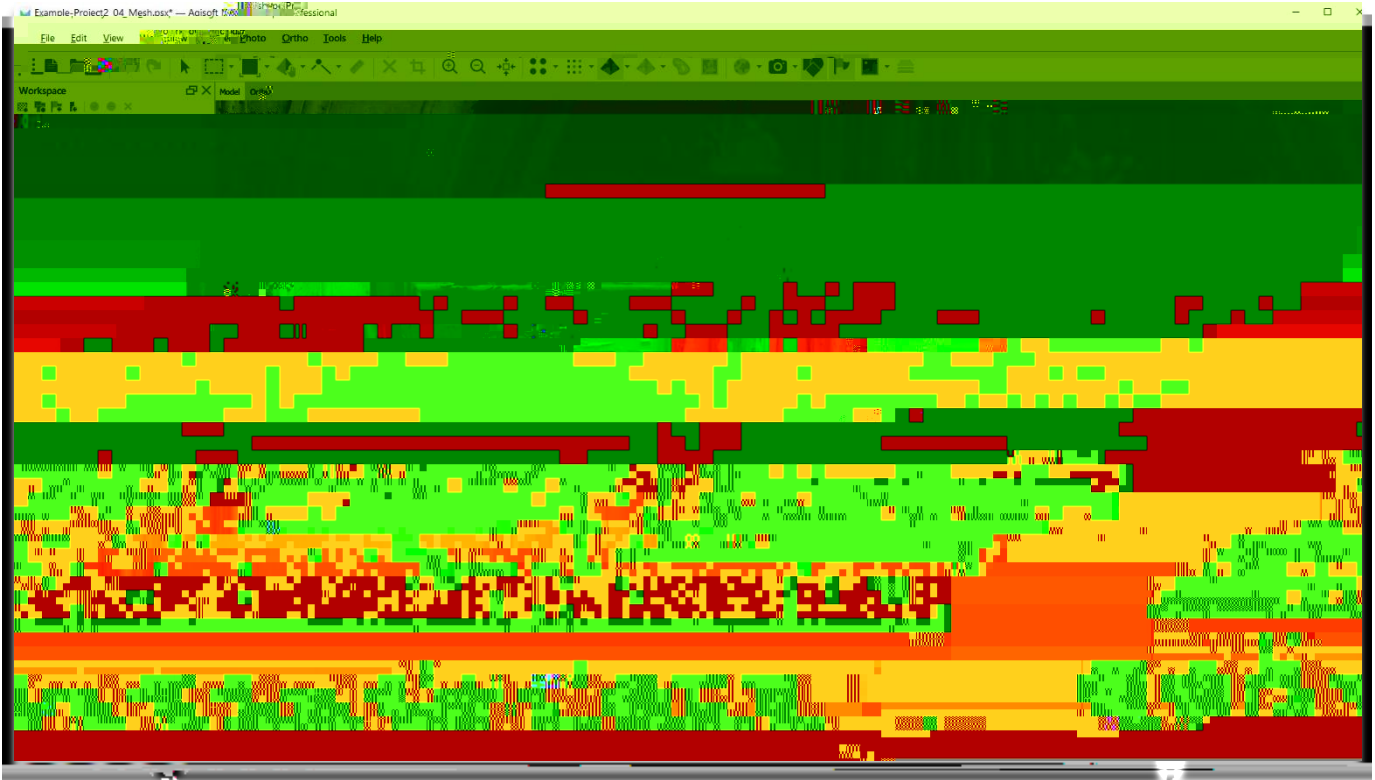
3. This step could take several hours or even days to complete. Your computer may not have enough RAM or memory to complete this step at **High** accuracy. Select the next best option until you are able to complete this step.



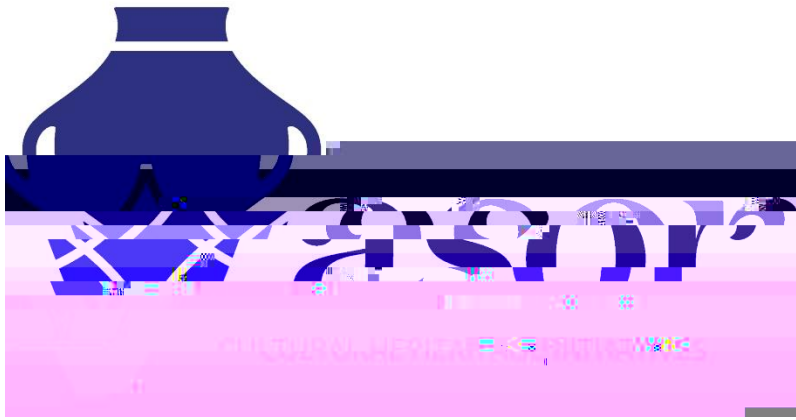
4. Once completed, the main panel will render a textured representation of your object's 3D surface. To view the texture model, choose the  button in the top tool bar, then select .

5. A  displays polygonal mesh mode. See .

6. You can see the differences between a textured model and dense cloud model by zooming. Textured models do not have any holes or gaps, rather they present a continuous surface overlaid with photographic rendering



7. \_\_\_\_\_ before moving onto the next step in the \_\_\_\_\_ menu.



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