

# Geospatial Modeling & Visualization

A Method Store for Advanced Survey and Modeling Technologies

GMV Geophysics GPS Modeling Digital Photogrammetry 3D Scanning Equipment Data and Projects by Region

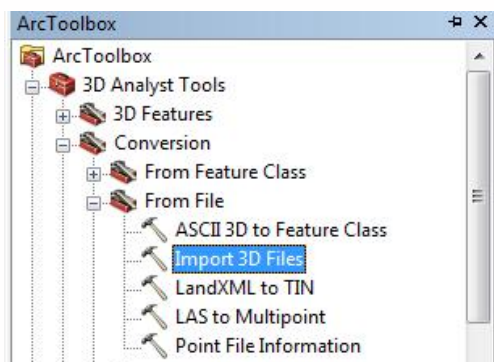
## Photoscan to ArcGIS

This series will show you how to import your photogrammetric model into ArcGIS.

*Hint: You can click on any image to see a larger version.*

### Import into ArcGIS

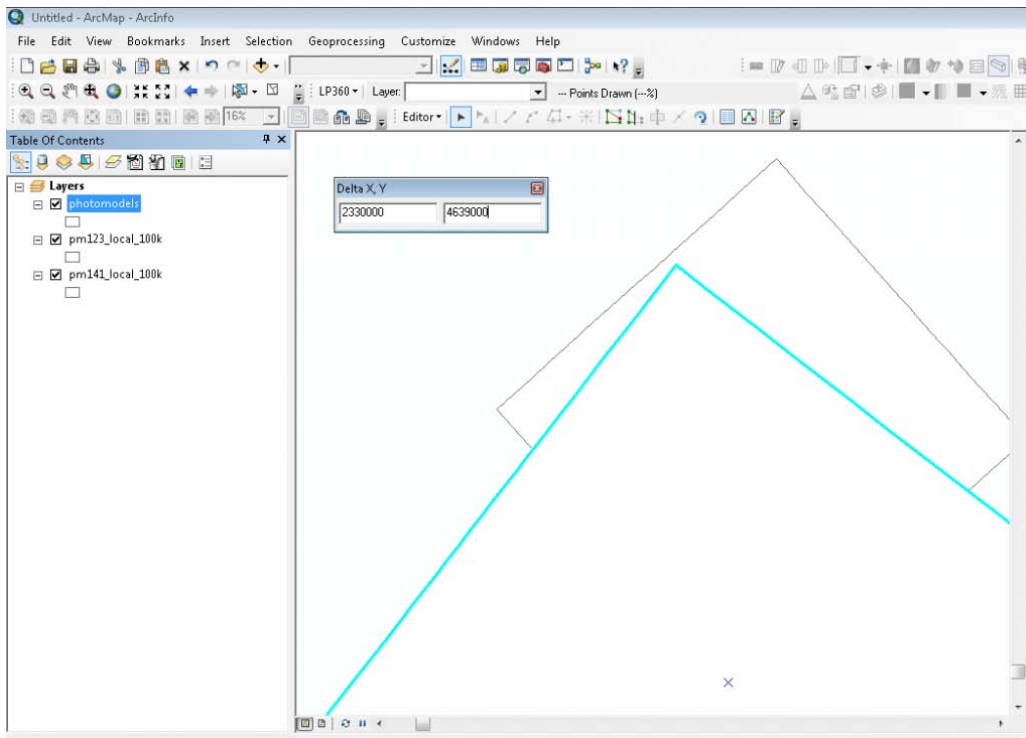
From ArcToolbox select '3D tools' and 'From File' and 'Import 3D Files'. Select your model and set the output as a new multipatch feature class in your geodatabase.



### Moving the model

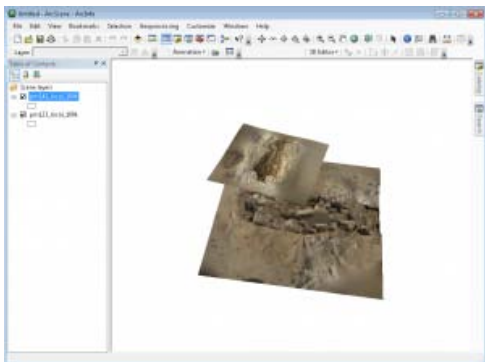
Once the model has successfully imported into ArcGIS, you can move it to the correct real world coordinates by selecting 'Edit' and 'Move' and adding the appropriate x and y values (those removed before to make the modeling software happy). If the difference between the two coordinate systems is large, ArcGIS produces an error stating that the new coordinates are outside the spatial domain of the feature class. In this case, create a new feature class (with your real world projection) and copy the model into it. You should now be able to move the model to the correct coordinates.

This is also an opportune moment to put all your models, which you've been importing into individual feature classes, into a single feature class.



## Viewing the models

You can now view the models in ArcScene and manage the data as you would any other feature class in ArcGIS.



*Hint: If the model appears bizarrely blocky or is empty after you add it to the scene or map, and you are sure you did everything correctly, there is probably a conflict between the scene or map spatial data frame and the objects spatial reference. Open a new scene or map, or change the spatial data frame to resolve the problem.*

## Logs and Metadata

Photoscan logs all its activities in the console (at the bottom of the screen). You should save this information to a .txt file for use as metadata. Similarly, you should store the .exif data for the photos and the calculated camera positions, which may be exported as .xml

You are reading the series: [PhotoScan to ArcGIS](#)  
[PhotoScan – Basic Processing for Photogrammetry](#)  
[PhotoScan – Building Geometry & Texture for Photogrammetry](#)  
 Photoscan to ArcGIS

```
Outside
adding 2068 points, 232 far (10 threshold), 0 inaccurate, 0 invisible
bundle adjust: xxx 1.7174 -> 1.62474
adding 311 points, 36 far (10 threshold), 0 inaccurate, 0 invisible
bundle adjust: xxx 1.63822 -> 1.64285
adding 100 points, 65 far (10 threshold), 0 inaccurate, 0 invisible
bundle adjust: xxx 1.6499 -> 1.65404
adding 70 points, 85 far (10 threshold), 0 inaccurate, 0 invisible
bundle adjust: xxx 1.66764 -> 1.66654
adding 66 points, 64 far (10 threshold), 0 inaccurate, 0 invisible
bundle adjust: xxx 1.66798 -> 1.66694
adding 62 points, 66 far (10 threshold), 0 inaccurate, 0 invisible
up-rotated in 0.465 seconds
adding photo 7 (13 of 15), 236 of 294 used
adding photo 9 (14 of 15), 354 of 367 used
adding 2144 points, 175 far (10 threshold), 0 inaccurate, 0 invisible
bundle adjust: xxx 1.74633 -> 1.65402
adding 145 points, 74 far (10 threshold), 0 inaccurate, 0 invisible
bundle adjust: xxx 1.67971 -> 1.67646
adding 69 points, 70 far (10 threshold), 0 inaccurate, 0 invisible
bundle adjust: xxx 1.67964 -> 1.67818
adding 68 points, 65 far (10 threshold), 0 inaccurate, 0 invisible
bundle adjust: xxx 1.67982 -> 1.67721
adding 65 points, 67 far (10 threshold), 0 inaccurate, 0 invisible
bundle adjust: xxx 1.67417 -> 1.674
adding 66 points, 64 far (10 threshold), 0 inaccurate, 0 invisible
up-rotated in 0.472 seconds
adding photo 8 (15 of 15), 481 of 483 used
adding 1363 points, 74 far (10 threshold), 0 inaccurate, 0 invisible
bundle adjust: xxx 1.69266 -> 1.66379
adding 72 points, 65 far (10 threshold), 0 inaccurate, 1 invisible
bundle adjust: xxx 1.66161 -> 1.66065
adding 66 points, 62 far (10 threshold), 0 inaccurate, 1 invisible
bundle adjust: xxx 1.66393 -> 1.66321
adding 63 points, 66 far (10 threshold), 0 inaccurate, 1 invisible
bundle adjust: xxx 1.61983 -> 1.61067
```

Please cite this document as: Opitz, Rachel. 2012. Photoscan to ArcGIS.CAST Technical Publications Series. Number 10110. <http://gmv.cast.uark.edu/gisrs/software-remotesensing/arcgis/workflow-arcgis/photoscan-to-arcgis/>. [Date accessed: 27 April 2013]. [Last Updated: 19 March 2013]. *Disclaimer: All logos and trademarks remain the property of their respective owners.*

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