

## Uploading your TerraBuilder PhotoMesh results to SketchFab

### Skyline TerraBuilder PhotoMesh

Combining any number of 2D photographs, in a wide range of formats and resolutions, PhotoMesh generates highly-detailed 3D models that can be viewed and queried using TerraExplorer, SketchFab or other 3D and GIS products. [PhotoMesh](#) uses high-quality texturing and advanced color balancing to produce seamless, realistic models. Powerful compression algorithms avoid any unwanted loss of geometric accuracy.

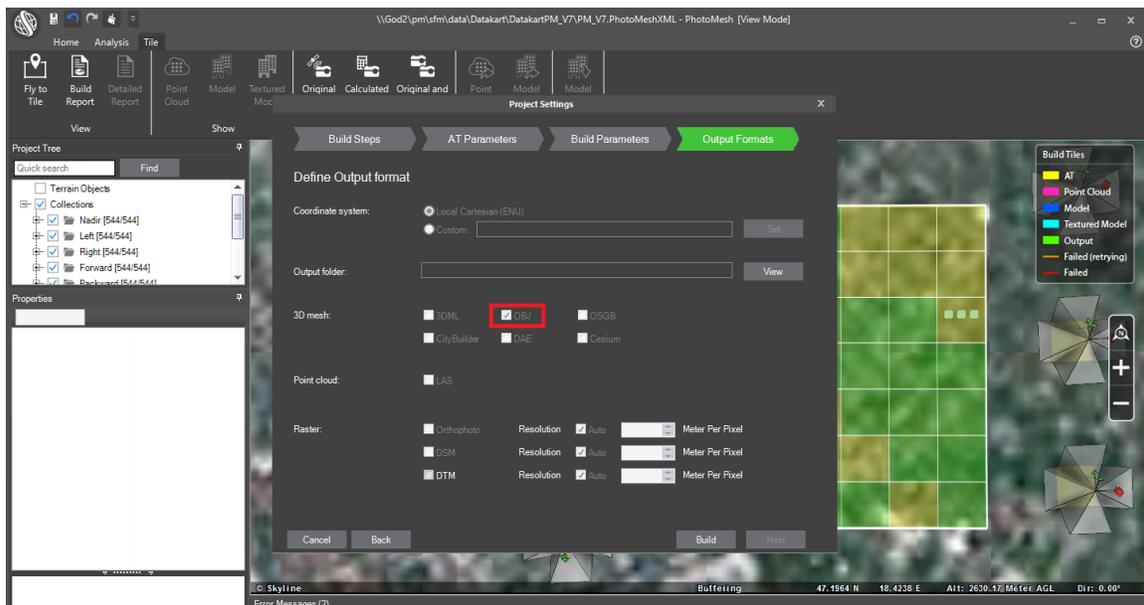
PhotoMesh employs elaborate tiling mechanisms to efficiently handle projects with even hundreds of thousands of photos. Running on standard hardware, PhotoMesh can also exploit computer clusters and cloud computing to accelerate database creation. A single project can run simultaneously on hundreds of fuser machines, each processing different build steps and communicating with PhotoMesh Build Manager.

### Step 1: Get PhotoMesh

Complete this [registration form](#) for a free TerraBuilder PhotoMesh evaluation license.

### Step 2: Build your project

Run PhotoMesh and create a new project. Import your set of 2D photos into your project by following the step-by-step instructions in the PhotoMesh user manual included with the installation. In the Output Formats section of the Build dialog, select OBJ as a 3D mesh format, and click **Build** to build your project. Yes! It is easy as it sounds; PhotoMesh fully automates the generation the of textured 3D mesh model.



### Step 3: Prepare your files to be uploaded to SketchFab

Once the build process is finished, browse to the output folder. In order to concatenate multiple OBJ model files in the same scene, SketchFab requires that you include an empty file called "sketchfab.zbrush" in the same directory as the OBJ files you are uploading. You can create your

own empty sketchfab.txt text file and then change its extension to .zbrush, or download one from [here](#).

 Tile-5-7-1-1	31-Aug-16 13:50	File folder
 Tile-5-8-1-1	31-Aug-16 13:50	File folder
 Tile-6-6-1-1	31-Aug-16 13:50	File folder
 Tile-6-7-1-1	31-Aug-16 13:50	File folder
 Tile-6-8-1-1	31-Aug-16 13:50	File folder
 sketchfab.zbrush	31-Aug-16 13:52	ZBRUSH File
 Tile-4-6-1-1.obj	27-Jul-16 13:25	Wavefront OBJ
 Tile-4-6-1-1.obj.mtl	27-Jul-16 13:25	MTL File
 Tile-4-7-1-1.obj	27-Jul-16 13:25	Wavefront OBJ
 Tile-4-7-1-1.obj.mtl	27-Jul-16 13:25	MTL File
 Tile-4-8-1-1.obj	27-Jul-16 13:25	Wavefront OBJ
 Tile-4-8-1-1.obj.mtl	27-Jul-16 13:25	MTL File

#### Step 4: Upload the results to SketchFab

Follow [SketchFab instructions](#) to zip the output folder and to upload the 3D model to SketchFab.

If you have any questions, please contact us at: [Support@SkylineGlobe.com](mailto:Support@SkylineGlobe.com)