

Aerial Survey Camera Systems

LEAD'AIR METADUO DEMO KITS

To view the sample data flown with the MetaDuo System and rendered with Skyline's PhotoMesh software, first unzip the demo file of your choosing, and install Terra Explorer if you have not already.

Note: Terra Explorer should only be installed once. A license is not required to install and use Terra Explorer.

If you have not already downloaded Terra Explorer, click here: <u>Download Now</u>

INSTALLING TERRA EXPLORER

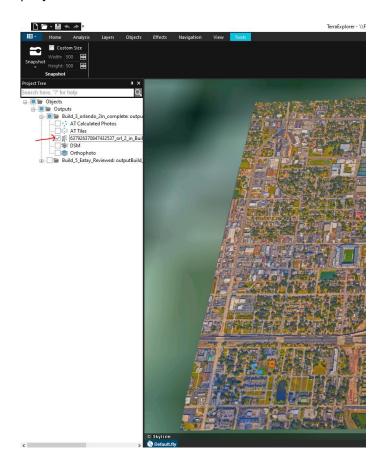
- **1.** To install Terra Explorer, open the folder: *TerraExplorer*.
- 2. Double click setup.exe.
- 3. Proceed through the installation process using the default settings, a company name must be specified to complete the installation.
- 4. Upon completion, launch Terra Explorer through the shortcut created on your desktop or the Windows Start / Application menu.

VIEWING THE SAMPLE DATA

Each Project folder contains data pertinent to their corresponding flight. This includes the Orthos, DSM, and LAS. For your convenience, at the root directory of this drive is a separate folder labeled LAS with all the raw LAS files compressed and labeled accordingly. Also in the root directory, the Images folder contains the color corrected images for the Orlando 3-inch flight.

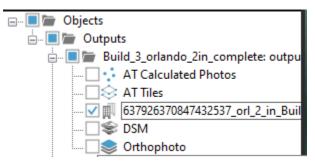
To view the sample data, with Terra Explorer opened:

- 1. Select Open Project > Browse.
- 2. Navigate to the **Project** folder you want to sample.
- **3.** Select the **Default.fly** file and click **Open > OK**.
- **4.** Once the project has loaded, a globe will appear along with the project tree on the left-hand side. Double Clicking on the sample build (building icon) will jump to the project area.



5. Tick any of the boxes available in the project tree to view any of the data that

corresponds to the title descriptor.



- **6.** In Terra Explorer, the controls are as follows:
 - a. **Zoom In / Zoom Out:** Mouse wheel up / Mouse Wheel Down
 - b. **Pan up / down / left / right:** Left click and hold while moving the mouse in the direction you would like to go.
 - c. **Rotate the Camera Angle:** Click and hold the middle mouse / mouse wheel and move the mouse accordingly.