

# Indexed Mesh

The Indexed Mesh entity is the result of applying the project’s spatial index to a raw Mesh entity. Indexed Meshes can be visualized and combined with other forms of spatial data.

Once you select “Indexed Mesh” from the “Add Object” button, you will see the following options:

NEW INDEXED MESH

Item Name \*

New Indexed Mesh

Translate X \*

0

Translate Y \*

0

Translate Z \*

0

Scale X \*

1

Scale Y \*

1

CANCEL

CREATE

Item Name	A readable name for the new entity
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Source Mesh	Shows a list of available raw Mesh entities. From this list, you can select which raw Mesh will be used to create the Indexed Mesh.
Translate XYZ	These fields allow translating the mesh position by the specified amounts along each coordinate axis
Scale XYZ	These fields allow scaling the mesh by the specified amounts along each coordinate axis. A value of 1.0 represents the original scale
Rotate XYZ	Euler rotation angles for each coordinate axis.
Rotation Order	Euler rotation angle sequence.

Click on “Create” to begin the indexing process. You can track the upload operation from the “Pending” section in the project’s page.

Once the processing is complete, you can view the new entity by clicking on the “View” button in the entity’s row inside the Catalog section for the project. Alternatively, you may create a View entity that uses the newly created entity as a source dataset.