Processing Options Template	Characteristics	Outputs generated
Standard		
3D Maps	Generates a 3D map (point cloud, 3D textured mesh), as well as a DSM and an orthomosaic. Image acquisition: nadir or oblique flight. Typical input: aerial images acquired using a grid flight plan with high overlap. Outputs quality/reliability: high. Processing speed: slow. Application examples: quarries, cadaster, etc.	Orthomosaic DSM 3D Mesh Point Cloud
3D Models	Generates a 3D model (point cloud, 3D textured mesh). Image acquisition: oblique flight or terrestrial. Typical input: any images with high overlap. Outputs quality/reliability: high. Processing speed: slow. Application examples: 3D models of buildings, objects, ground imagery, indoor imagery, inspection, etc.	3D Mesh Point Cloud
Ag Multispectral	Generates reflectance, index (such as NDVI), classification and application maps. Image acquisition: nadir flight with a multispectral camera. Typical input: images taken with a multispectral camera (Sequoia, Micasense RedEdge, Multispec 4C, etc). Outputs quality/reliability: high. Processing speed: slow. Application examples: precision agriculture.	Reflectance Map Index Map Application Map
Thermal Camera	Generates a thermal reflectance map. Image acquisition: nadir flight with a thermal camera. Typical input: images taken with a thermal camera (such as	Thermal Index Map

	Tau 2 based cameras: FLIR Vue Pro, FLIR XT). Output quality/reliability: high. Processing speed: slow.	
ThermoMAP Camera	Generates a thermal reflectance map. Image acquisition: nadir flight with a thermoMAP camera. Typical input: images taken with a thermoMAP camera. Output quality/reliability: high. Processing speed: slow.	Thermal Index Map