Publish to Unity Reflect

Quick Start Guide

Using PointFuse to publish mesh data directly into Unity Reflect provides a streamlined route from point cloud to collaborative VR. The workflow streams the mesh, with all its data and properties, directly into a Unity Reflect project, eliminating the various limitations of traditional file formats.

Using the tool, it is possible to publish the mesh with:

- A choice of textures and classification colors
- Classification layers and hierarchy
- Additional property sets (IFC based currently) including unique Asset ID's

What are the minimum requirements to use the function?

- An active license of **PointFuse ReVue, PointFuse Standard** or **PointFuse Pro**
- PointFuse installed onto a Local or Virtual Windows machine
- A PointFuse project with at least a mesh model created, however for best results we recommend using a **classified mesh model** – Find out more about mesh classification here. { https://pointfuse.com/support/}
- **Unity Reflect** installed on the same machine as PointFuse
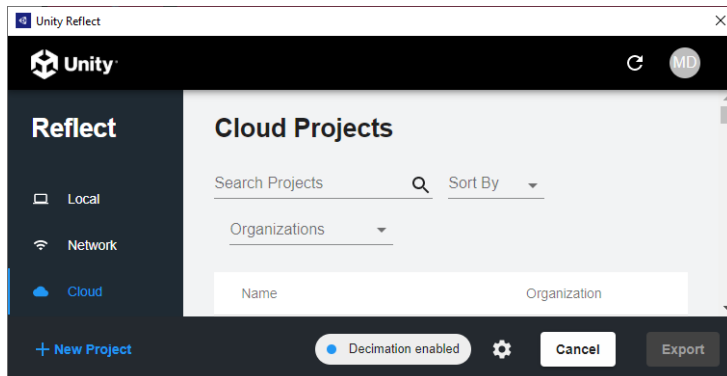
Publishing Data

Start PointFuse and open an existing project that contains any mesh model.

Open one or multiple supertiles into the 3D view. Only the models that are in view will be published.

Click on the Unity Reflect icon in the top toolbar.
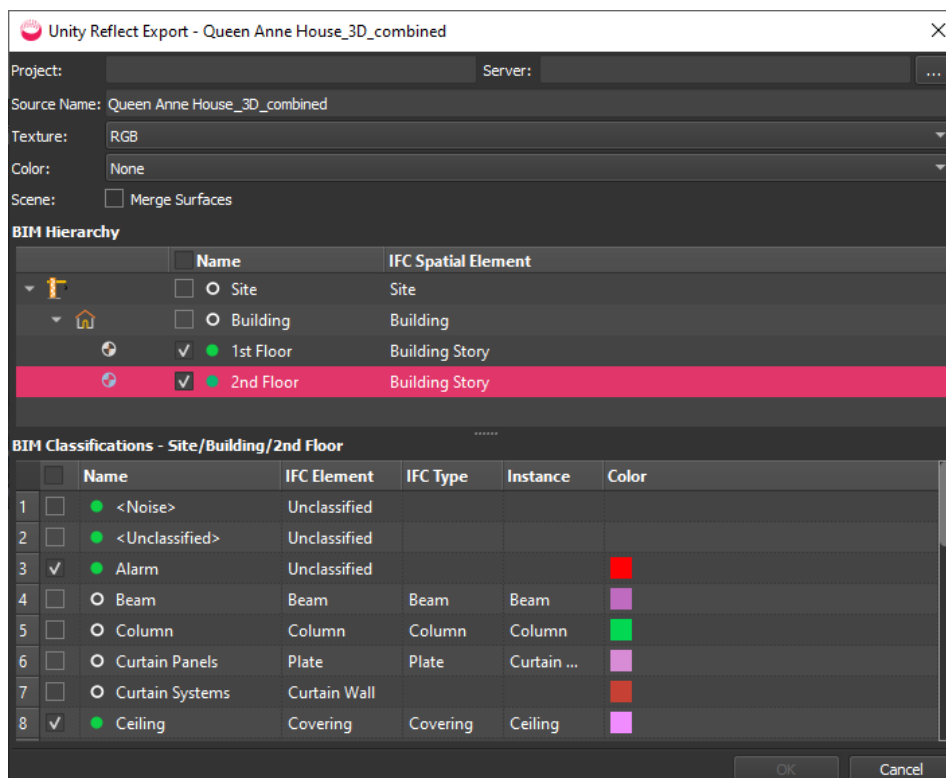
Click the dashed icon ⬚ to open the Unity Reflect dialog.


Choose a server location:

- Use Local to save the file onto the local machine
- Use Network to save the file into an internal network. Note that this requires setting up from the Unity Reflect dashboard
- Cloud saves the file to the Unity hosted cloud servers.

You can either choose to create a new project (remember to select a server location first) using the button in the bottom left corner.
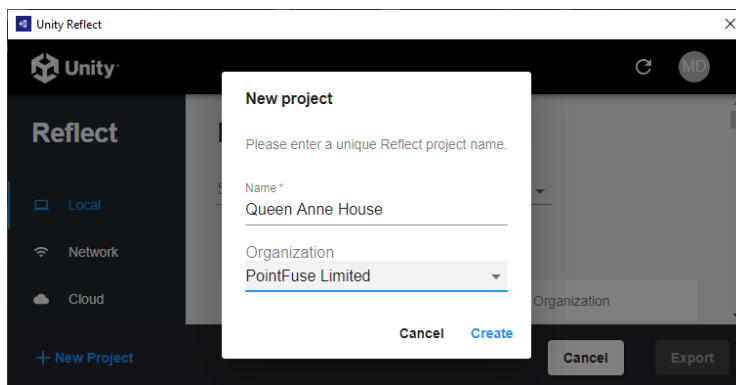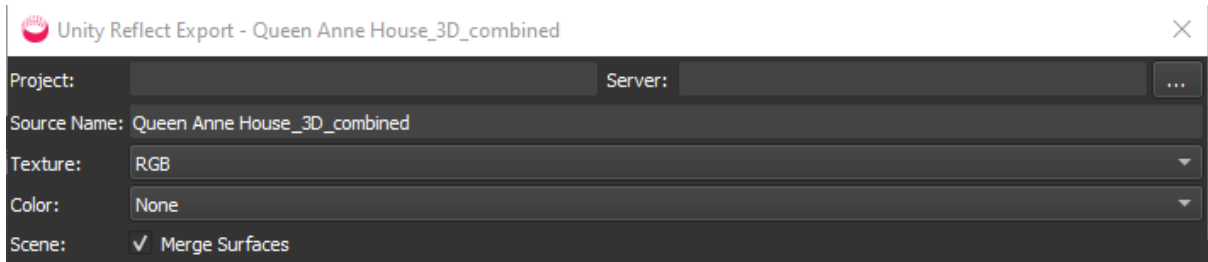

Choose a name and an organisation in which to share the project.

OR you can add the model to an existing project by choosing it from the displayed list.
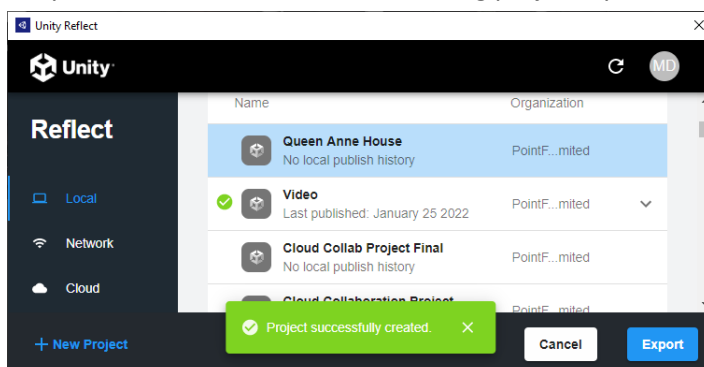

Press Export to return to the PointFuse export dialog.

PointFuse Publish to Unity Reflect

Choose whether you want the model to display Texture (real world RGB colors or Intensity) and/or the classification colors.

Decide if you want to merge the model.

- If you want to interact with the objects in Unity Reflect then leave this unchecked.
- If you simply want to visualize the data, then check this option.
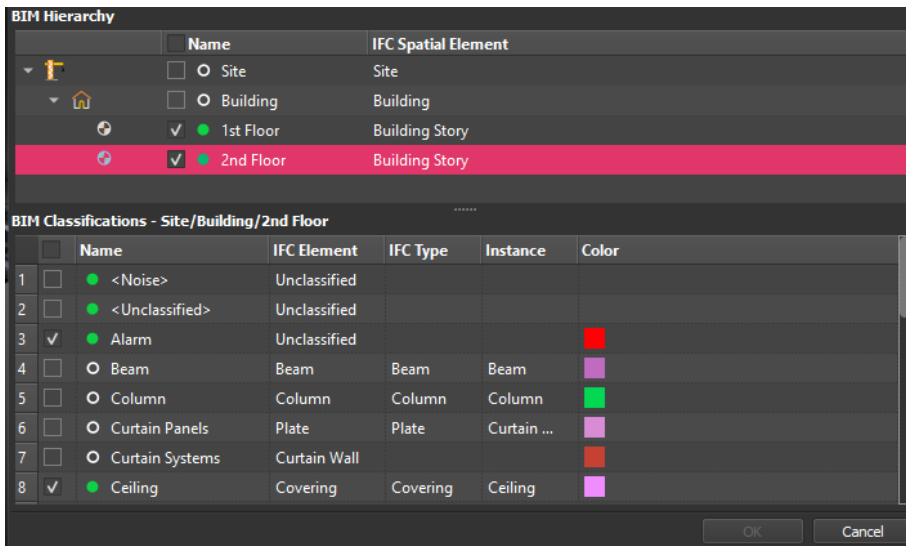
Choose whether to export all, or just a subset, of the created layers.

Press OK and the software will begin streaming the data to the chosen Unity Reflect Server.

Opening the model with Unity Reflect

Launch Unity Reflect Review and navigate to the project containing the PointFuse model.

Click on the project to launch it. There are also options to download the file locally, which is recommended if the project is saved in the cloud.