## MESHLAB SEGMENTATION - HOW TO?

- 1. Load the whole map as the default layer
- 2. Select object using "select faces in rectangular region"



-Try to select them from the top, since the rectangular selection has infinite depth!3. After your object is successfully selected right click the default layer and select "move selected face to another layer"

×e	/	Users/dinokfenicky/Downloads/	PrÖbōßnā/living-lab-model/liv_lab.mlp
	0	living_lab_project	
▶	1	SelectedFacesSubset	
▶ 🛹	2	SelectedFacesSubset(1)	
▶ 🛹	3	SelectedFacesSubset(2)	
▶ 🛹	4	SelectedFacesSubset(3)	
▶ 🛹	5	SelectedFacesSubset(4)	
▶ 🛹	6	SelectedFacesSubset(5)	
▶ ⊶	7	SelectedFacesSubset(6)	
▶ 🛹	8	SelectedFacesSubset(7)	
▶ 🛹	9	SelectedFacesSubset(8)	
▶ ⊶	10	SelectedFacesSubset(9)	
▶ 🛹	11	SelectedFacesSubset(10)	
▶ 🛹	12	SelectedFacesSubset(11)	🗇 🗱 📄 🦉 😳
	12	SalantadEanacSubeat(12)	



4. New layer should appear containing only your object + the object should disappear from the default layer

-you can check this by displaying different layers (clicking on the eye)

- 5. After new layer is created, save the new layer using "export mesh as...". Always save the mesh as .obj and into the directory containing the scans and the default project
- 6. Lastly select the default layer and save it using "export mesh"This ensures the default layer is saved without the deleted object

