

```
import bpy
import addon_utils
```

```
addon_utils.enable("io_convert_image_to_mesh_img")
```

```
bpy.ops.import_mesh.pds_dtm(filepath="/home/user/MovieDemo/Assets/
my_image.PNG", scaled_dtm_resolution=0.1)
```

```
bpy.ops.wm.save_as_mainfile(filepath="/home/user/my_test.blend")
```