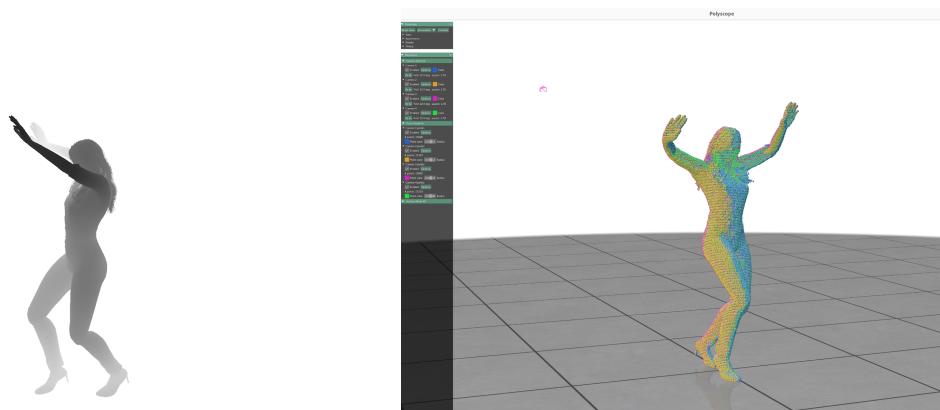


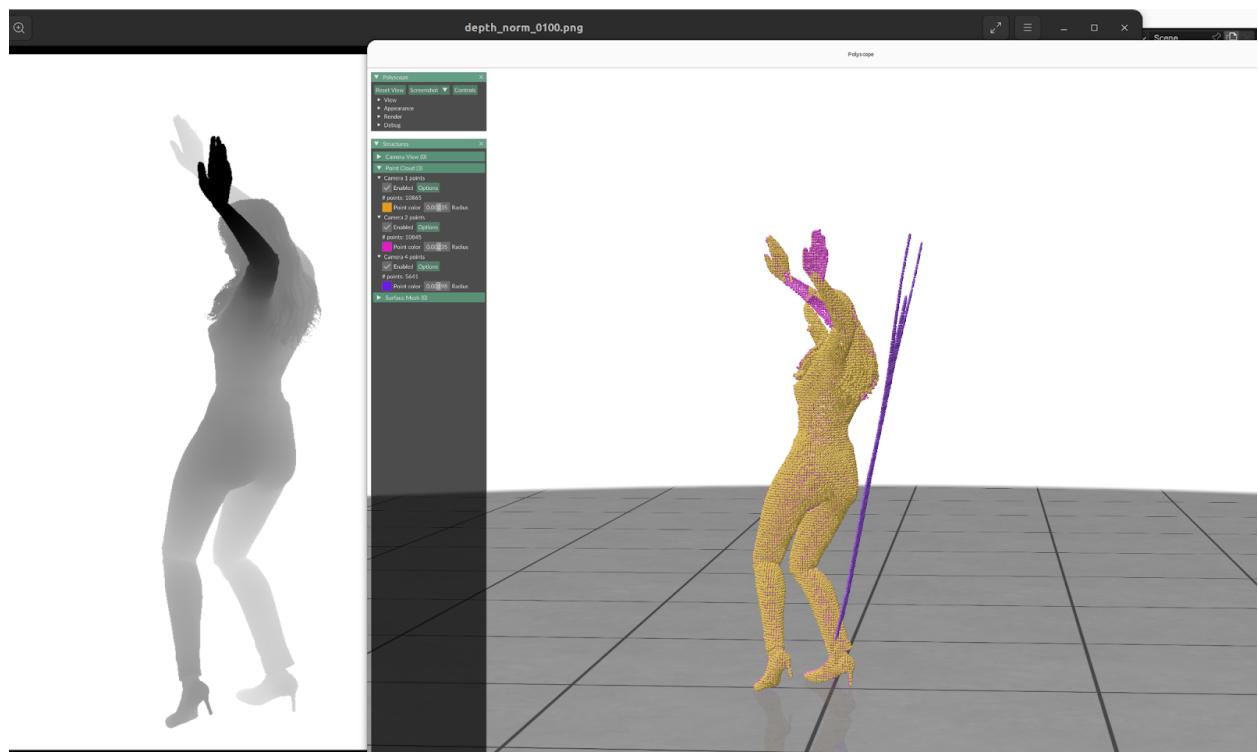
## Scale Comparisons

Originally selected scale: 4.5 - 5.5

Frame 1:

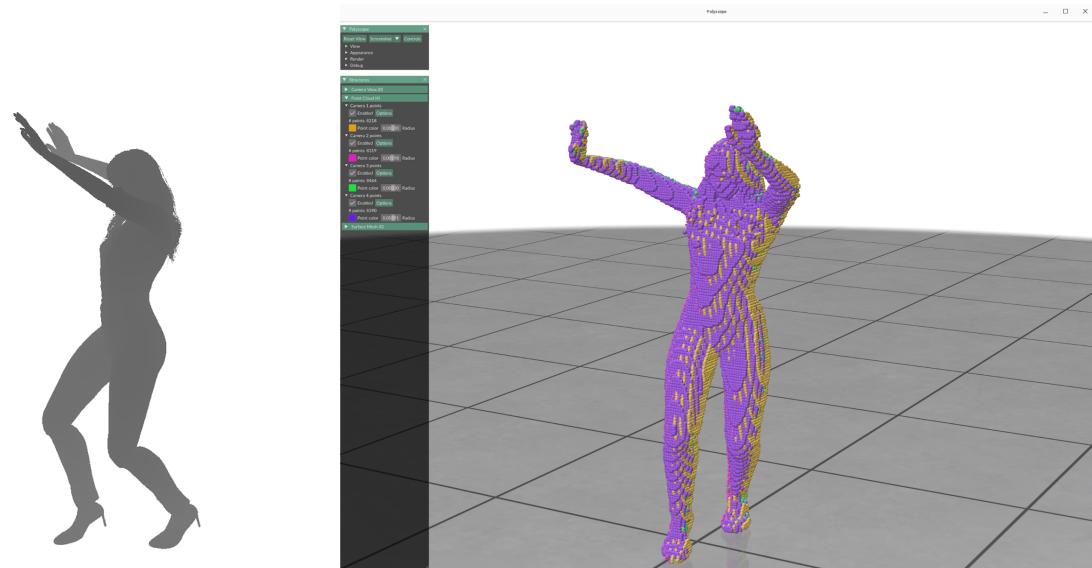


Frame 100:

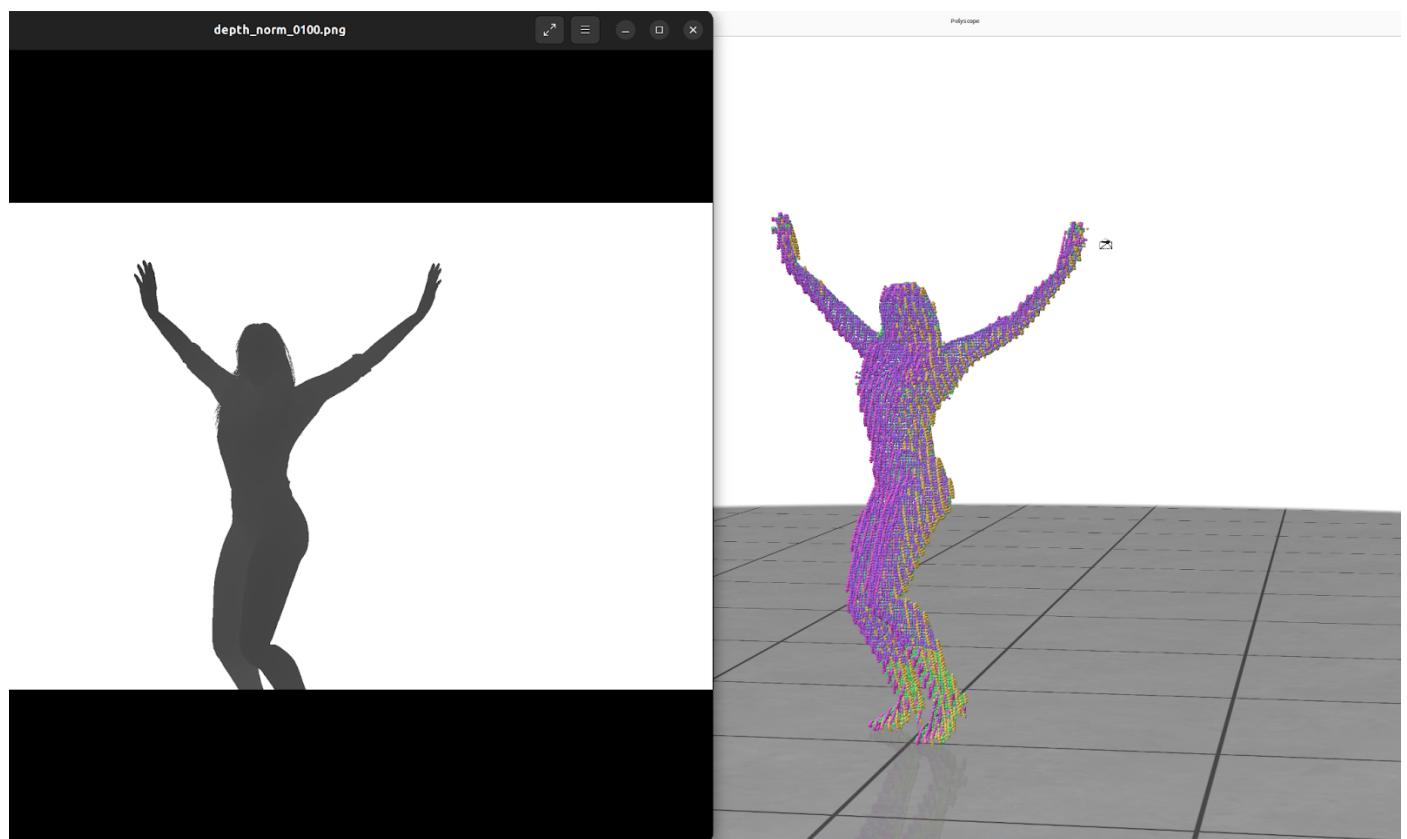


Large Scale: 2.5 - 8.5

Frame 1:

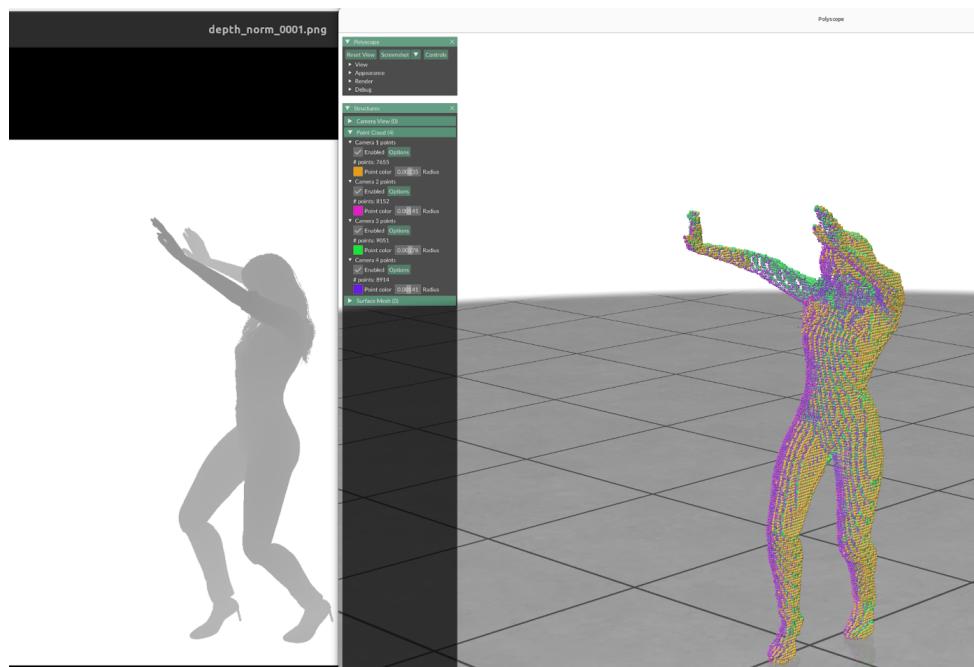


Frame 100:

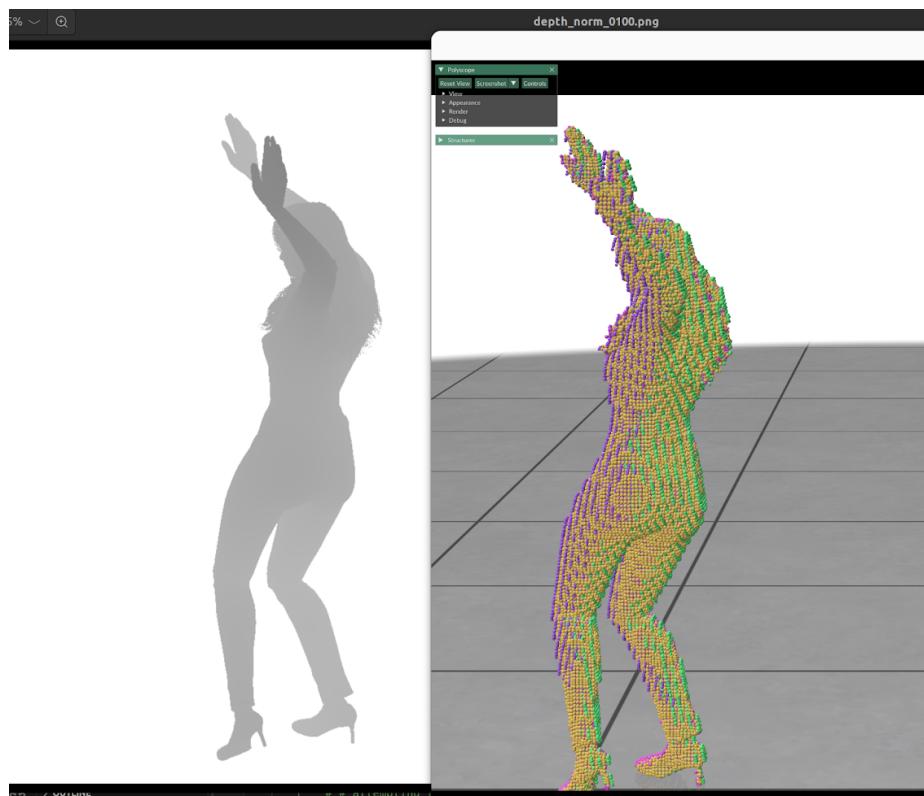


Mid Scale 1: 1.75 - 6.75

Frame 1:

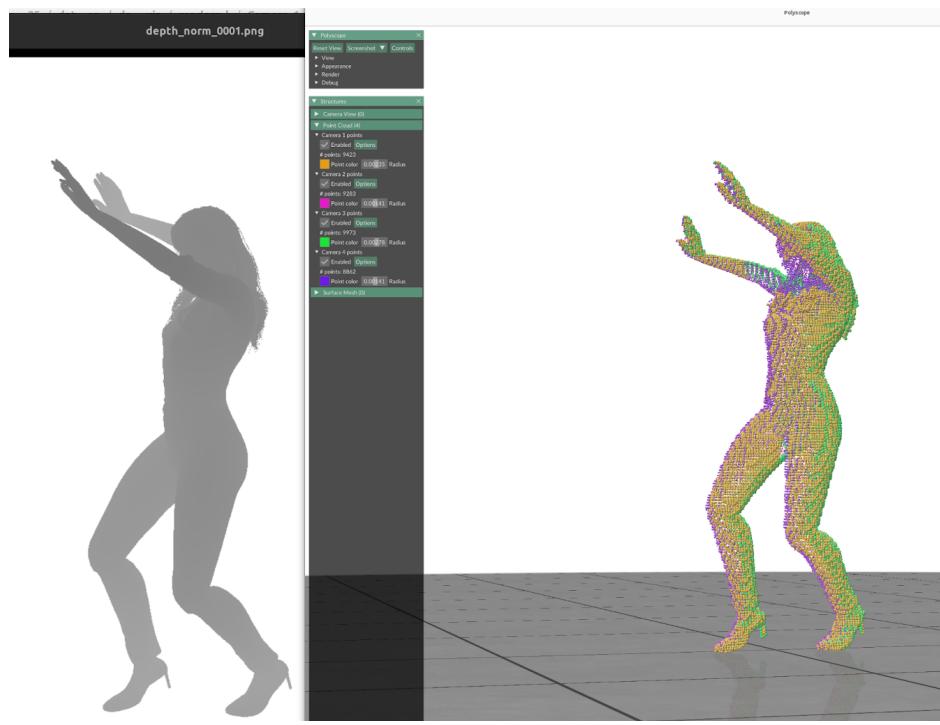


Frame 100:

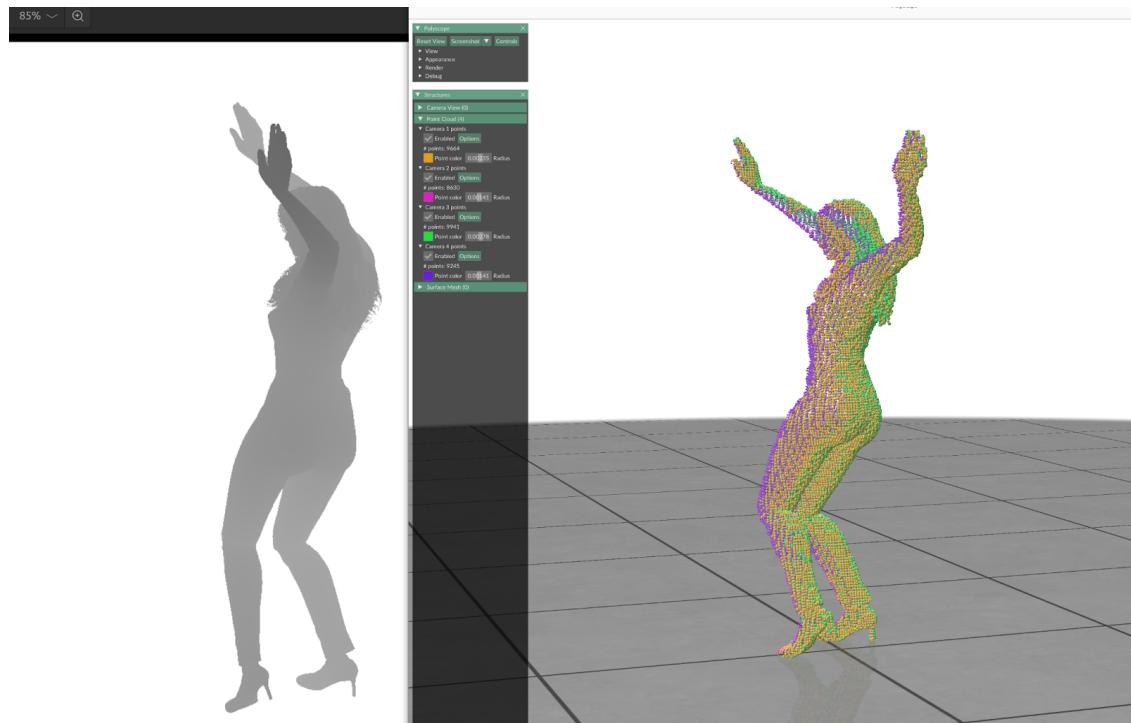


## Mid Scale 2:2.75 - 6.75

Frame 1:

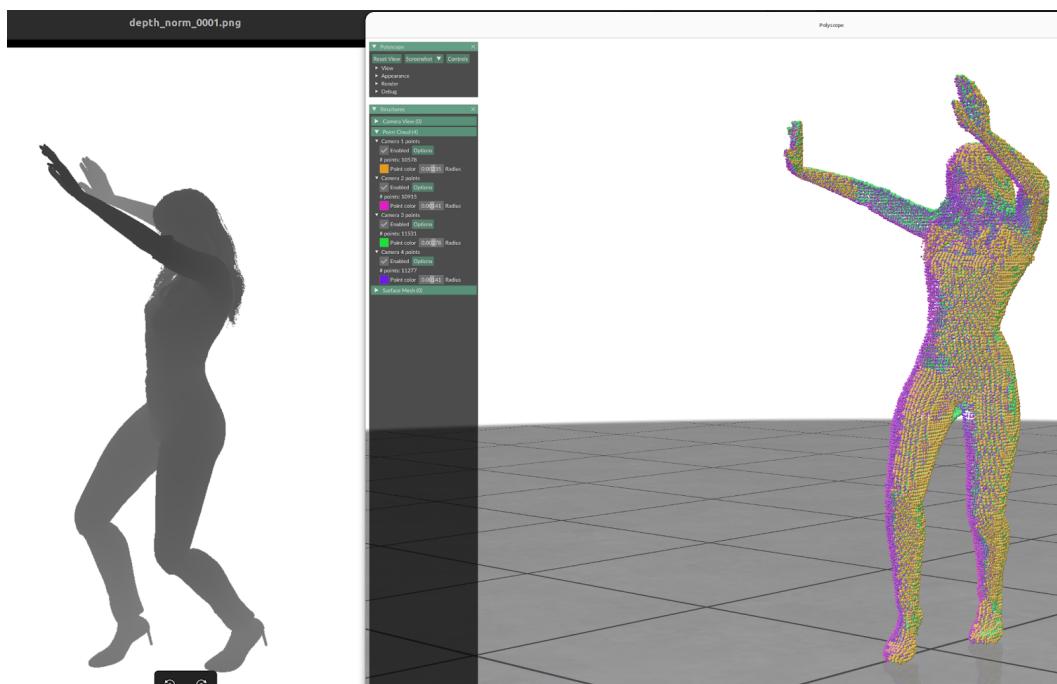


Frame 100:

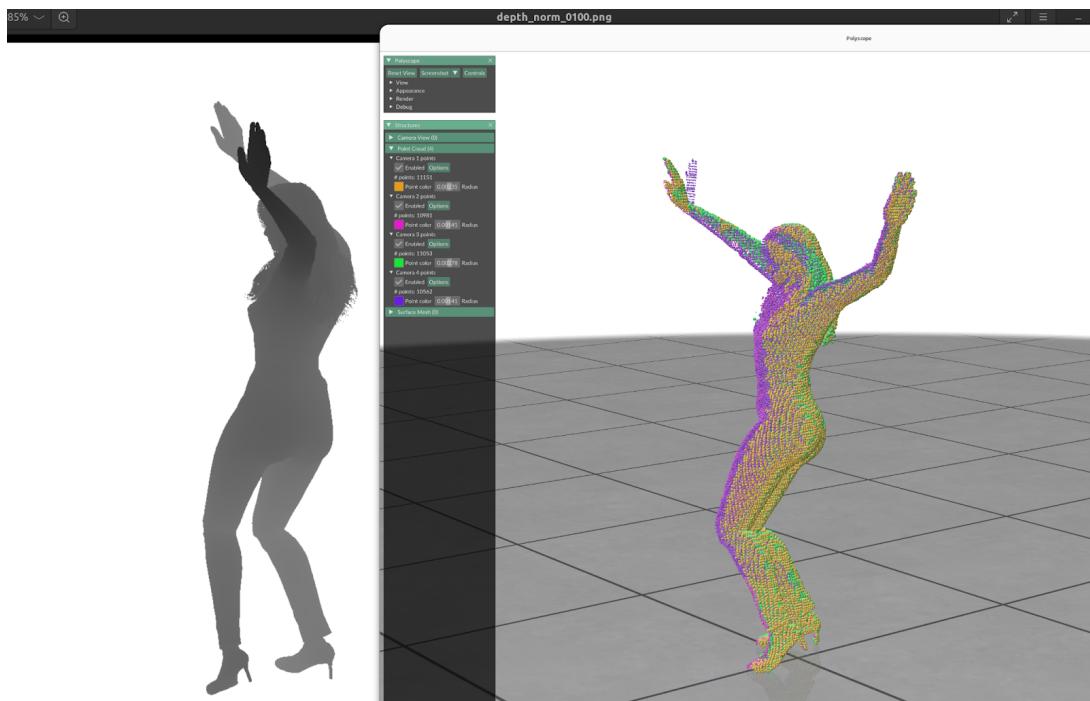


## Mid Scale 3: 4 - 6.75

Frame 1:

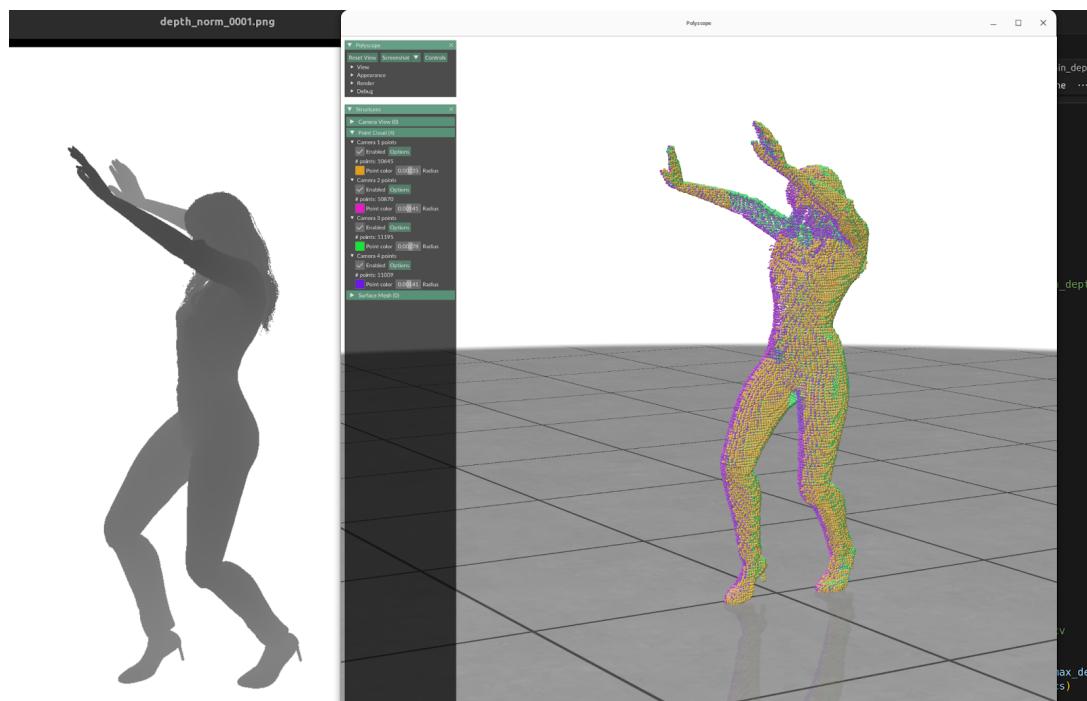


Frame 100:

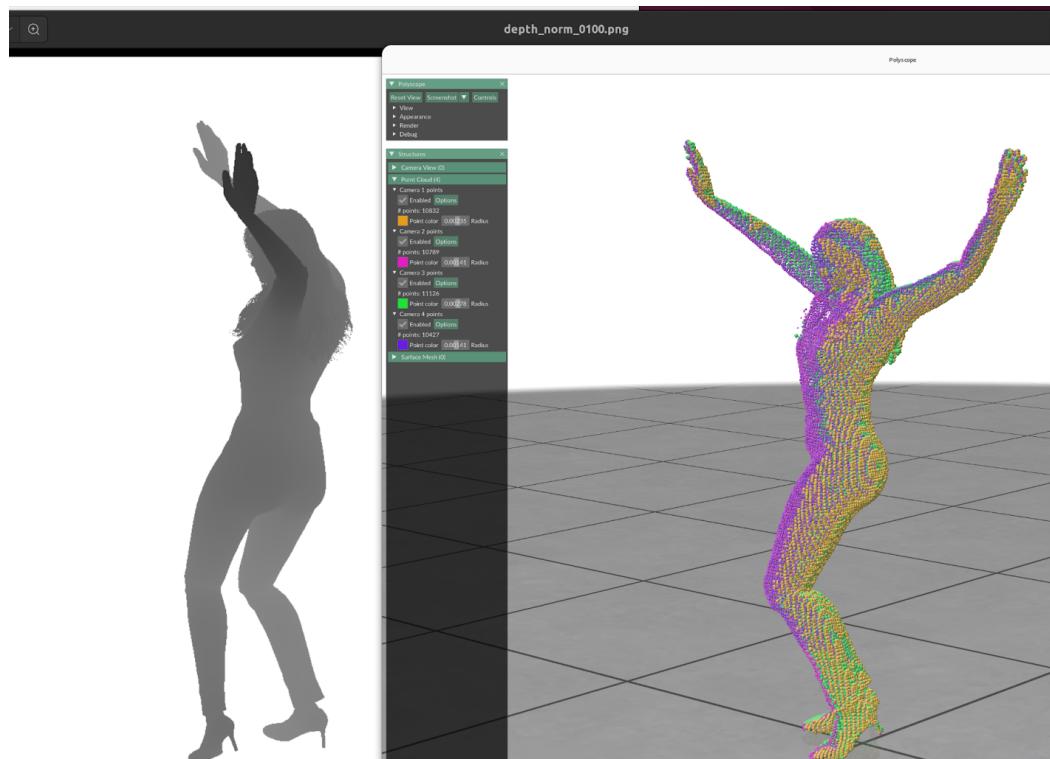


## Mid Scale 4: 3.8 - 6.75

Frame 1:

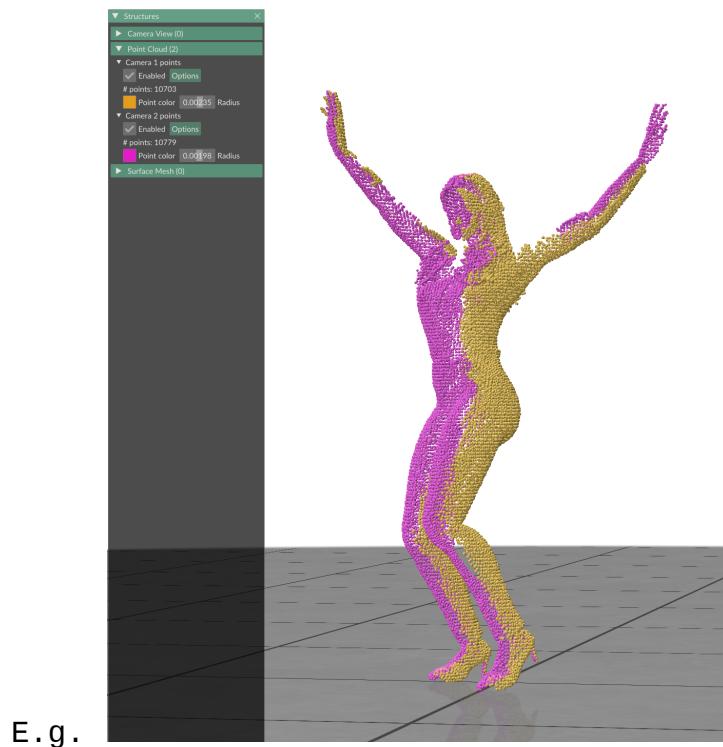


Frame 100:



I think the mid scale 4 of 3.8 to 6.75 is the best

But If we want to keep the original 4.5 - 5.5 (or 4 - 6.75 which was close), would we use them as partial meshes?



If so then:

- Frame 7 is when you'd start to get holes from Camera 3
- Frame 33 is when the model would be completely out of view of Camera 3

AND

- Frame 12 is when the model would be beyond the min range of Camera 4 so parts of the legs and arms would show up completely flat
- Frame 30 is when the whole model is beyond the min range of Camera 4 so it would be completely flat by then