# A beginners guide to photogrammetry

## Step 1

Check if your phone supports apps like:
- 3D scanner App
- Polycam

If it does not support any of these apps, go to:
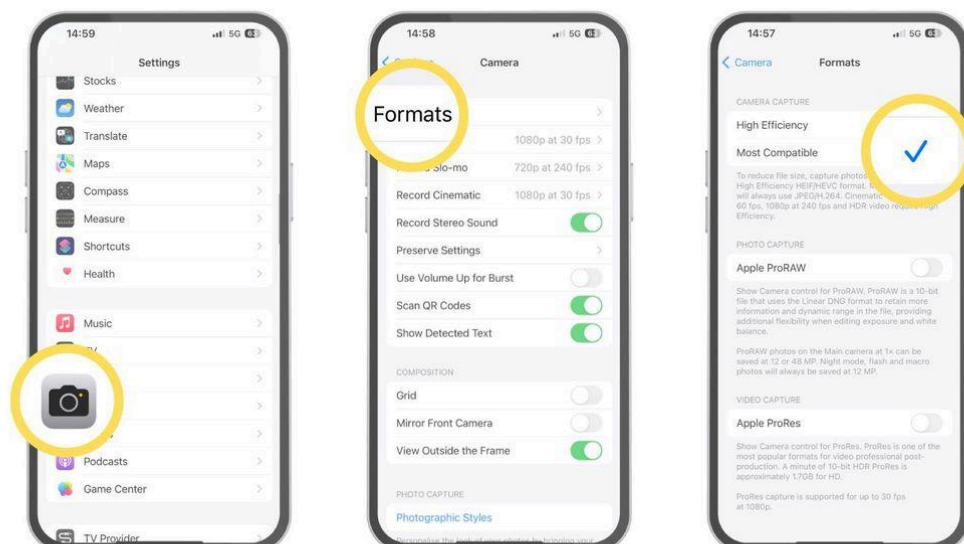
[Polycam.com](Polycam.com)

and set up an account

## Step 2

If your phone can't use the apps and you are forced to take the photos manually, make sure your phone is either storing its photos as .PNG or JPEG.

**Iphone**:
a standard iphone saves its images as .HEIC, to change this follow the below steps:



Remember to reverse this again after you're done taking photos.

**Android:**

Your phone should already be shooting in .JPEG, but take a test photo and double check before preceding.

# Step 3

Find an object you would like to scan. Make sure you can move around the object and have a clear view of all the object's angles.

# Step 4

Take photos of your object. Try getting all angles and moving in a pattern, for example as in the picture below.
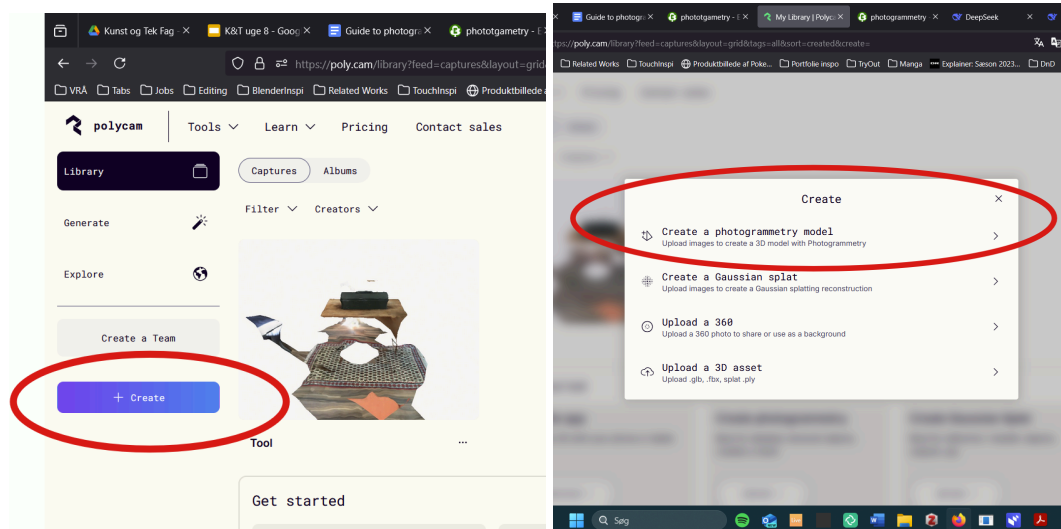


The free version of polycam supports up to 150 photoes, try getting close to this number if you are doing it manually.

# Step 5: Upload

If you are following this tutorial in the app of your phone it should be uploading and automatically and displaying your 3D scan.

If you are doing this manually go to Polycam.com and click the following button, and follow the instructions.



IF YOUR FILE FAILS!
There could be a couple of things to check:
- Are there any corrupt images in the files you uploaded.
- Are they all the same type? (.png .jpeg)
- Are there between 20 and 150 photos?

# Bonus:

If you want a higher quality mesh you can use free software like:
- Meshroom
- Reality Capture

These will require download, and even though they yield higher resulting quality and can use even more photos for their detail , their render time and processing time is much longer and can take the better part of a day.