



Aalto University
Media Factory

Digital_Fabrication_Studio.05

3D Scanning – from atoms to bits

Massimo Menichinelli
massimo.menichinelli@aalto.fi
@openp2pdesign
<http://www.slideshare.net/openp2pdesign>



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Today:

- * 3D scanning: examples
- * 3D scanning: tools and softwares
- * 3D scanning: process



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01. 3D scanning: bits from atoms

Radiohead: *House of Cards* video



No cameras / lights: 3D scanning collected information about the shapes and relative distances of objects. The video was created with visualizations of the data.

Source: <http://vimeo.com/2037463>

Radiohead: *House of Cards* video

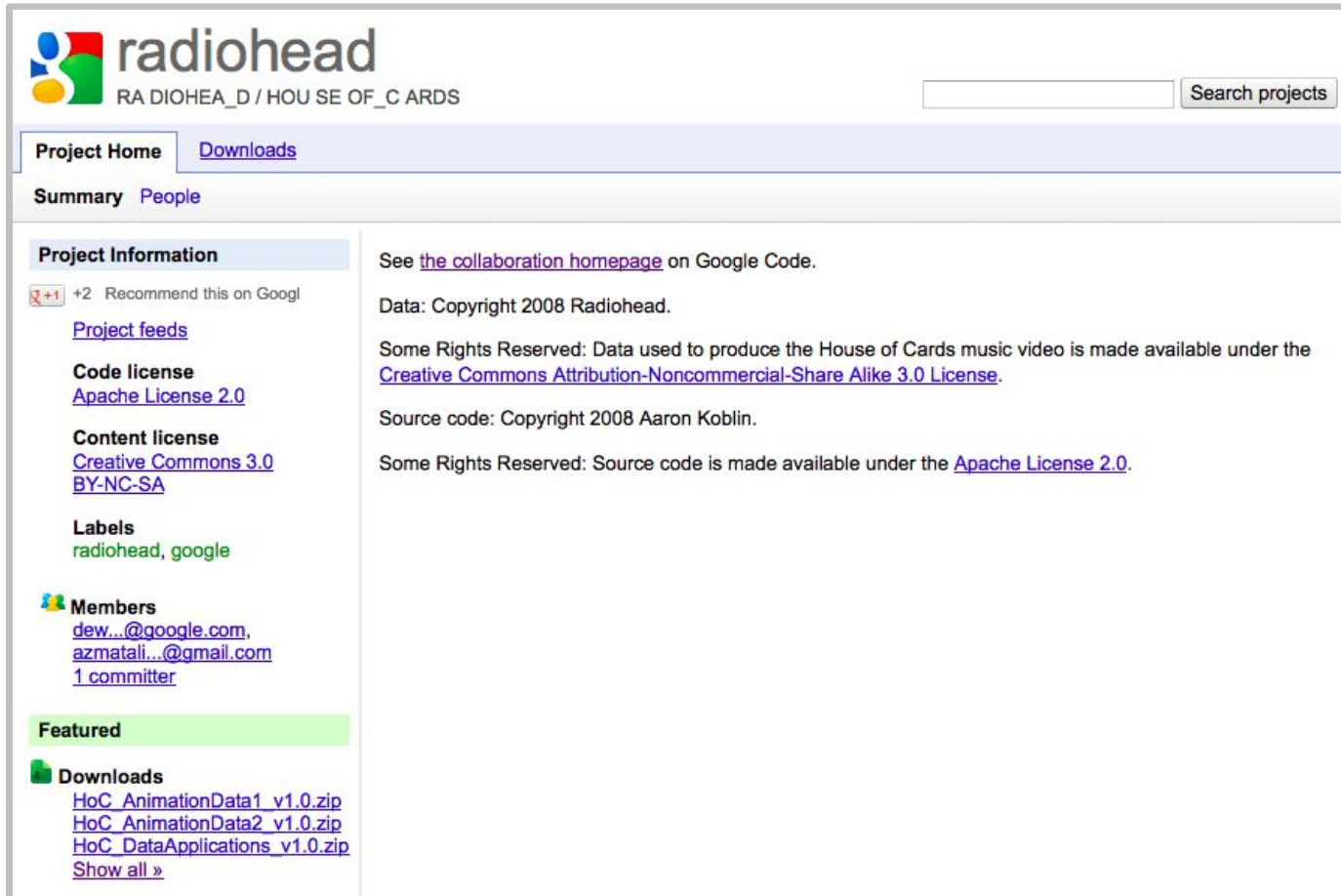
Aaron Koblin



No cameras / lights: 3D scanning collected information about the shapes and relative distances of objects. The video was created with visualizations of the data.

Source: <http://www.aaronkoblin.com/work/rh/index.html>

Radiohead: *House of Cards* video



The screenshot shows the Google Code project page for 'radiohead'. The page header includes the project name 'radiohead' and the repository path 'RA DIOHEA_D / HOU SE OF_C ARDS'. A search bar is located in the top right corner. The main content area is divided into two columns. The left column contains 'Project Information' with links for 'Project feeds', 'Code license' (Apache License 2.0), 'Content license' (Creative Commons 3.0 BY-NC-SA), 'Labels' (radiohead, google), 'Members' (dew...@google.com, azmatali...@gmail.com, 1 committer), and 'Featured' (Downloads). The right column contains project details: 'See the collaboration homepage on Google Code.', 'Data: Copyright 2008 Radiohead.', 'Some Rights Reserved: Data used to produce the House of Cards music video is made available under the Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.', 'Source code: Copyright 2008 Aaron Koblin.', and 'Some Rights Reserved: Source code is made available under the Apache License 2.0.'

radiohead
RA DIOHEA_D / HOU SE OF_C ARDS

Search projects

Project Home Downloads

Summary People

Project Information

+2 Recommend this on Google

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Labels
radiohead, google

Members
[dew...@google.com](#),
[azmatali...@gmail.com](#)
1 committer

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[HoC_DataApplications_v1.0.zip](#)
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See [the collaboration homepage](#) on Google Code.

Data: Copyright 2008 Radiohead.

Some Rights Reserved: Data used to produce the House of Cards music video is made available under the [Creative Commons Attribution-Noncommercial-Share Alike 3.0 License](#).

Source code: Copyright 2008 Aaron Koblin.

Some Rights Reserved: Source code is made available under the [Apache License 2.0](#).

An open data / open source project on Google Code: point cloud data and Processing software are available!

Source: <http://code.google.com/p/radiohead/>

Radiohead: *House of Cards* video



Learn about how the video of "House of Cards" was made and the various technologies that were used to capture and render 3D data.

Source: <http://youtu.be/cyQoTGdQywY>

Smithsonian 3D scans its objects



A new effort under way at the world's largest museum could bring more of its 137 million objects will be publicly available.

Source: <http://youtu.be/cyQoTGdQywY>

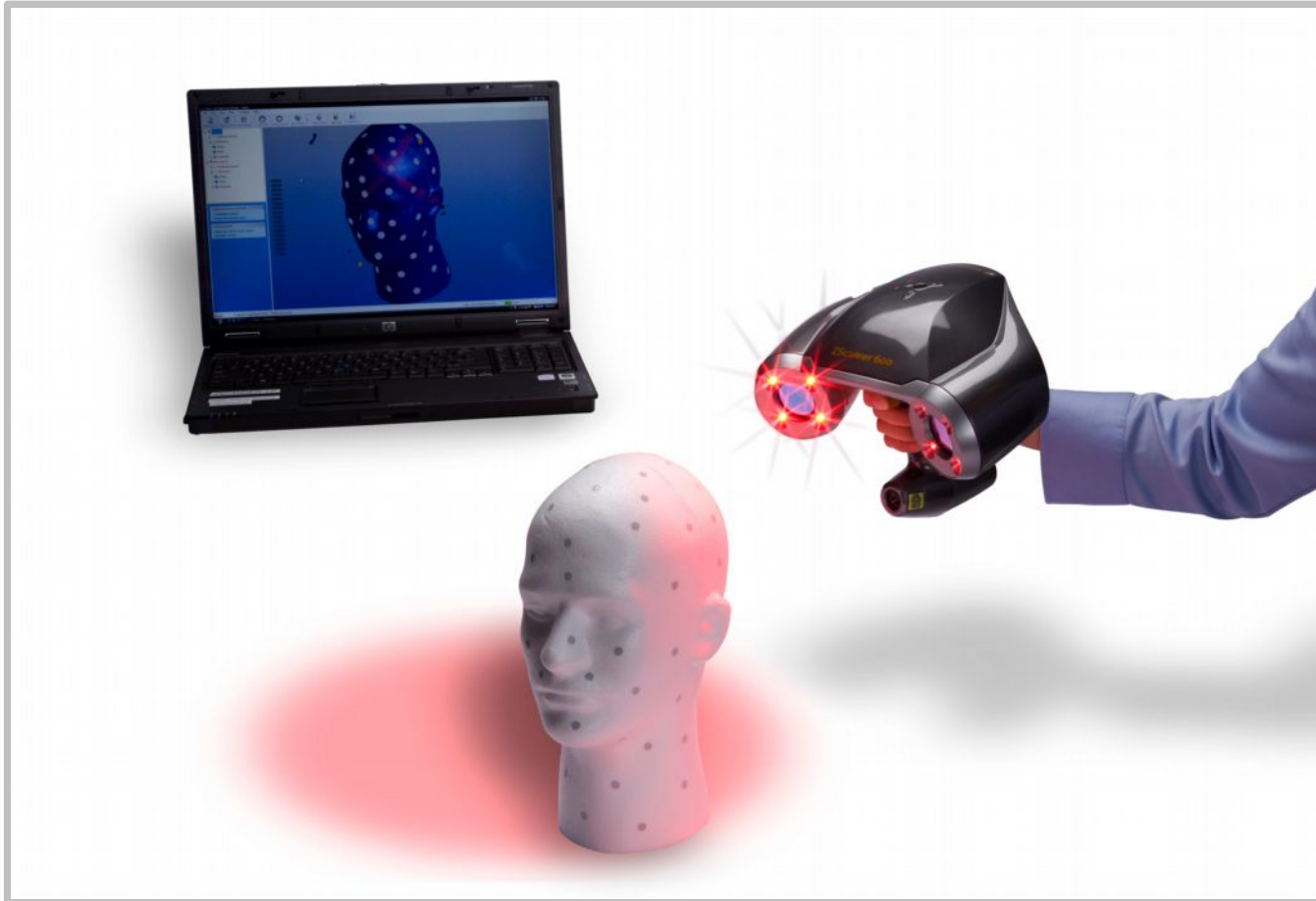


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02.


3D scanning: tools and softwares

Hardware: expensive and not complete



There is still the problem of stitching together the meshes obtained.

Hardware: a very good option

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The #1 Selling 3D Scanner.

The NextEngine 3D Scanner captures objects in full color with multi-laser precision. Breakthrough technology has made it the World's most popular 3D Scanner, with thousands of users in over 80 countries.

In one box is everything you need to digitize 3D models, including ScanStudio HD software. Exports to **STL, OBJ, VRML, XYZ** and other formats.

Output 3D scan models to popular design software like **SolidWorks, 3ds Max, ZBrush, Rhino, Mathematica** and more. Use with **ScanStudio CAD Tools** to quickly make surface files or **RapidWorks** to build solid files. Print models on **Dimension, 3D Systems, zCorp, Objet**, and other 3D printers.



\$2,995

High performance at 1/10th the price.

The NextEngine 3D Scanner captures objects
in full color with multi-laser precision.

Source: <http://www.nextengine.com/>


Hardware: cheap DIY version



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for only
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What do I need to build a 3D scanner?

- A camera (e.g. web cam)
- A hand-held **line laser** (starting at €19.90)
- Two plain boards in the background
- A Windows PC
- Our free software DAVID-LASERSCANNER

Or use the brand-new DAVID Starter-Kit!


If you don't want to start searching and tinkering, the **DAVID Starter-Kit** contains all necessary hardware and software to set up your own 3d scanner!

Supports both, Laser Scanning AND Structured Light Scanning!



How does Laser Scanning work?

1. Set up background and camera
2. Calibrate your camera with one click
3. Start scanning by sweeping the laser line over the object
4. Gaze at the 3D window and export your result to .OBJ
5. Optional: Automatically **stitch** several scans/meshes with DAVID-Shapefusion and export .OBJ, .STL, or .PLY

GALLERY



NEWS

2011-12-21
Special X-Mas Prices & DAVID 3.2

2011-09-22
DAVID Newsletter: DAVID 3 Released!

2010-11-18
DAVID Newsletter

2009-10-10
Mesh2Flash and CCD Cameras

ONLINE SHOP


2012-05-20 , 08:07:58 pm
Max distance between camera and object

2012-05-20 , 11:58:00 am
saving depth-map as gray scale image

2012-05-21 , 12:37:10 pm
Two scans: a sculpture and a person

2012-05-20 , 04:38:45 pm
what is the best setup for

DAVID-laserscanner is a low-cost system for scanning of 3d objects. Requirements are a commercial hand-held laser and a standard camera.

Source: <http://www.david-laserscanner.com/>

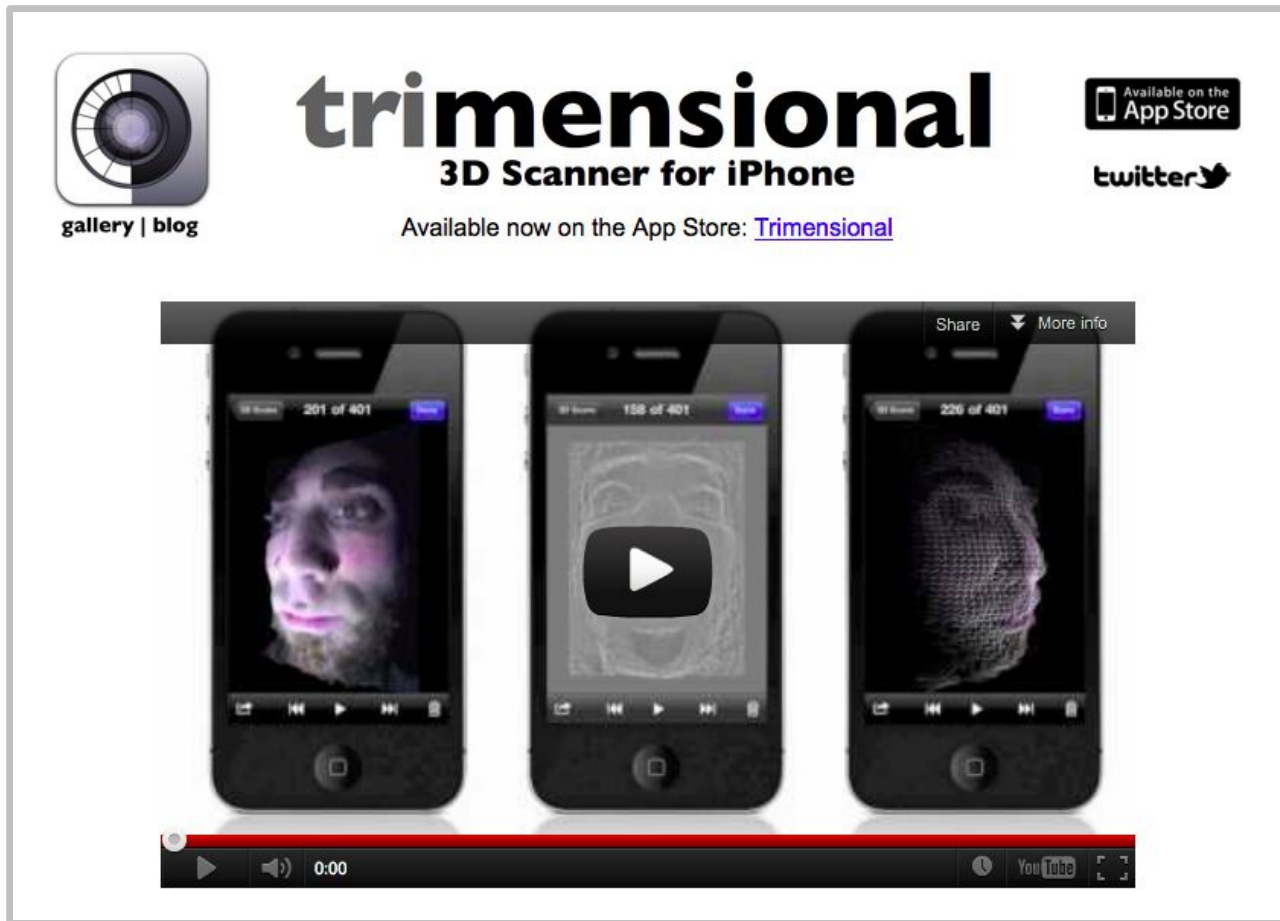
Hardware: Modela MDX-20



You can scan also with the Modela, with a special head.

Source: <http://youtu.be/1jEb220SKAg>

A 3D scanner app for iPhone



Trimensional uses both the screen and the front-facing camera on an iOS device, detecting patterns of light reflected off your face to build 3D model.

Source: <http://www.trimensional.com/>
<http://youtu.be/IEZtiDrxh-E>

A 3D scanner with Kinect: ReconstructMe



ReconstructMe is a software tool for Windows that uses the Microsoft Kinect (or Asus Xtion PRO LIVE) to capture 3D models in real-time.

Source: <http://youtu.be/LZZqffZk0w0>

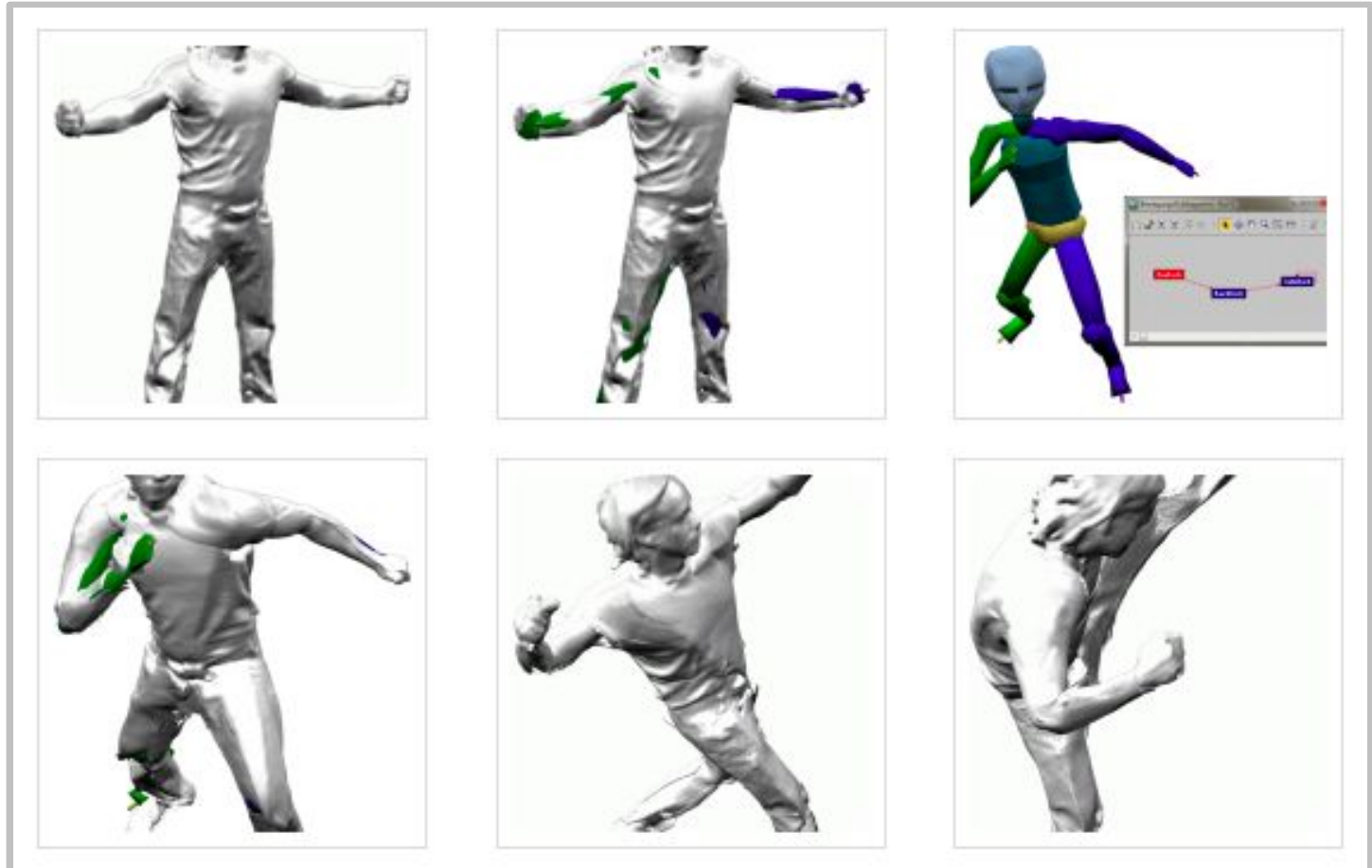
3D Scanning and character animation



“We have created a full body scan one of our coworkers while using a bigger volume, and he used this as the basis for a character animation.”

Source: http://youtu.be/uimmxD0a_IM
<http://reconstructme.net/2012/03/20/character-creation-with-a-reconstructme-scan/>

3D Scanning and character animation



“We have created a full body scan one of our coworkers while using a bigger volume, and he used this as the basis for a character animation.”

Source: <http://reconstructme.net/2012/03/20/character-creation-with-a-reconstructme-scan/>

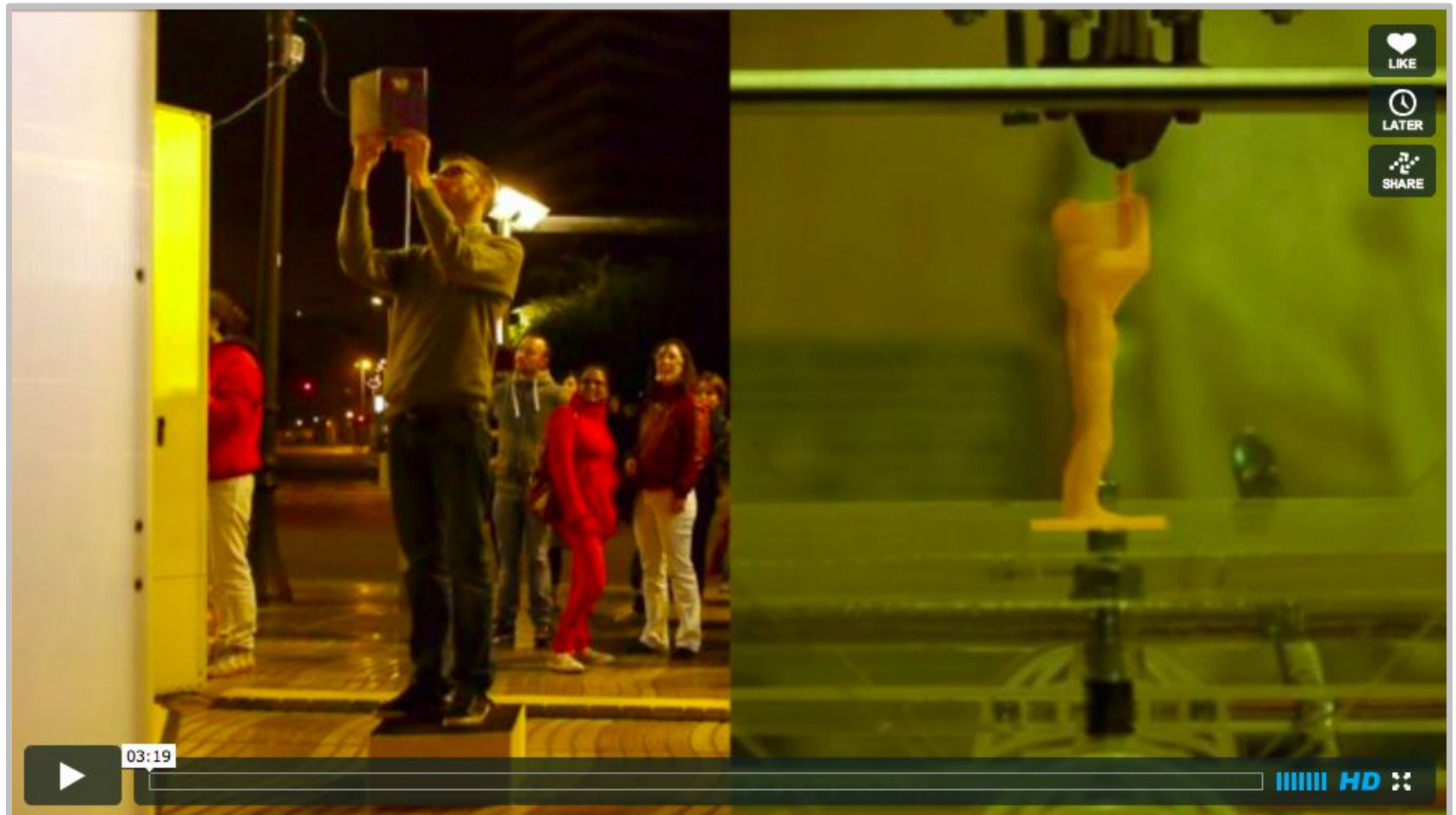
Be your own souvenir



The project from blablabLab uses custom software developed using openKinect and openFrameworks (and Meshlab and Blender).

Source: <http://www.notcot.com/archives/2011/04/be-your-own-souvenir-by-blabla.php>
<http://www.blablablab.org/>

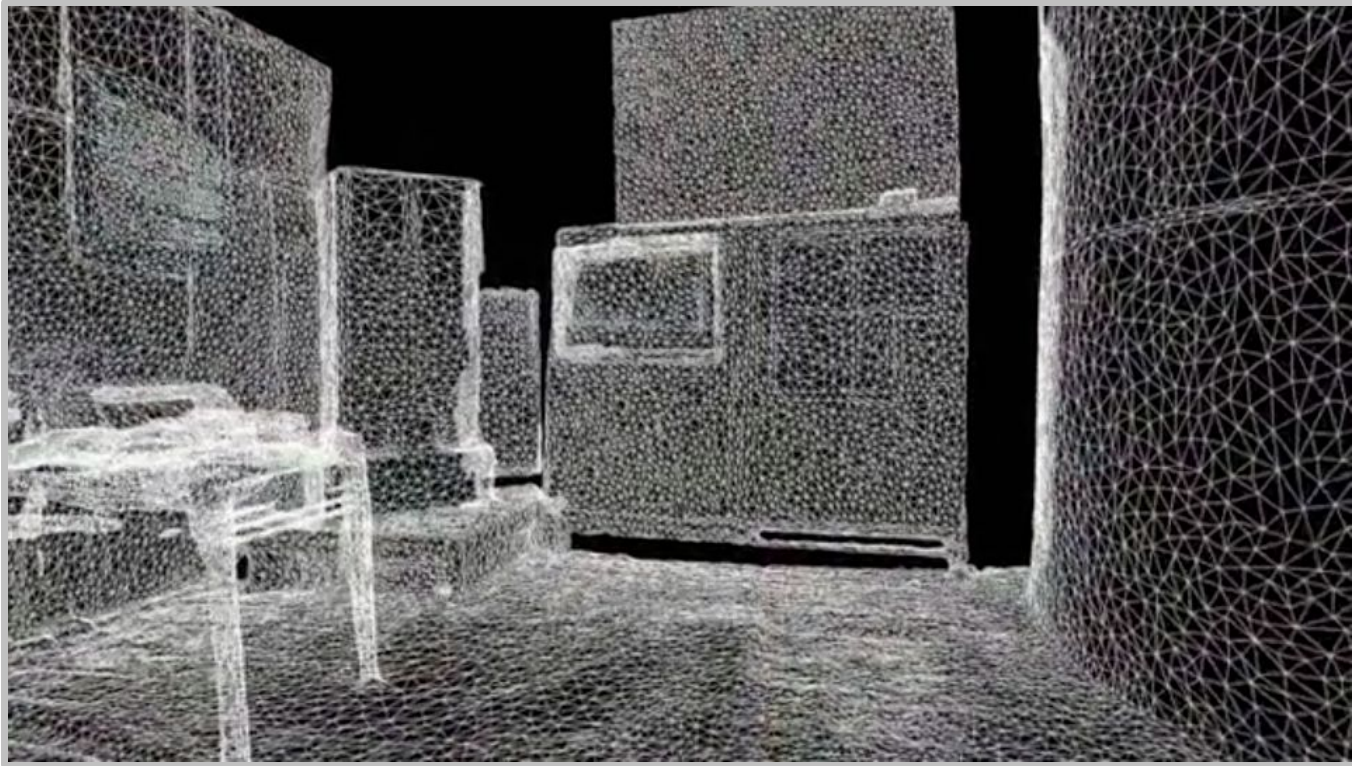
Be your own souvenir



The project from blablabLab uses custom software developed using openKinect and openFrameworks (and Meshlab and Blender).

Source: <http://vimeo.com/21676294>
<http://www.blablablab.org/>

Scan spaces with Kinect



Matterport is creating a 3D reconstruction system that allows anyone to create 3D models of physical objects and interior spaces.

Source:<http://matterport.com/our-scanner/>

Scan with light pattern



A technology for measuring objects in 3D, using only a camera and projector: patterned light is projected and read with a camera.

Scan with light pattern

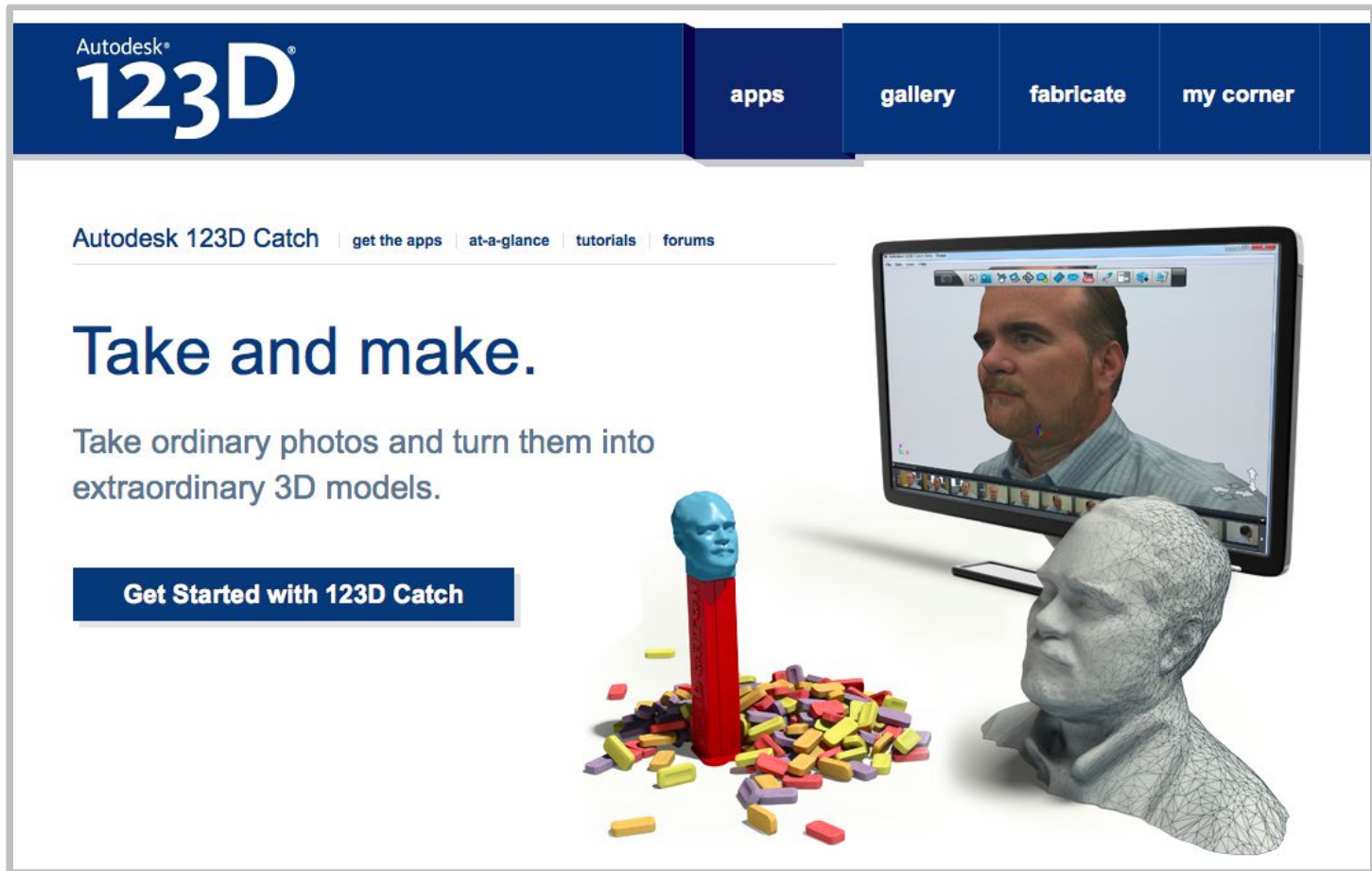


Janne Parviainen: topographic light paintings circumscribe surfaces and people, creating captivating 3-D models in the process.

Source: <http://www.flickr.com/photos/jannepaint/sets/72157631039444612/with/7761613920/>

<http://www.wired.com/rawfile/2012/08/topographic-light-painting/?pid=3455>

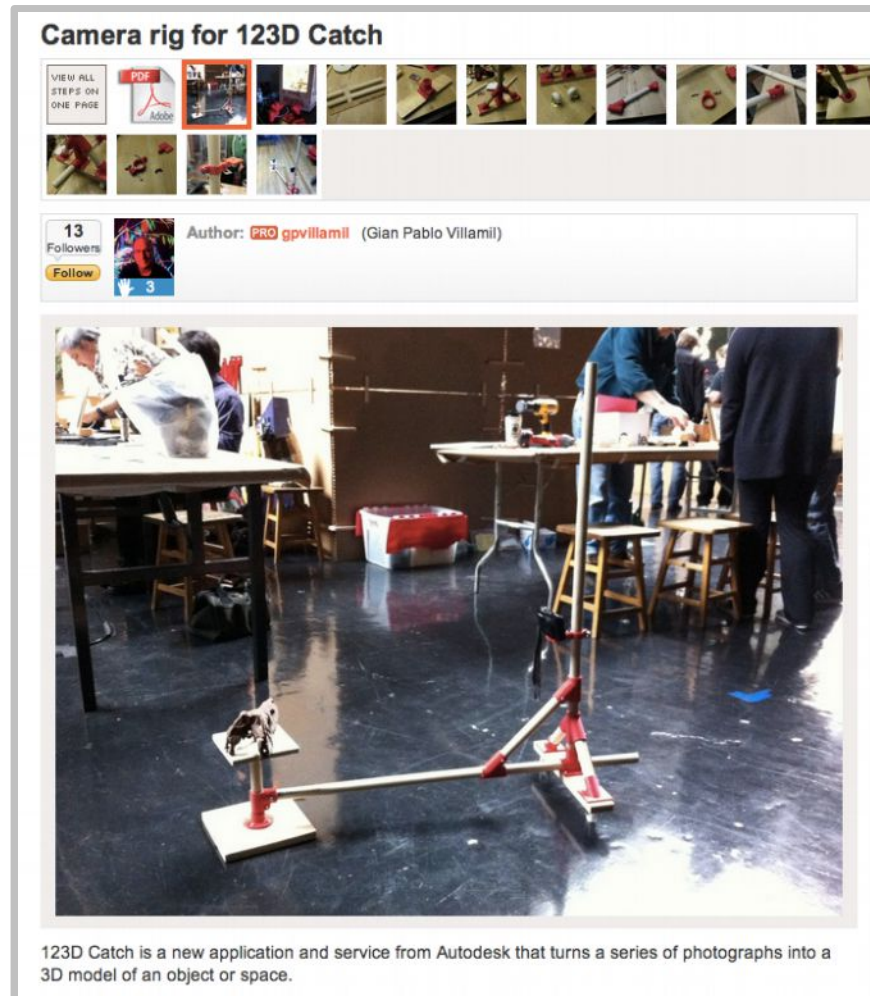
The easiest way: 123D Catch



The easiest and cheapest way, just take many pictures
(but no reflective and transparent materials).

Source: <http://www.123dapp.com/catch>

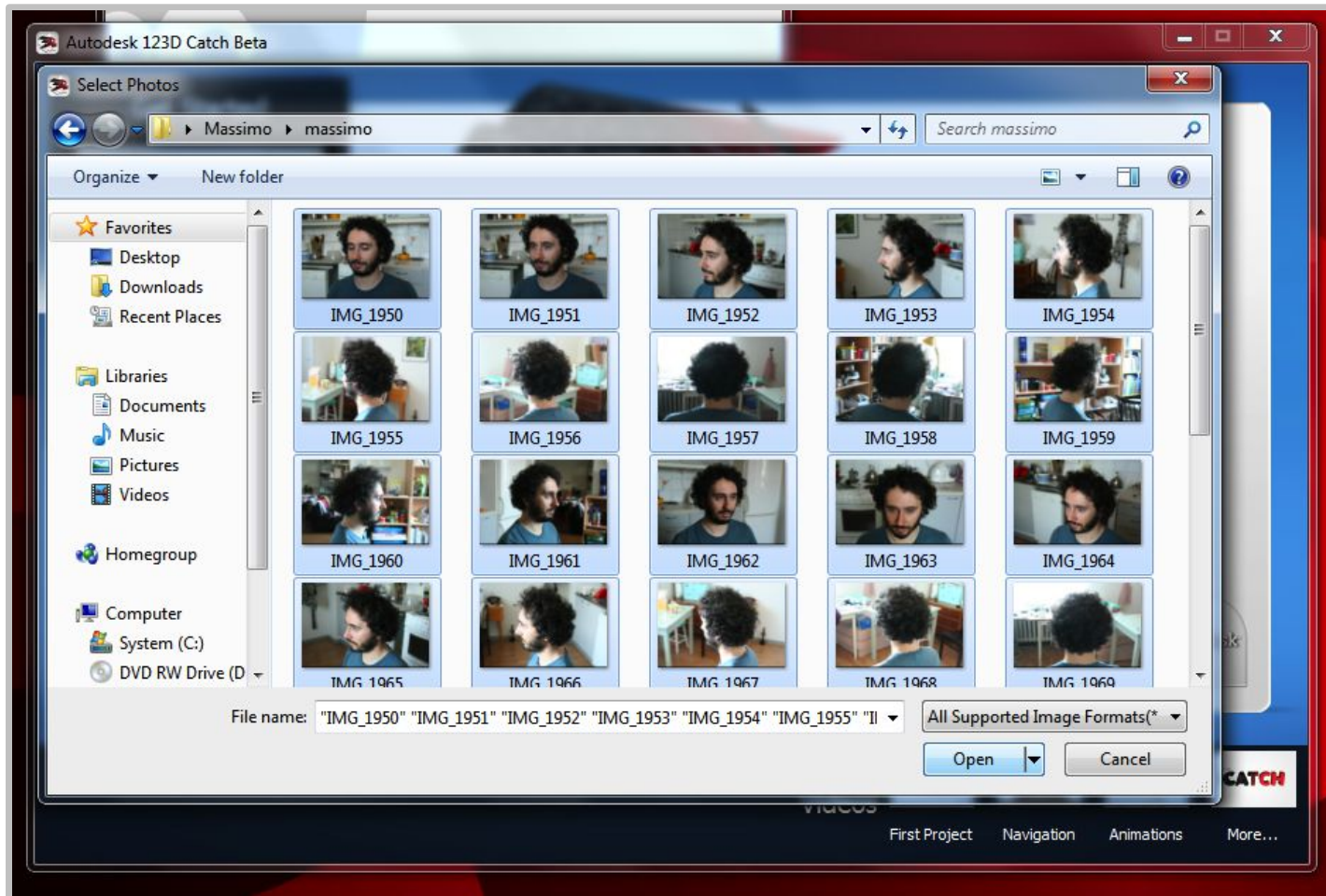
The easiest way: 123D Catch



The rig helps you structure the photos for best results. It lets you spin the camera around the object at a constant height and distance.

Source:<http://www.instructables.com/id/Camera-rig-for-123D-Catch/>

123D Catch: workflow



Read the whole workflow here (exercise 10):

Source: <http://academy.cba.mit.edu/2012/students/menichinelli.massimo/index.html>

123D Catch: workflow



Read the whole workflow here (exercise 10):

Source: <http://academy.cba.mit.edu/2012/students/menichinelli.massimo/index.html>

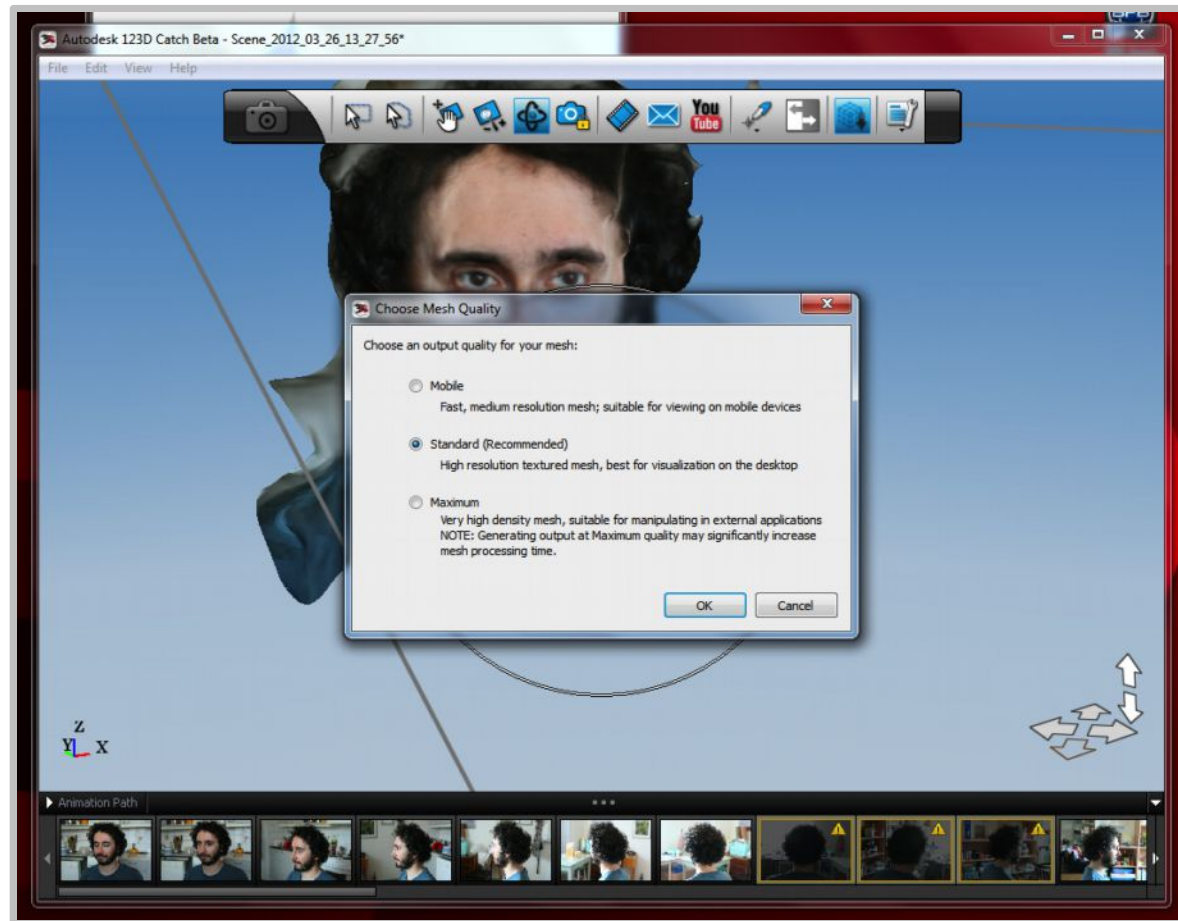
123D Catch: workflow



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Source: <http://academy.cba.mit.edu/2012/students/menichinelli.massimo/index.html>

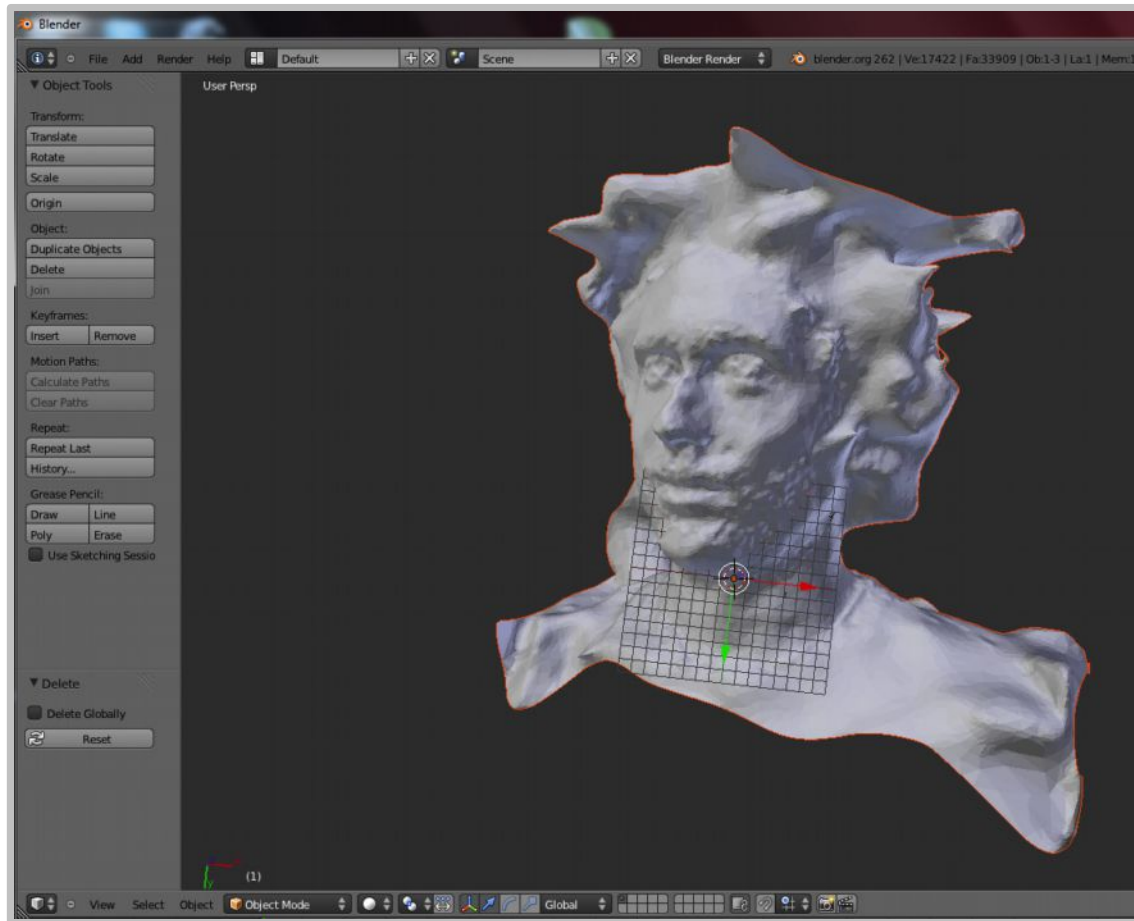
123D Catch: workflow



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Source: <http://academy.cba.mit.edu/2012/students/menichinelli.massimo/index.html>

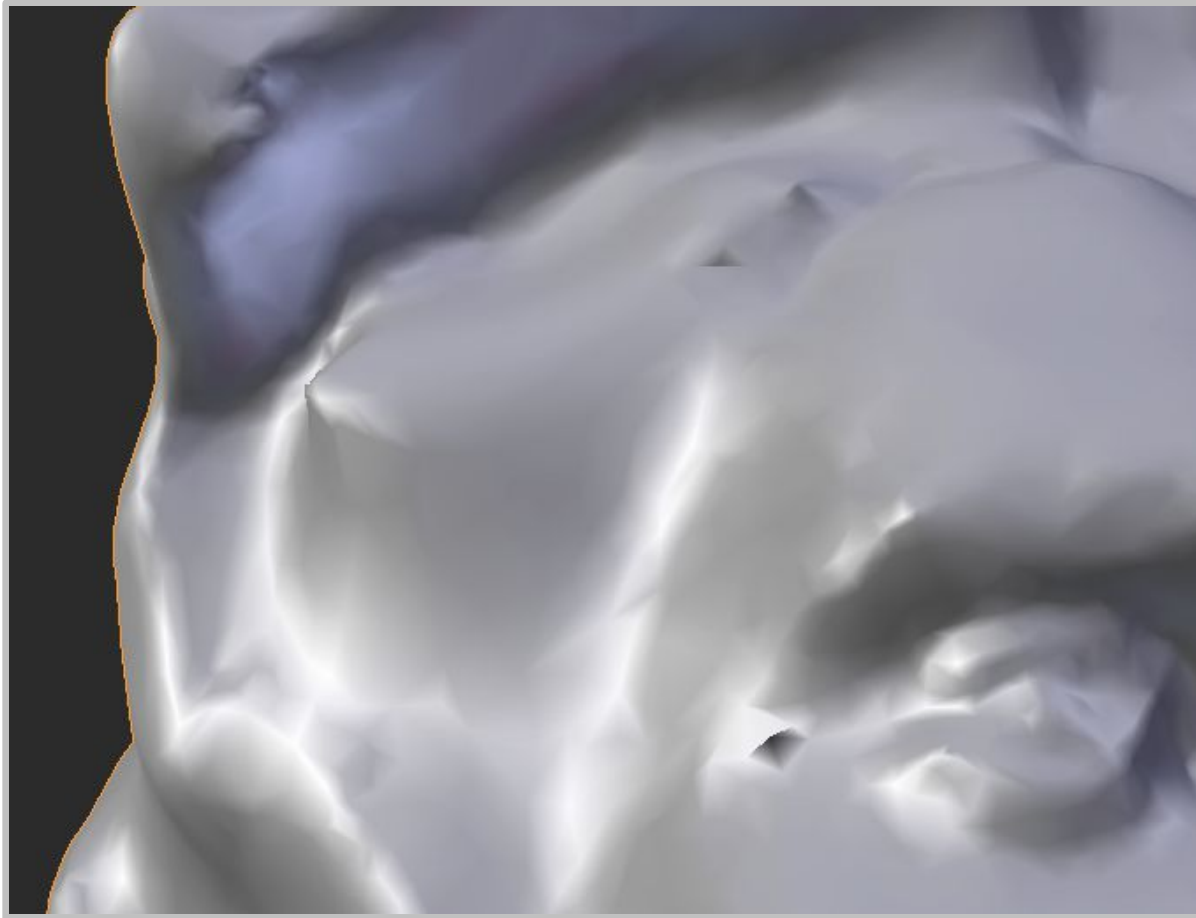
123D Catch: workflow



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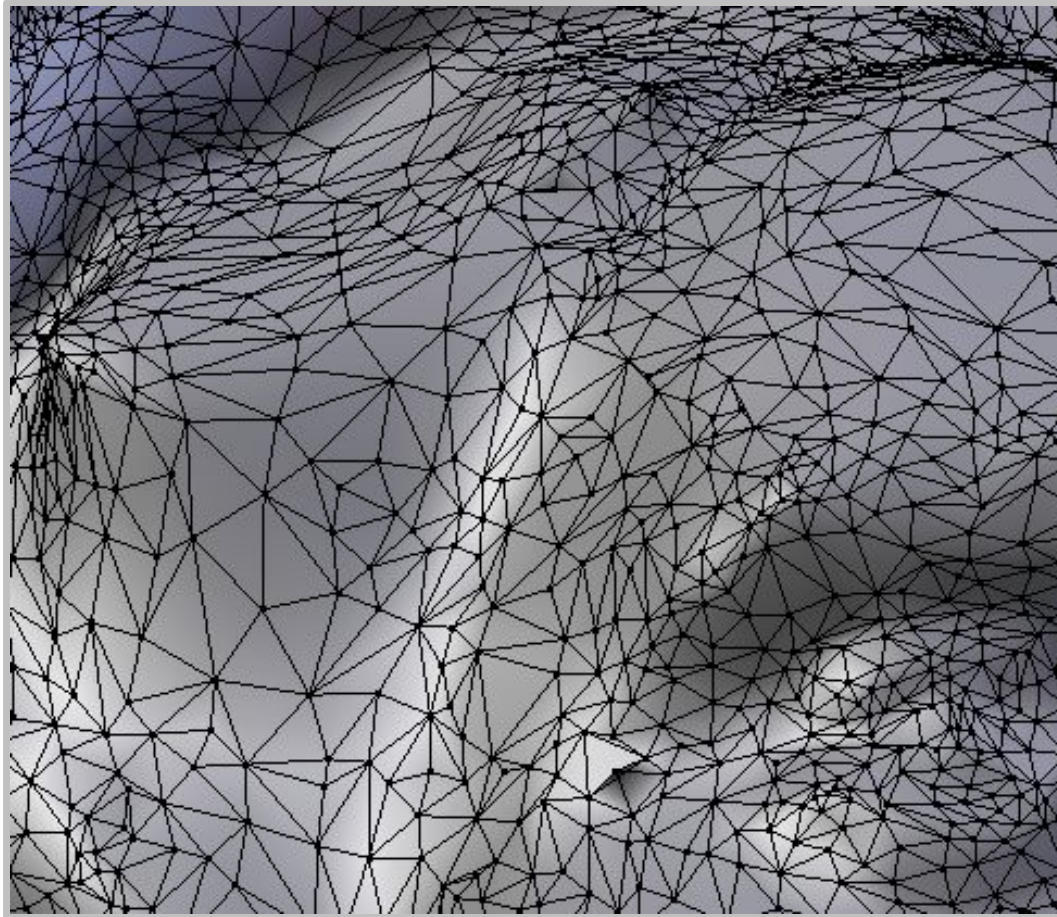
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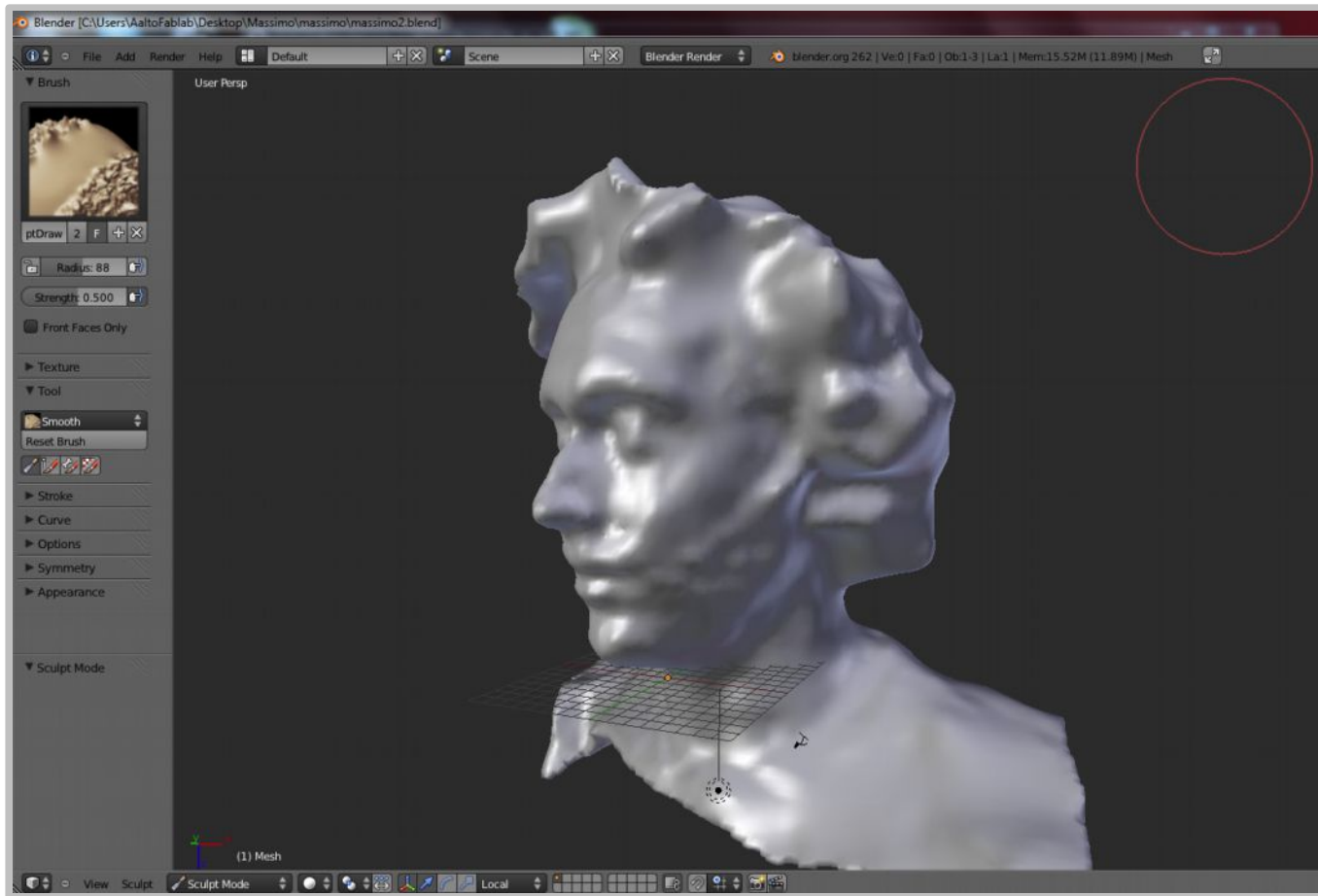
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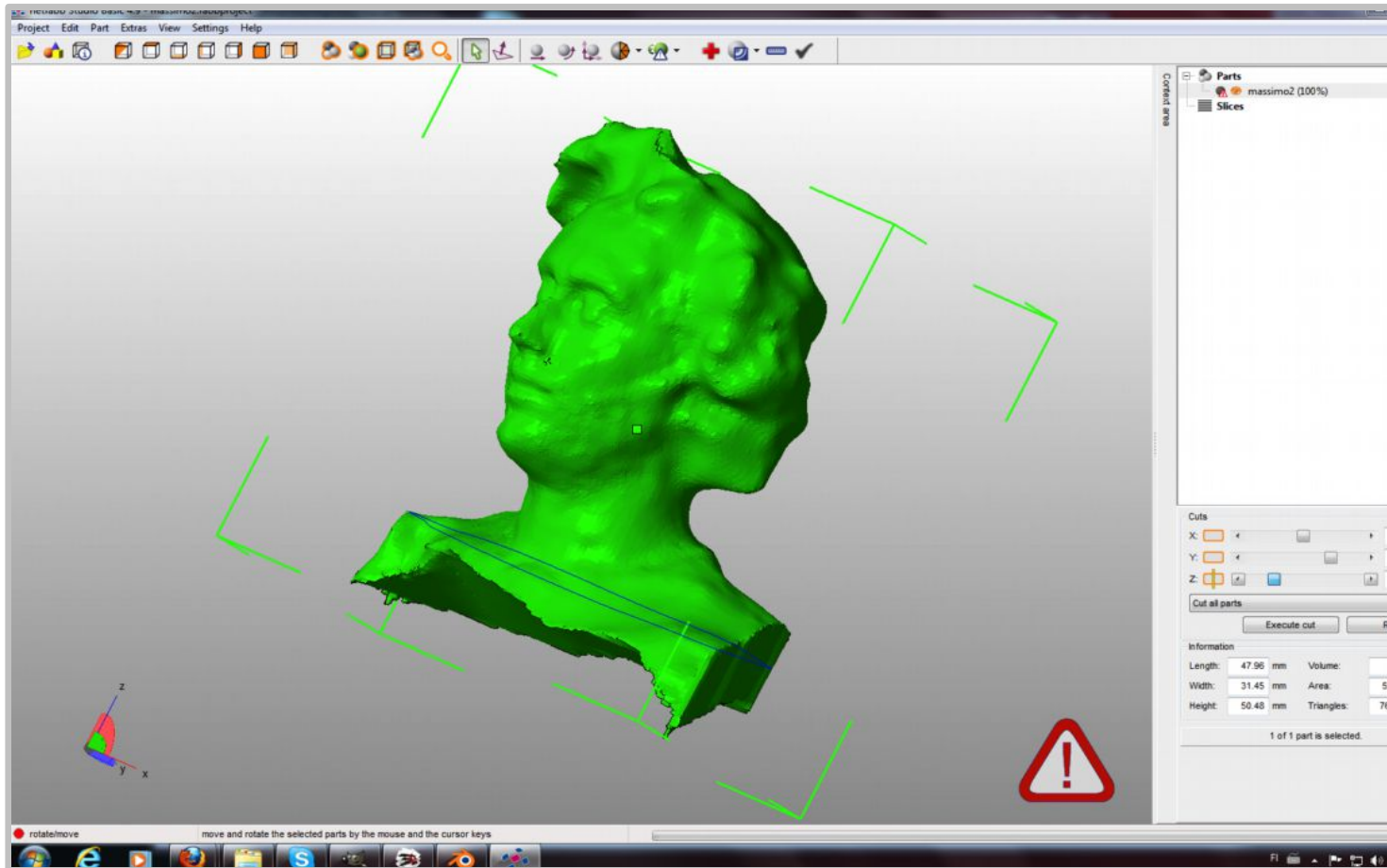
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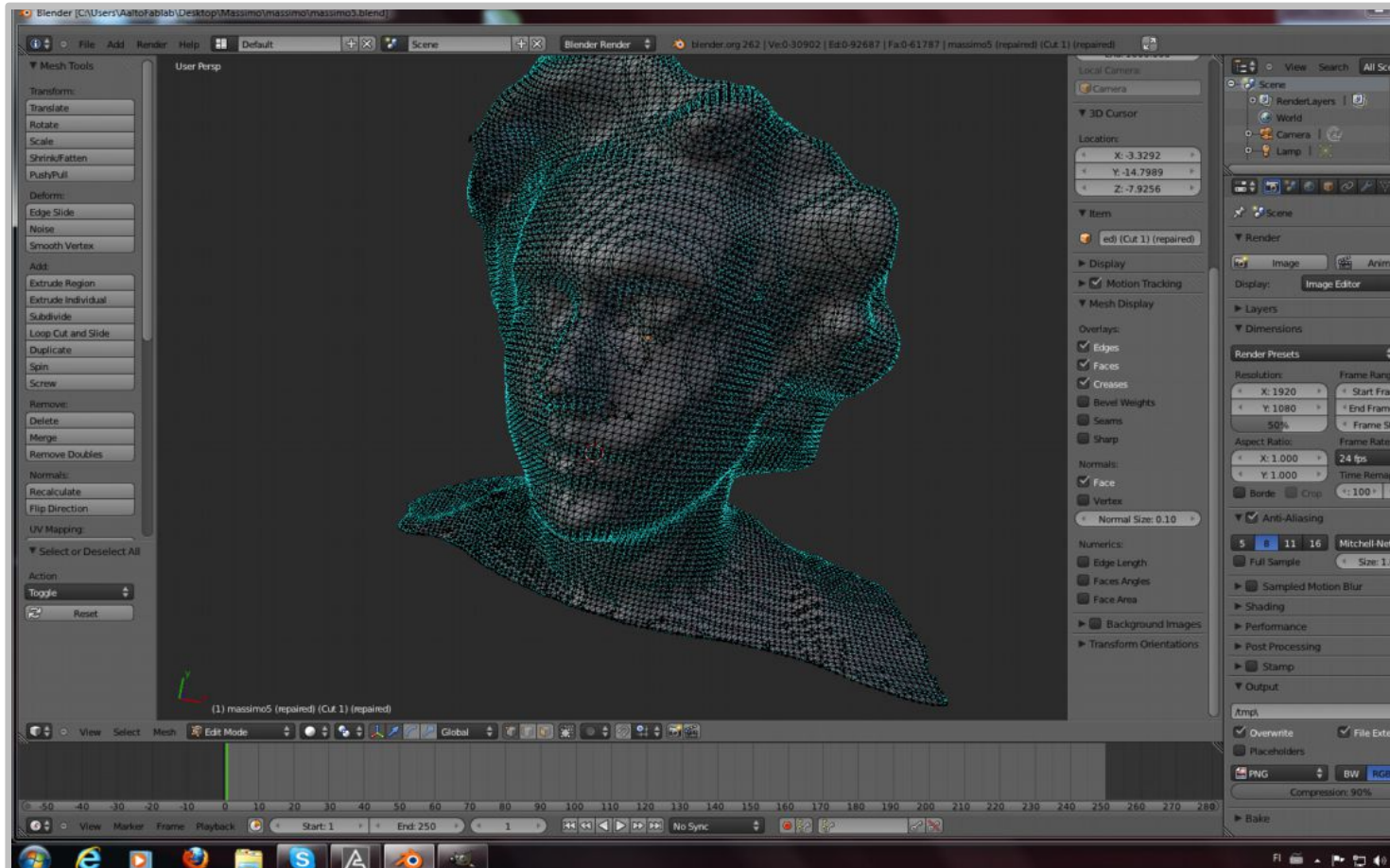
123D Catch: workflow



“...and I will probably design and make my own tools” [metadesign]

Source: http://web.media.mit.edu/~amitz/Amit_Zoran_home_page/the_freeD.html

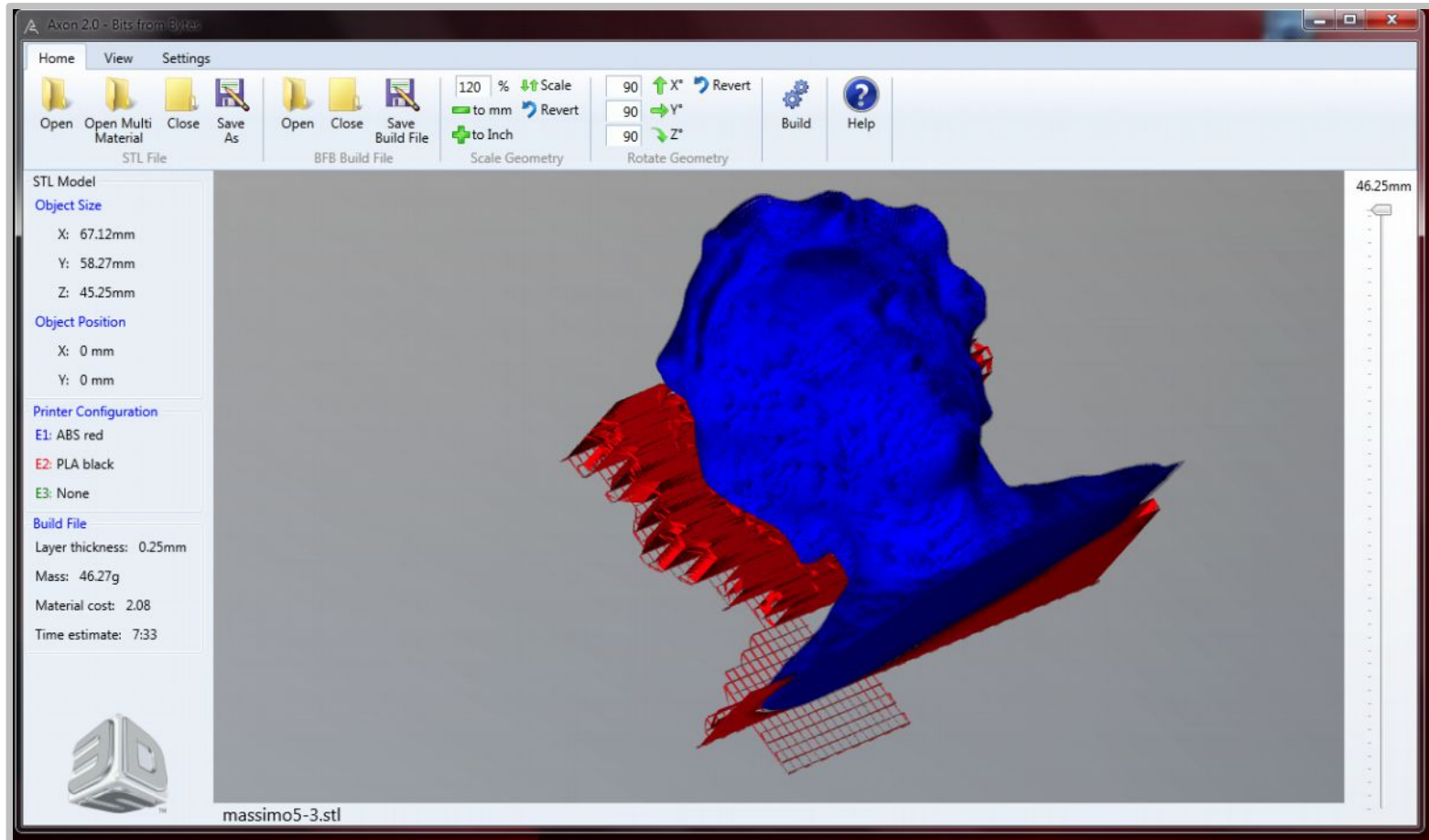
123D Catch: workflow



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123D Catch: workflow



Read the whole workflow here (exercise 10):

Source: <http://academy.cba.mit.edu/2012/students/menichinelli.massimo/index.html>

123D Catch: art projects!

THE OPEN CROWD PROJECT

a collaborative project to build a 3D printed crowd

[about](#) / [individuals](#) / [crowd](#) / [participate](#) / [news](#) / [resources](#) / [example image set](#) / [contact](#)

ABOUT

The Open Crowd Project is a collaborative project using 3D scanning and printing technology to create a “crowd” of people printed with 3D printers.



The goal of this project is to collaborate with people who may be in different geographic areas, but who are willing to come together and collaborate through an online space. We encourage everyone that is interested in this project to participate! All you have to do is follow the instructions provided on the “[participate](#)” page of this website and we’ll create a 3D model of you, 3D print it, and include you in the crowd!

The Open Crowd Project is a collaborative project using 3D scanning and printing technology to create a “crowd” of people printed with 3D printers.

Source:<http://www.theopencrowdproject.com/>



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05.

Exercise:

3D scan your head or an object



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Thank you!!

Massimo Menichinelli
Aalto Media Factory
massimo.menichinelli@aalto.fi
@openp2pdesign
<http://www.slideshare.net/openp2pdesign>



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