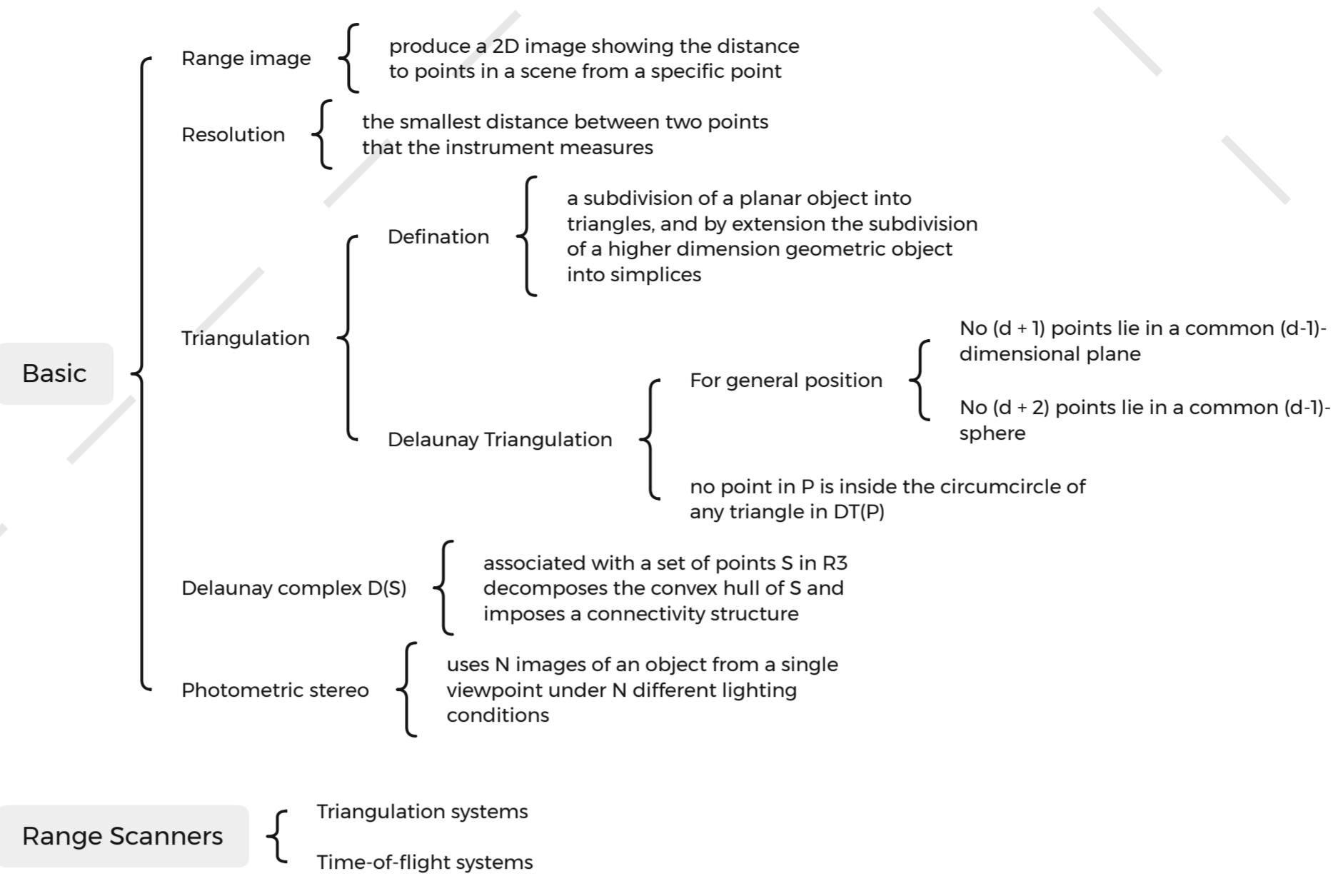
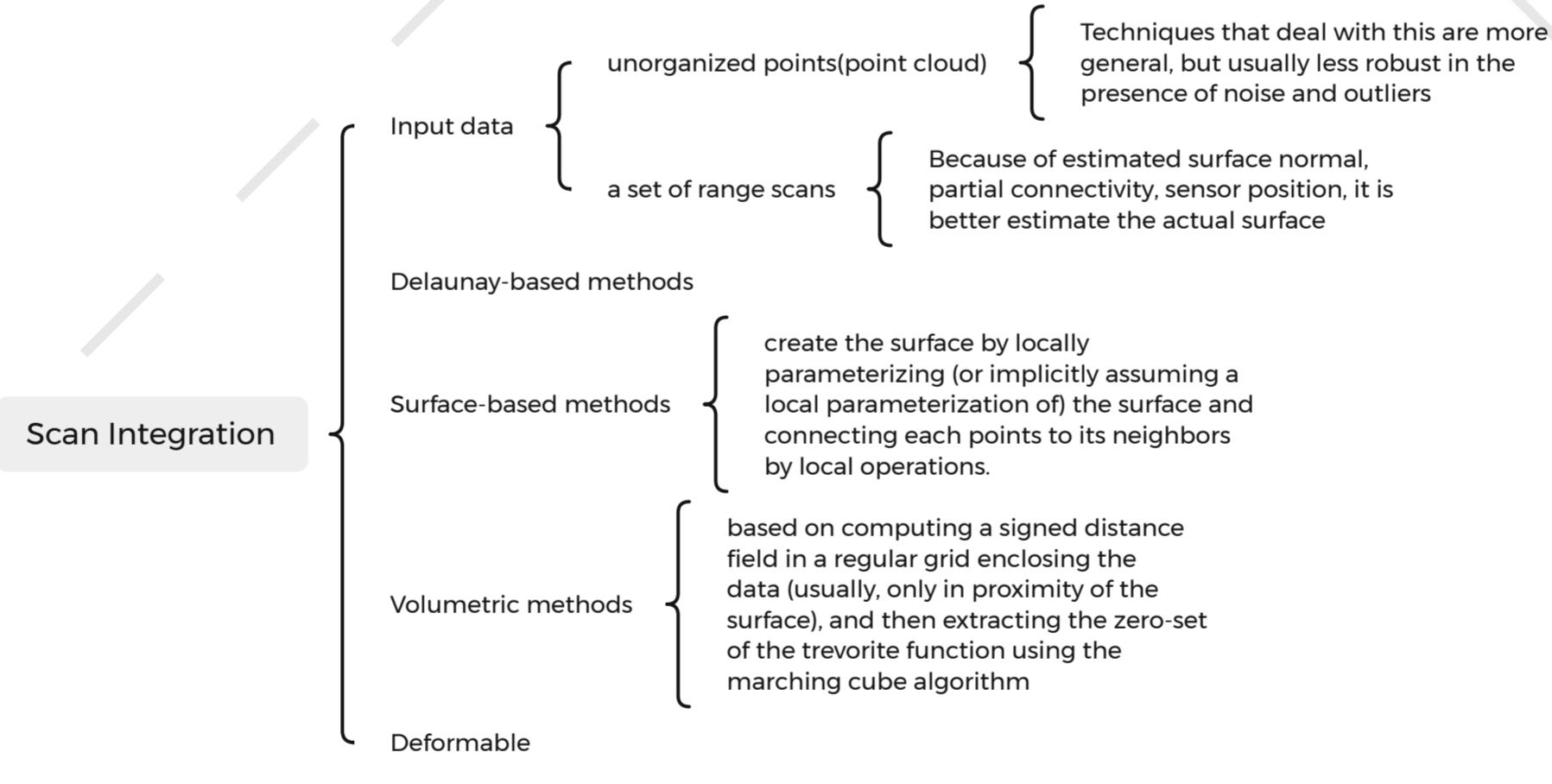
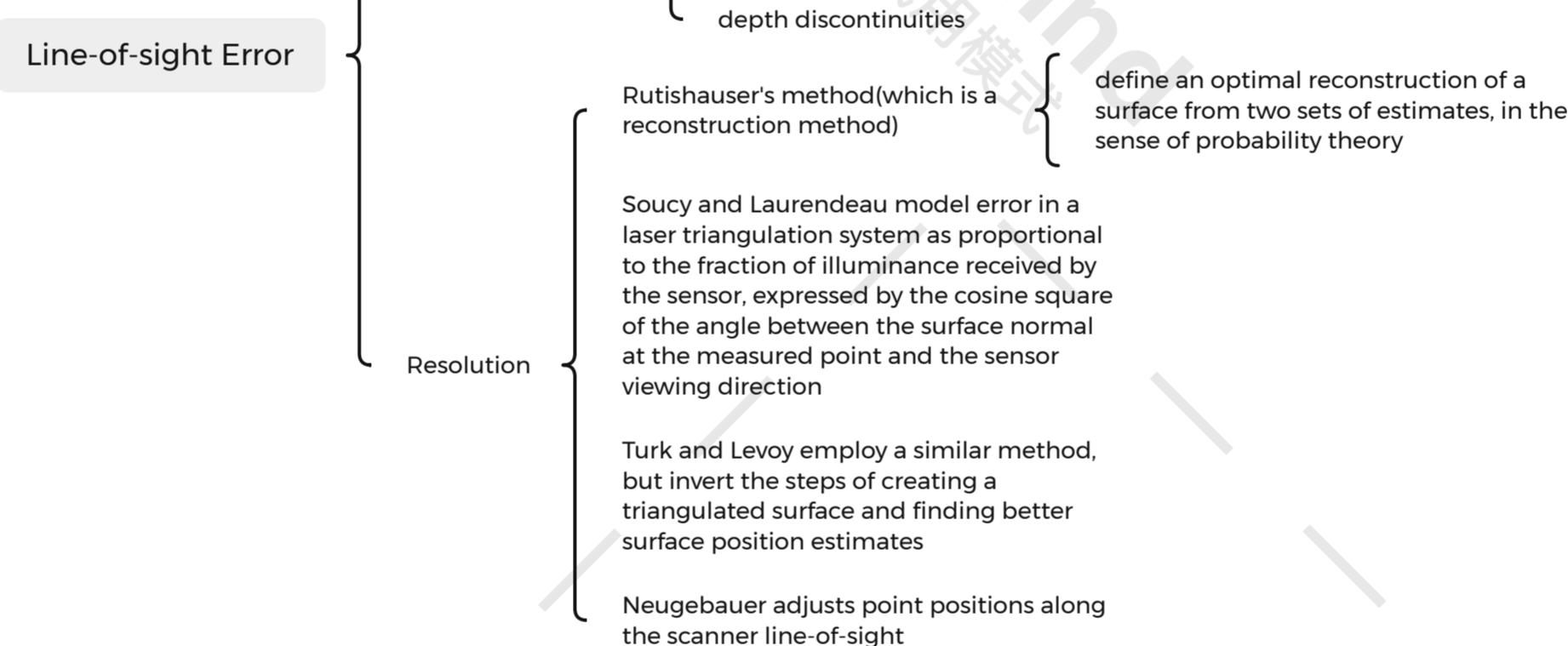
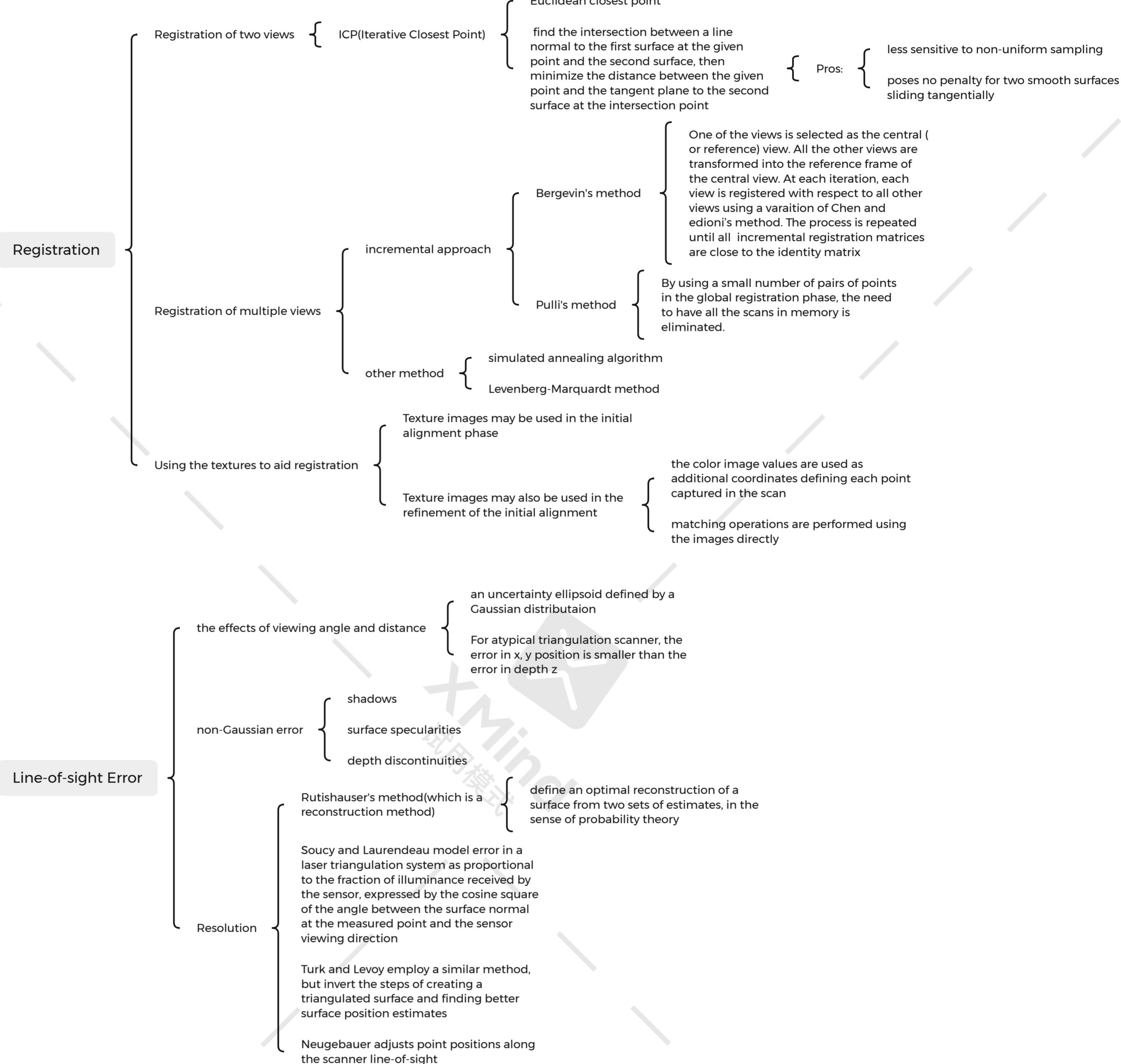


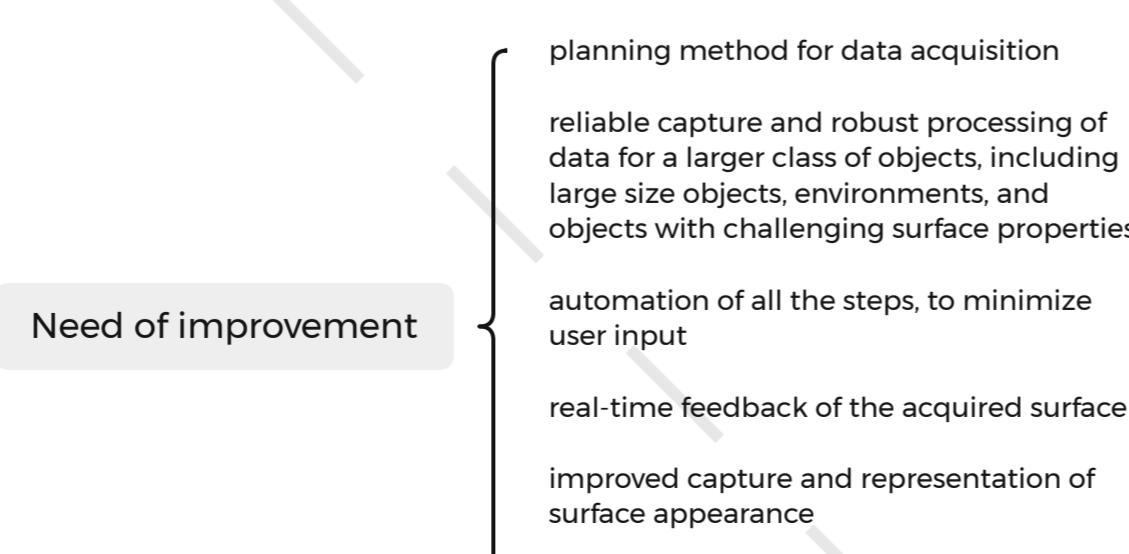
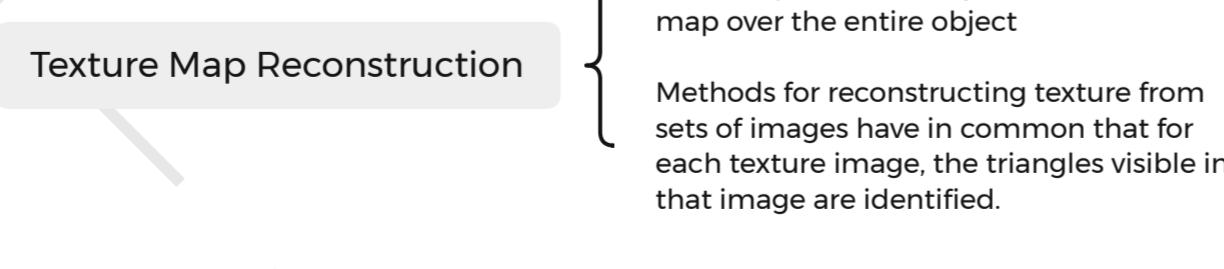
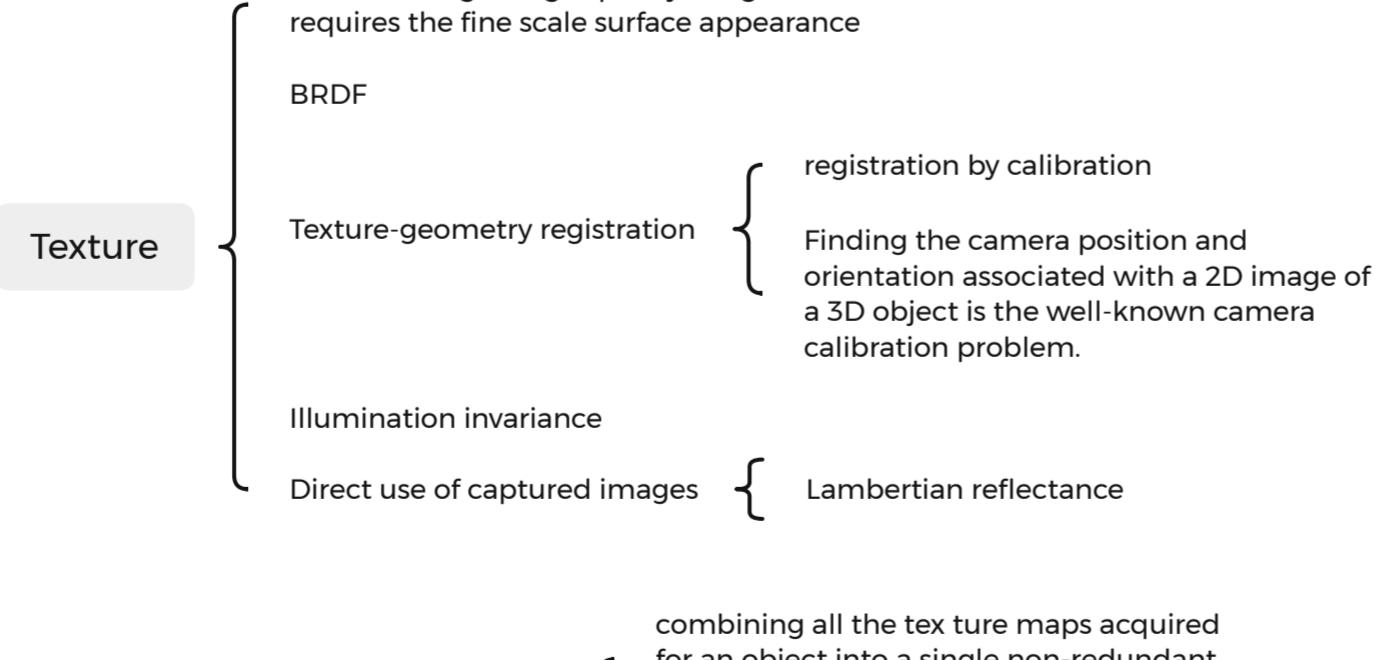
Attention: This is a 2002 Eurographics paper, something in it may be out-of-date.



Range Scanners { Triangulation systems  
Time-of-flight systems



Postprocessing { common use of mesh simplification



## The 3D Model Acquisition Pipeline