3D Scan

Instructions for Successful 3D Scanning Using PhotoCatch and Apple's 3D Scanning API

Achieving high-quality 3D scans with PhotoCatch of Apple's 3D Scanning API requires attention to detail and careful execution. Follow these guidelines for optimal results:

Preparing the Object and Environment:

1. **Use a Clean Background:** Ensure the area behind the object is clutter-free and has a plain background. This helps the object stand out clearly in the scan.
2. **Object Visibility:** Make sure the object is well-lit and easily distinguishable from the background. Use a contrasting background if possible.
3. **Clear the Frame:** Remove any other items that might appear in the frame, distracting from the main object.
4. **Soft, Even Lighting:** Utilize diffused and even lighting to minimize harsh shadows and highlights. Natural daylight or soft studio lighting can help achieve this.
5. **Avoid Shadows:** Position the lighting sources to minimize shadows that could obscure details in the scan.

Selecting the Character:

1. **Ideal Body:** Face is excellent part to 3D scan due to its detailed skin textures and surface.
2. **Transparency and Clarity:** Avoid scanning transparent or clear items, as they might not capture well in the scan.
3. **Shiny or Metallic Items:** Avoid scanning character with highly reflective or metallic surfaces, as these can cause unwanted glare and inaccuracies in the scan.

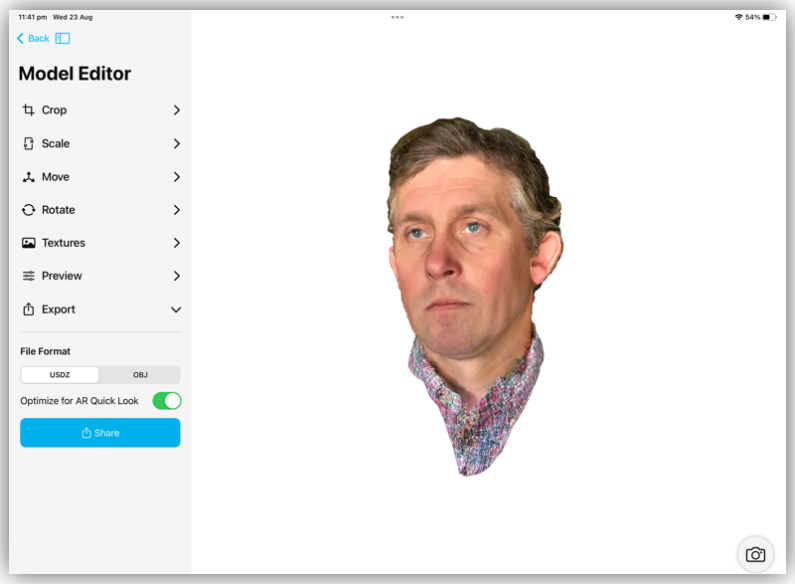
Capturing the Object:

1. **Multiple Angles:** Capture the head from various angles as instructed by the app. Include front, back, sides, top, and bottom views to ensure a complete scan.
2. **Rotation and Steadiness:** Gently rotate the object as you capture each angle. Keep your device steady to prevent blurriness or misalignment.
3. **Overlap Shots:** When capturing angles, ensure each shot has some overlap with the previous one. Overlapping shots aid in the accurate merging of angles.
4. **Pay Attention to the Head:** If the object has distinct features, like the head of a sneaker, ensure you capture it from all angles. This ensures comprehensive coverage.

Capture the face from very angles

Post-Capture:

1. **Review Captures:** After capturing all angles, review the shots to ensure they are clear, properly aligned, and cover the necessary perspectives.
2. **Edit and Refine:** Utilize the editing tools within PhotoCatch to refine the scans. Adjust lighting, textures, and colour to enhance the 3D model.
3. **Preview and Share:** Once satisfied with the edits, preview the 3D model within the app. Share it with friends, export it for various applications, or enjoy viewing it in augmented or virtual reality.



Generated 3D from capture

By following these guidelines, you can maximize the potential of PhotoCatch of Apple's 3D Scanning API to create impressive and accurate 3D character model. Remember that practice

makes perfect, and experimenting with different arrangements and objects can lead to even better results over time. Finally export the 3D character as OBJ file from PhotoCartch.

Clean up the 3D character in Maya

Import saved OBJ file to Maya 2023, using face tool delete back side of the head. Only keep the front side of face to export all as FBX.

Import saved OBJ file. Select Face Tool Delete Back Head Export as FBX