Hochschule Heilbronn

University of Applied Sciences

Master Thesis Proposal

Modular Control Software for Photogrammetry 3D Scanner

Development and implementation of a modular C# control and workflow software for a photogrammetry 3D large object scanner

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1. Topic

Development and implementation of a modular C# control and workflow software for a photogrammetry 3D large object scanner, with special consideration for an extensible widget-based UI design.

1.1. Problem Statement and Motivation

The **creation of high-resolution 3D models** of life-size objects using photogrammetry requires the **precise, synchronized control** of a complex hardware setup consisting of numerous cameras, motion modules, and lighting.

Existing commercial and open-source solutions show significant limitations:

• **Monolithic software:** Control applications are often inflexible regarding different **hardware configurations** (number/type of cameras and motors) and do not allow easy **testing of novel scan routines**.

• **Architectural rigidity:** Existing **open-source solutions** such as **HSKAnner** and **OpenScan** are valuable but focus on specific use cases:

• **HSKAnner** uses an architecture with **fixed cameras** and a decentralized setup (camera and Raspberry Pi form a fixed unit), which severely limits scalability and dynamic adjustment of sensor positions.

• **OpenScan** offers a motion component (motor control) but is tailored to **single cameras** and smaller objects, with control taking place directly on the Raspberry Pi.

1.2. Delimitation and Innovation

This work addresses the need for a **powerful, scalable open-source solution** that overcomes these deficits.

While other solutions are stationary or small-scale, this project aims at controlling a **life-size, dynamically movable photogrammetry scanner** similar to professional large scanners, but with the goal of **hardware neutrality**.

The **core challenge and innovation** lies in developing a **modular control framework**. This framework must ensure **high modularity** of software components, allowing users to dynamically attach and execute new **control logics** (mathematical scan routines), **diagnostic tools**, and **integration functions** (e.g., Meshroom export) as "widgets" (plugins/scripts) in the main application at runtime.

This not only ensures technical flexibility for future extensions (e.g., live tracking modules) but especially solves the problem of **efficient testing and rapid exchange** of novel and complex scan routines. The architecture enables the integration of **any type of hardware**—as long as it can be controlled via a standardized interface (e.g., REST API/UART)—into the scanner control.

2. Objective of the Master Thesis

The main goal is the conception and prototypical implementation of a **flexible and extensible control software** in C#.

- **C# software architecture:** Building a stable, **modularized C# application** (MVVM or XAML) for central control and data acquisition of the 3D scanner.
- **Hardware integration:** Implementation of communication modules for controlling **motion modules (REST API)**, **lighting (REST API)**, and capturing **camera streams (USB/HTTP)**.
- **Dynamic widget framework:** Development of a framework that enables **runtime integration** and execution of external, user defined C# or script modules (widgets/plugins) in the graphical user interface.
- **Core widgets:** Prototypical implementation of central functions as widgets to demonstrate modularity.

3. Specific Control Challenges

- **Asynchronous communication:** The software must **simultaneously** and **asynchronously** query a variety of REST APIs (motion, lighting) and process multiple **camera streams** (high bandwidth). This requires the use of **C# Task Parallel Library (TPL)** and efficient **multithreading** to avoid blocking the user interface.
- **Homogeneous control of heterogeneous modules:** The software must treat N cameras (planned: 12) with their **modules + light** as a unit (synchronized movement), even though they are individually addressed via REST interfaces.

4. Evaluation Criteria and Validation

- Successful control of all N modules and lighting (complete API coverage).
- Stable acquisition of all camera streams over a defined period.
- **Successful execution** and **correctness** of the generated scan routine (the mathematically calculated position must be reached by the modules).
- **Performance evaluation:**

• Measurement of **latency** when controlling motion modules via REST.

• Assessment of **CPU usage** of the C# software during multi-stream operation.

• **Architectural evaluation (modularity):**

• The primary measure of success is the ability to add and execute a **new widget** (e.g., a **live tracking module** for future use) **without changes to the core code** of the application.

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