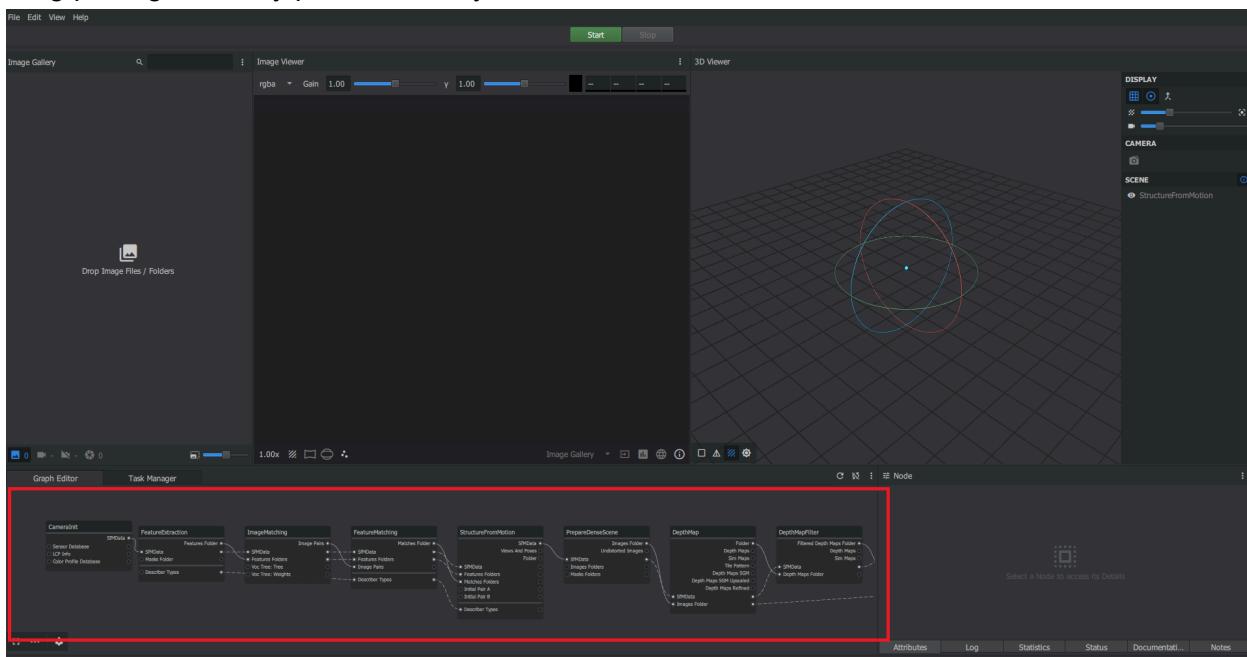
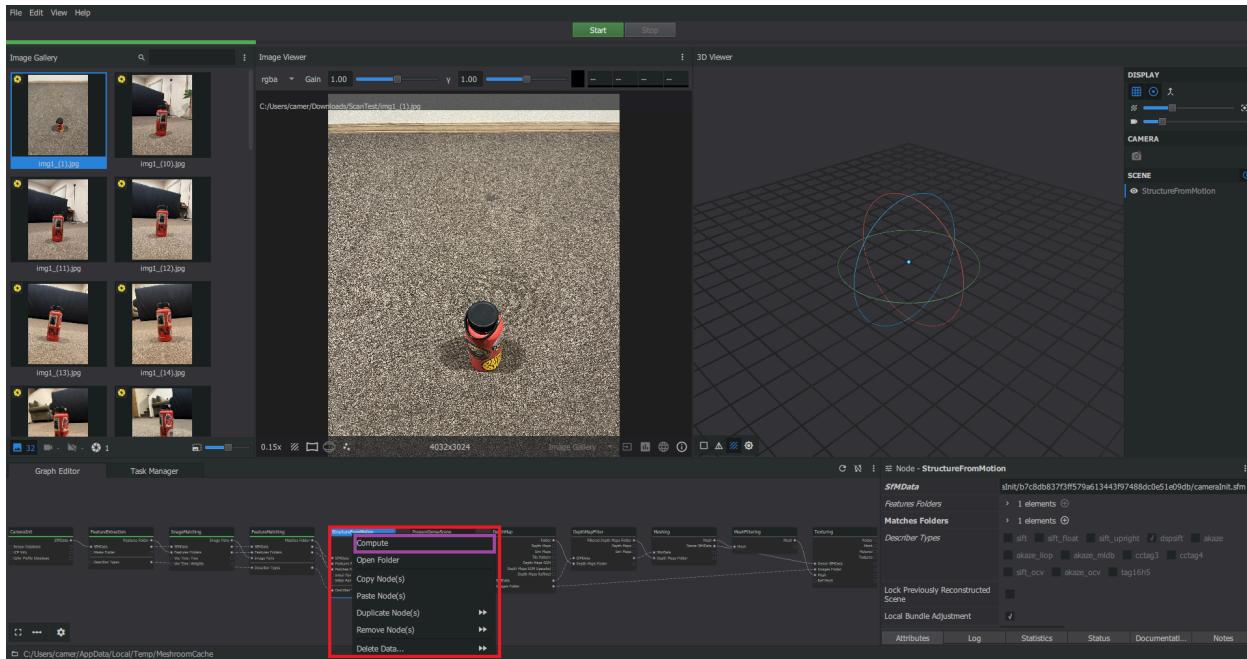


## Step 1:

Drag photogrammetry pictures from your files into the section outlined above.

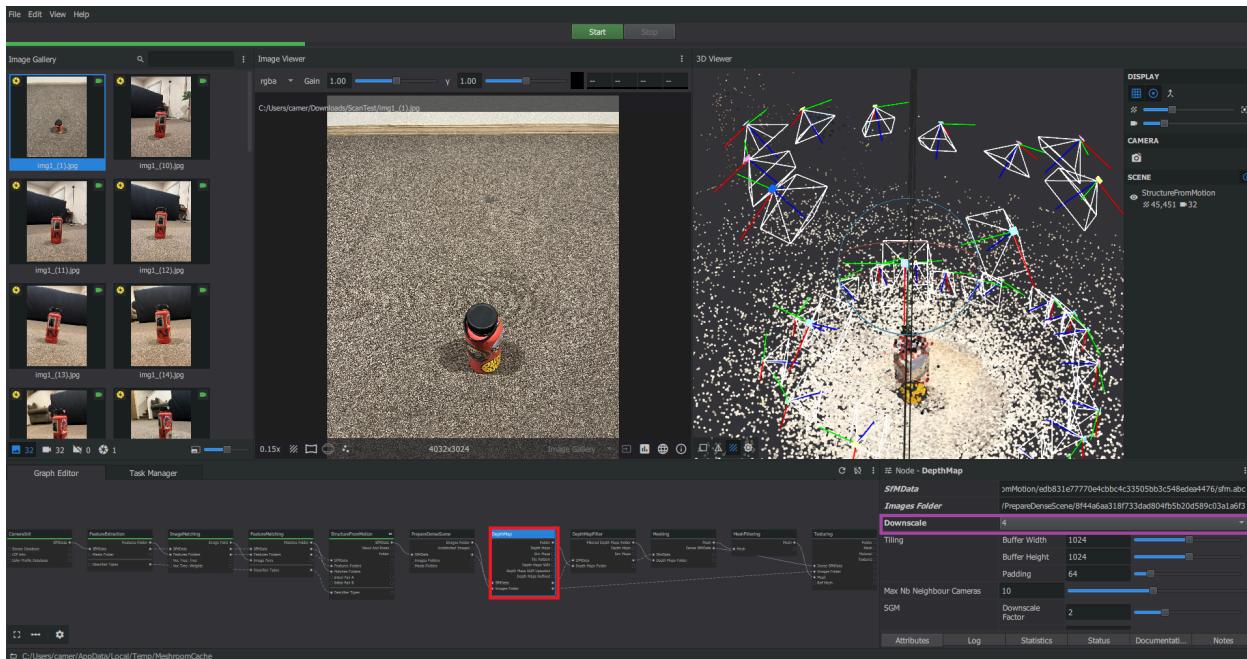


The highlighted section above shows the different “nodes” in meshroom.



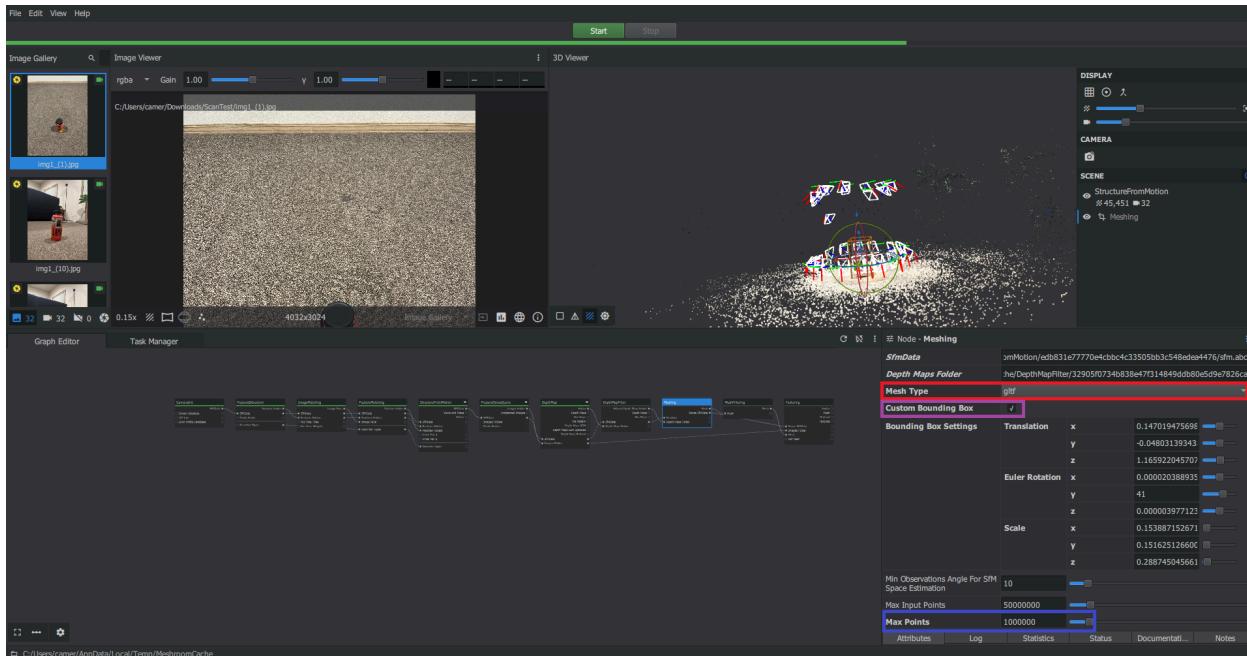
## Step 2:

Once the pictures are imported into Meshroom, right click on the “StructureFromMotion” node and click compute.



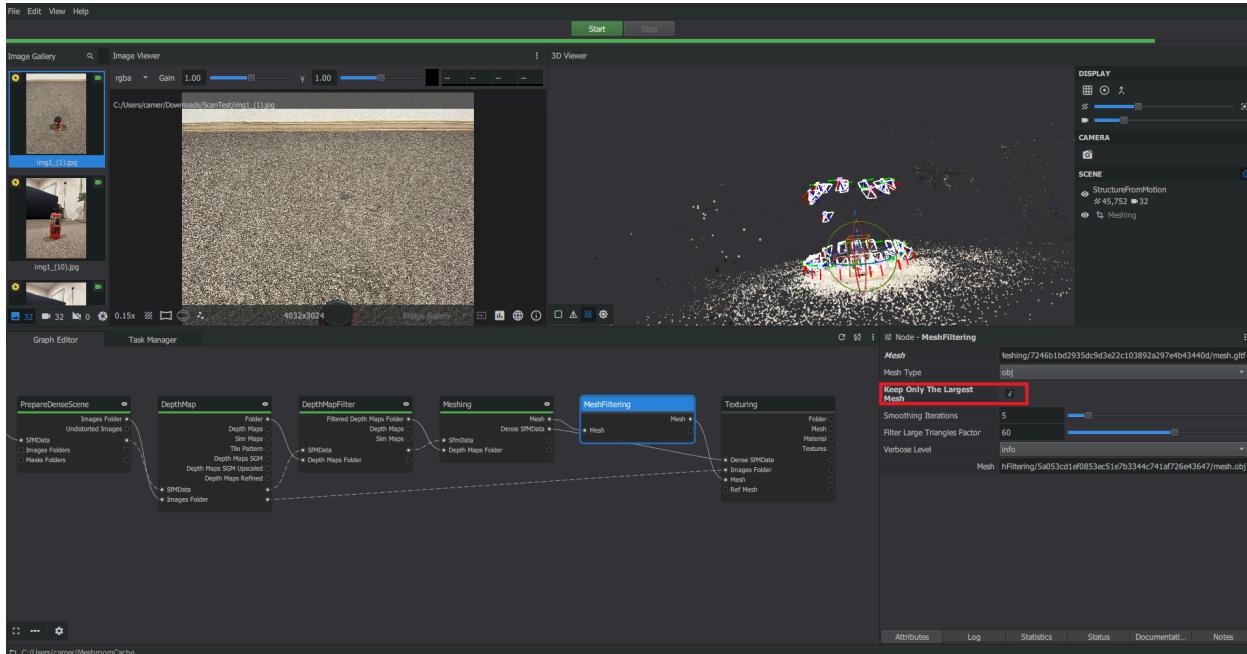
## Step 3:

Select the “DepthMap” node and change the Downscale to 4, then right click on the “DepthMap” node and click compute.



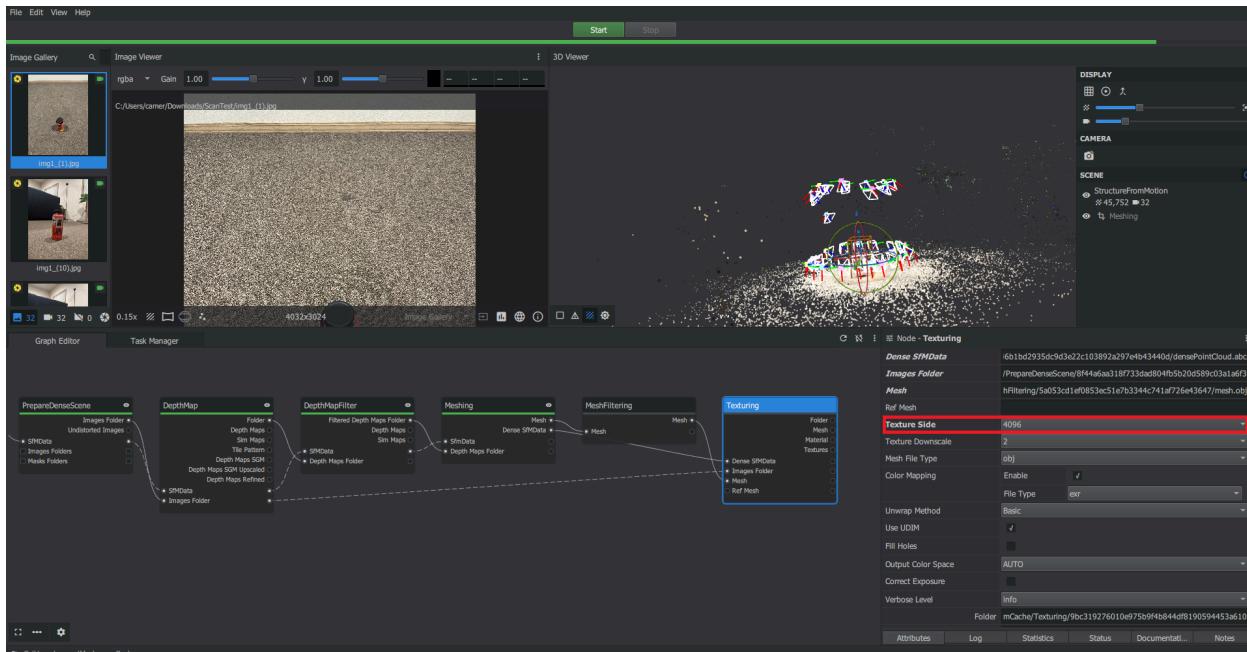
#### Step 4:

Select the “Meshing” node. Change the mesh type to gltf, enable the custom bounding box (you will then need to double click on the meshing node to get the bounding box to appear after enabling the feature) bound the object you are scanning in. Set the max points to whatever you desire, 1000000 should suffice. Then right click on the “Meshing” node and compute.



#### Step 5:

Select the “MeshFiltering” node, and enable Keep Only The Largest Mesh



### Step 6:

Change the Texture Side on the “Texturing” node to 4096, then right click the “Texturing” node and compute.