



3D VISION AND
EXTENDED REALITY

POINT CLOUD
VISUALIZATION

Elisa Silene Panozzo

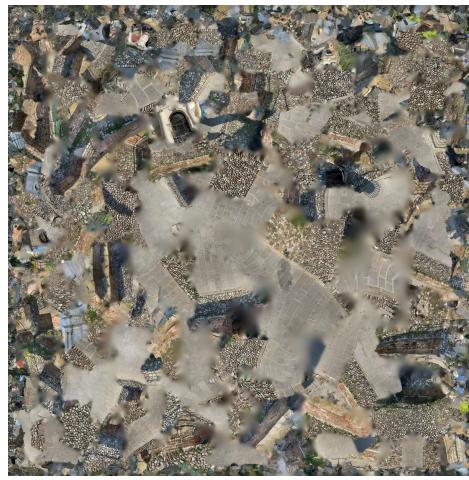
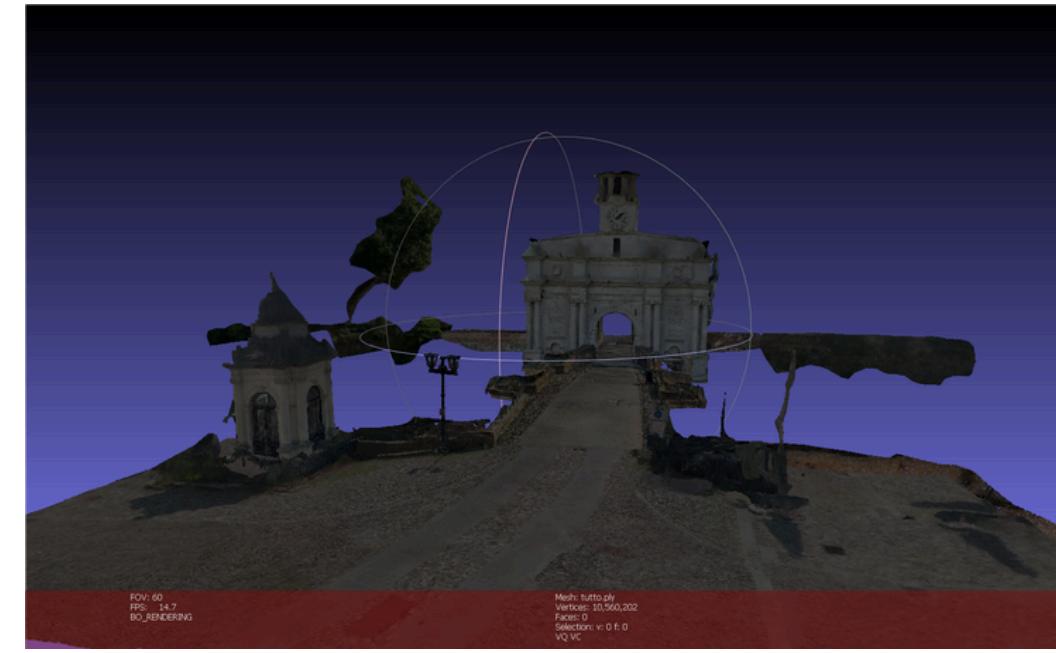
Luca Giuriato

Photogrammetry

Photogrammetry of different components of Porta Portello using **Polycam** and assembling them using **Meshlab** and afterwards **Blender**

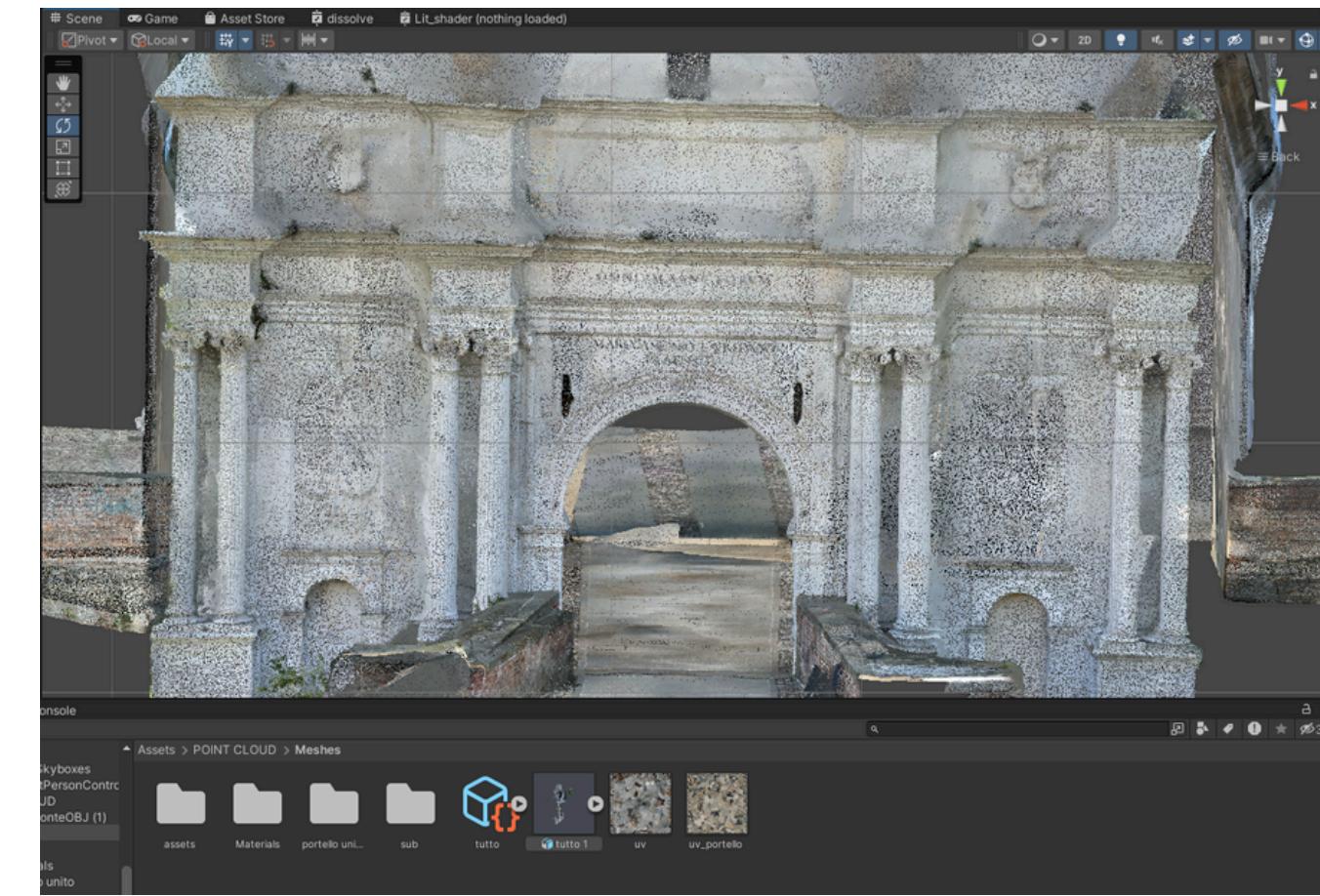
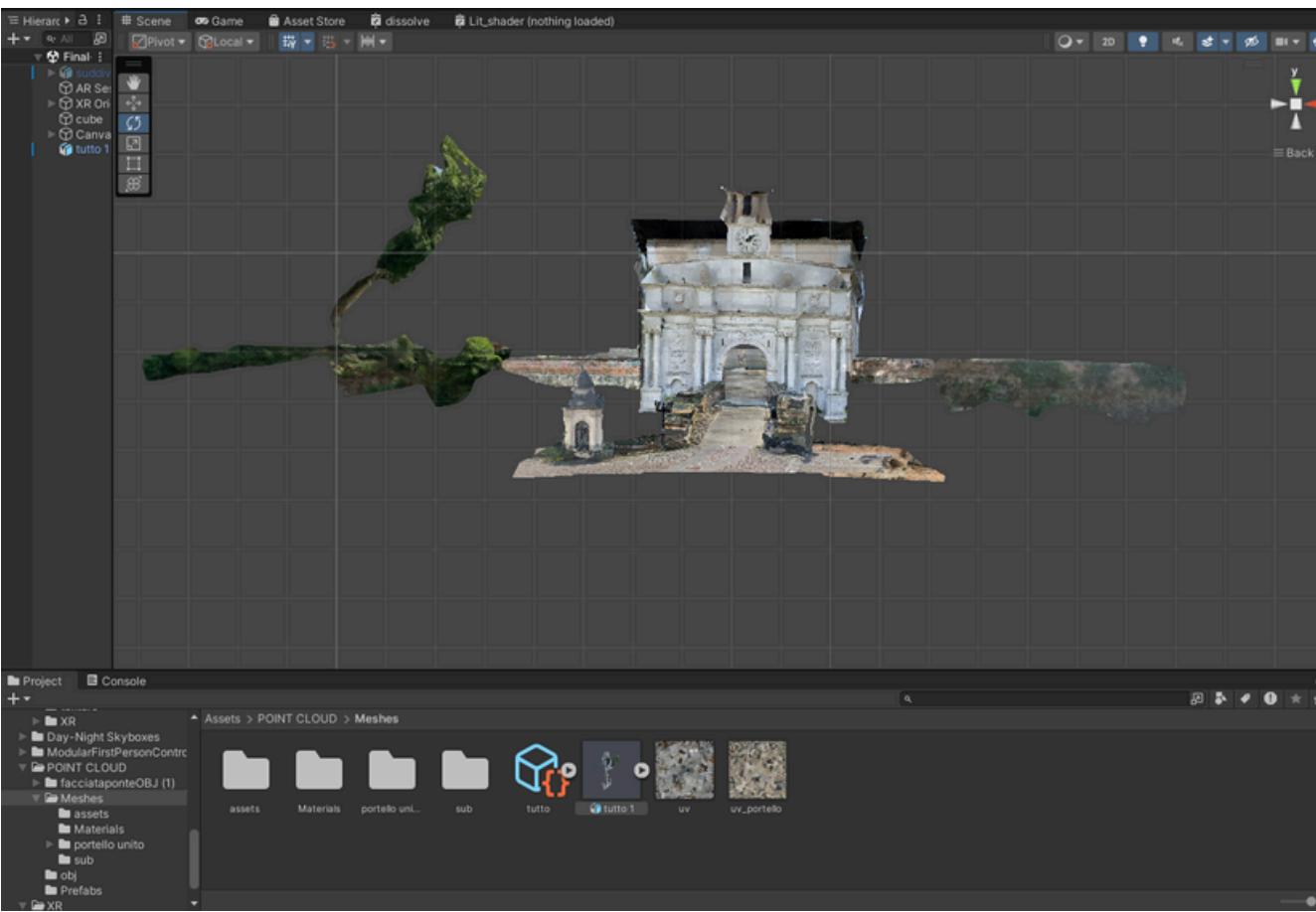


polycam



Point Cloud in Unity3D

- PCX package



- easypointcloud

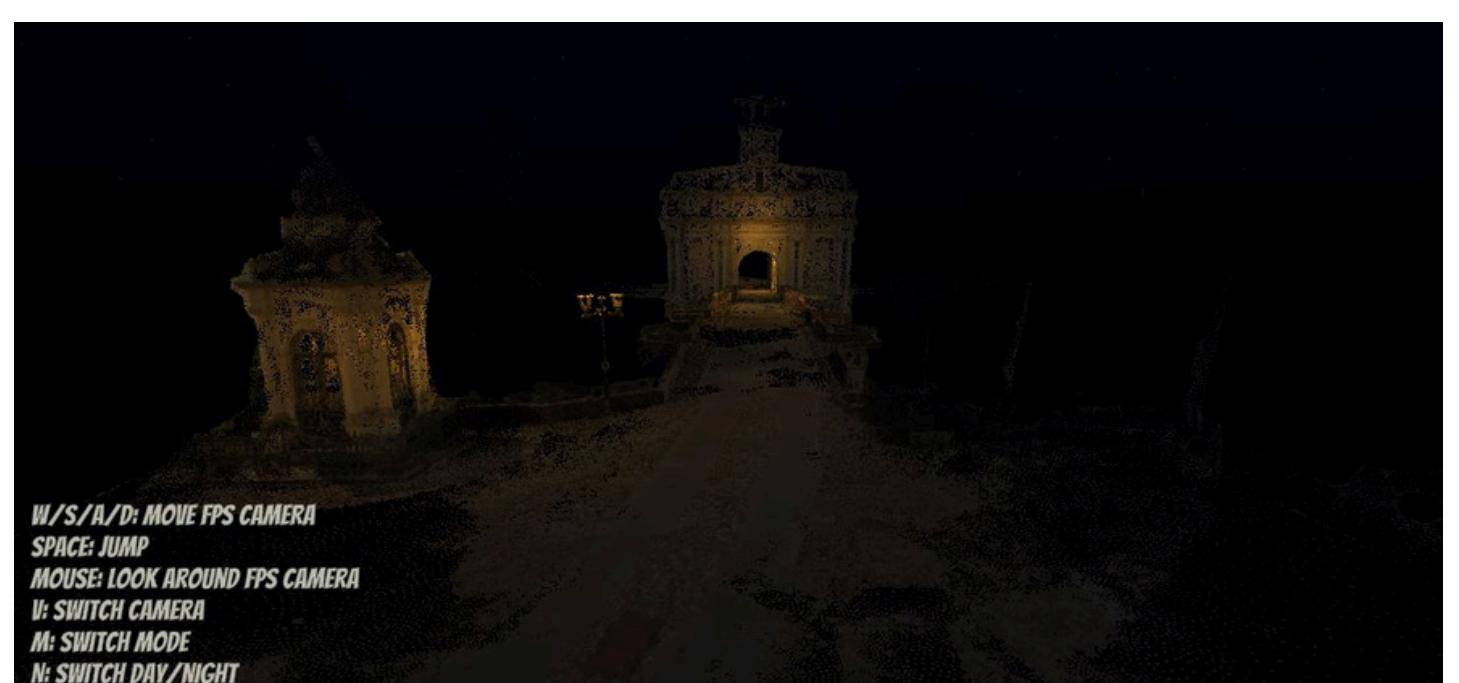
Project idea

- Working with a **MESH** (.obj) and a **POINT CLOUD** (*pointgenerator*) of Porta Portello



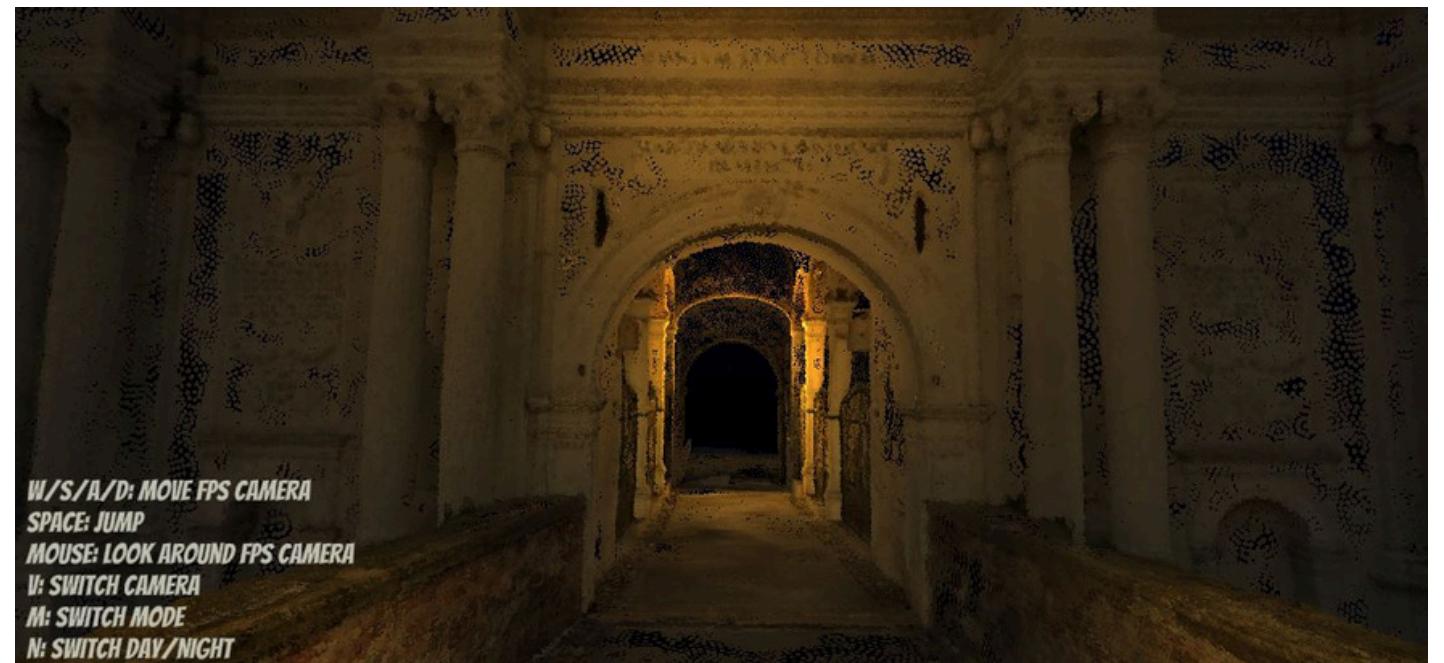
Project idea

- The Day-Night scenes can be visualized using both the mesh and point cloud



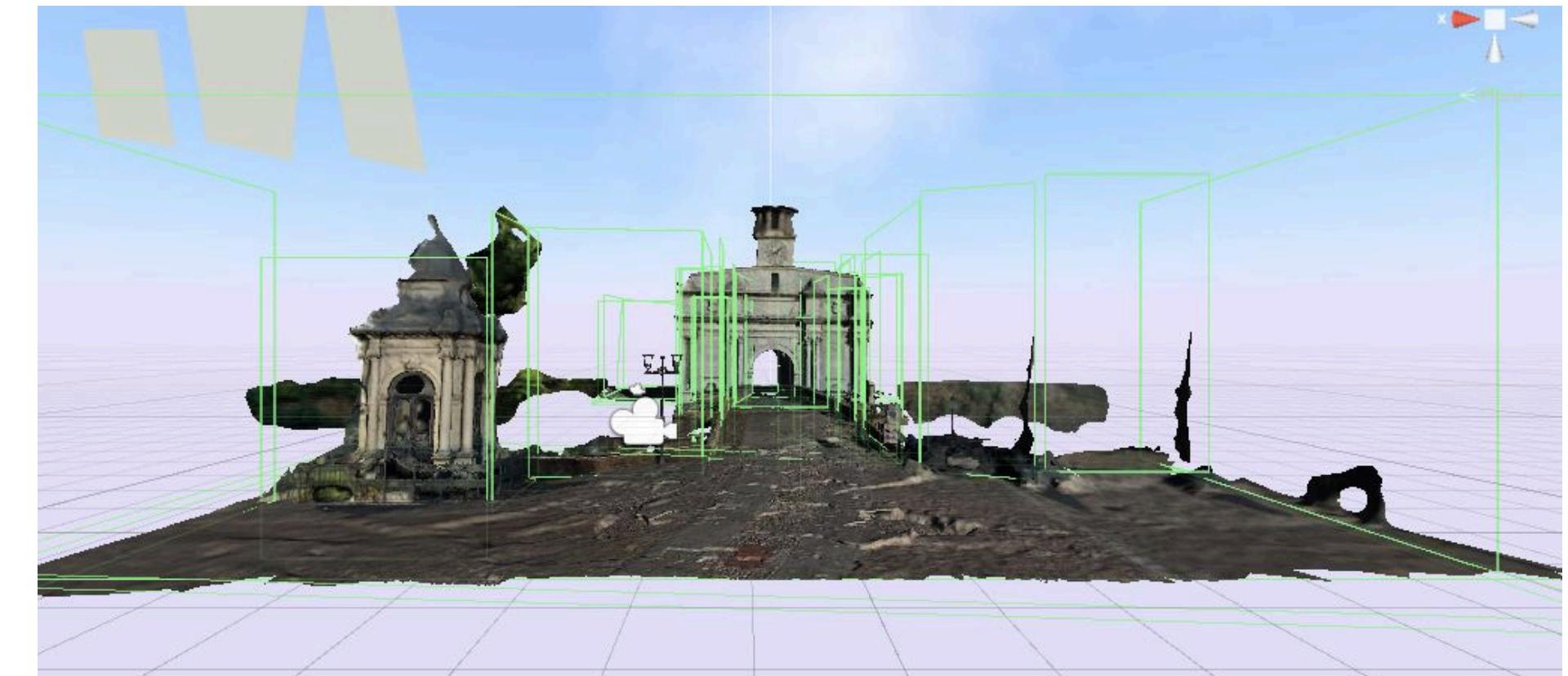
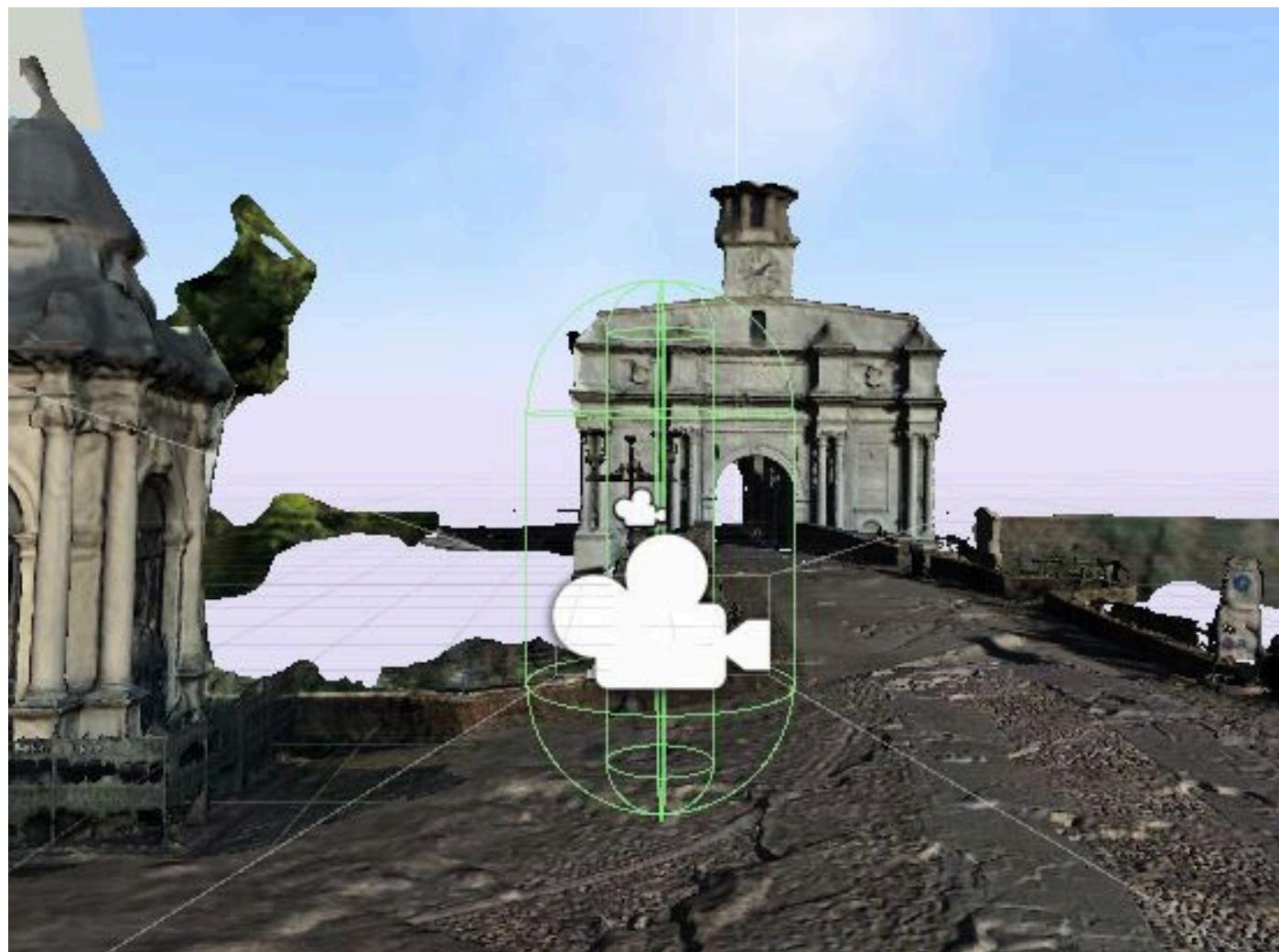
Project idea

- Set of **lights** for both mesh and point cloud that lit up only when night comes



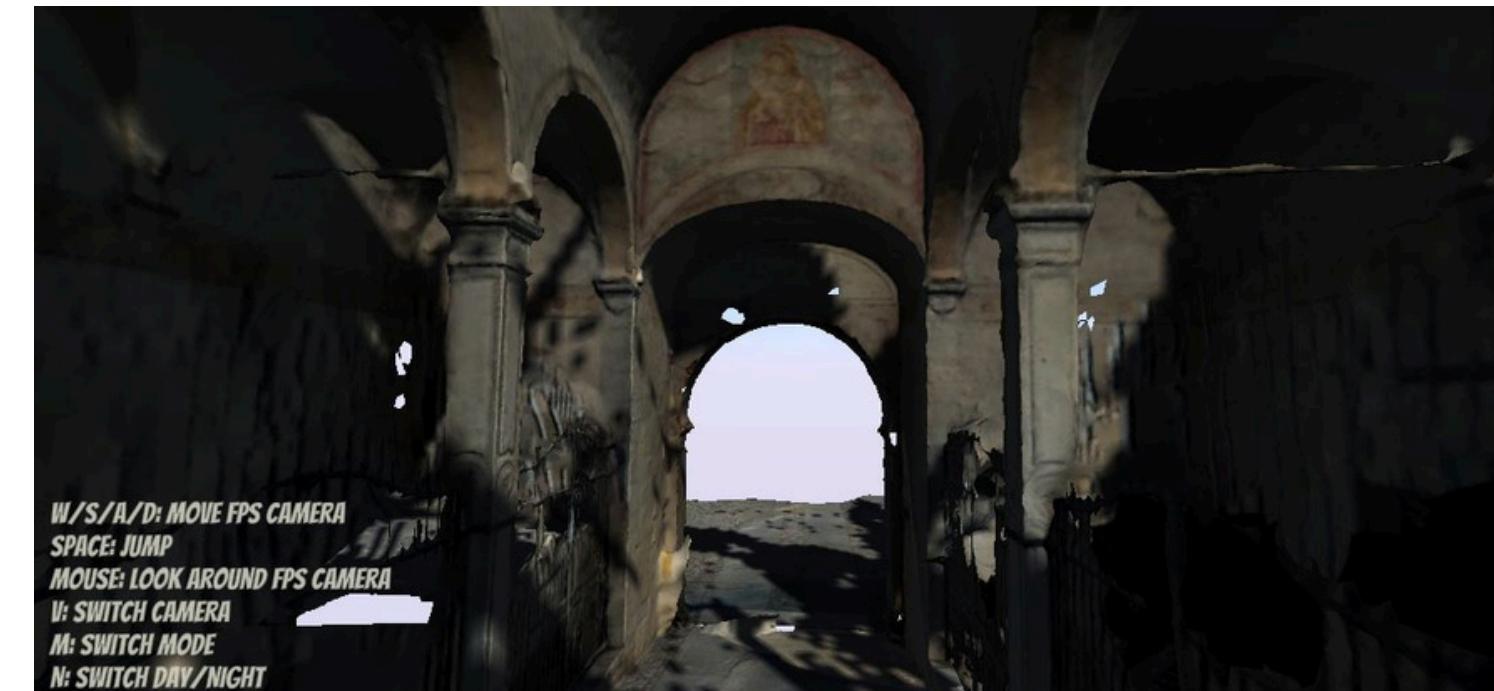
Project idea

- Moving across the space with a **First Person Controller** (FPC)



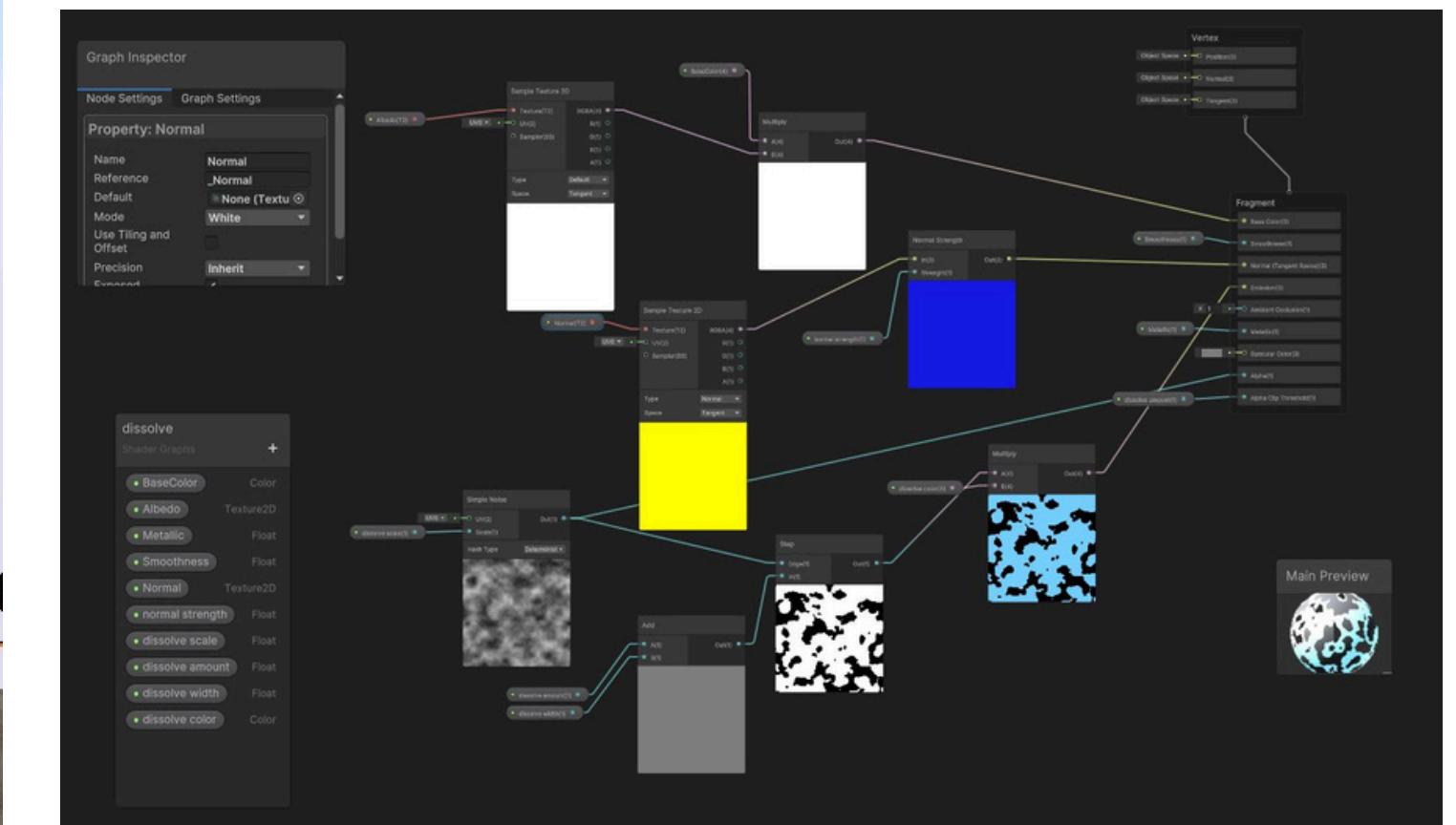
Project idea

- Switching view to other **4 fixed cameras**



Project idea

- **Dissolving Shader** used to move from mesh to point cloud and viceversa



DEMO

