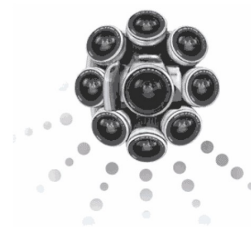# STRATA FOTO 3D CX 2

Quick Start Guide

Step 1 – Print the Calibration Mat

Install and launch Strata Foto 3D CX, then print a special calibration mat using the "Print Mat" button ⊙. Make sure it remains flat (print on or adhere to a rigid piece of cardboard).

Step 2 – Take Photos

The photos should look like this. The object is **on a stand**, **fully surrounded** by a plain backdrop (contrasting color or white), and you can **see the dots** on at least half of the mat.

For information on creating a 3D model *without* **the mat see Chapter 7 in the User Guide.**

- Use a tripod to avoid camera shake.

- If possible avoid using the camera's flash. You can take a test photograph and process it in Strata Foto 3D CX to see how well auto-masking works with the current lighting. Even lighting will save you time when editing the masks.

- Always move the mat, stand and object as a single unit (use adhesive if necessary). It may be easier to use a turntable.

- Take at least 15 photos from a low angle, just high enough to clearly see the dots on the mat. Use the radial rows of dots as a rotation guide. If the camera is stationary you simply rotate the mat to the next row of dots and take the next shot. Take four more photos from higher angle, about 45-60 degrees from horizontal, and also take a top-down shot.

- Upload the photos to your computer. Do not crop or resize the photos.

Step 3 – Mask the Photographs

Load the photographs into Strata Foto 3D CX by clicking "New Project" 🗋 and selecting the images. (If Strata Foto 3D CX does not recognize your camera, you may be asked to calibrate your lens using additional photos for improved accuracy.)

Click the "Mask all images" button 🔳. Double-click each thumbnail and verify the resulting mask. They do not need to be perfect but the mask color should never appear inside the object. Edit the masks as necessary using the tools in the "Mask" palette.

Step 4 – Build a 3D Wireframe Model

Launch the "Wireframe Generation" wizard by clicking 🔷 and select "Generate Wireframe". After the process completes, you will see a triangle mesh model. You can select to optimize the mesh to intelligently smooth the surface. After closing the wizard you can move the decimation slider to interactively vary the number of triangles in the final model until you have the desired balance between model detail and triangle count (affects file size and load time). Use the clipping plane tool to remove the stand.

Step 5 – Build the Texture

Launch the "Texture Generation" wizard by clicking 🔷 and select the "Generate Texture Map" option. The textures can be edited by copying the current view into a paint program and pasting the edited image back into Strata Foto 3D CX. You can also manually add a bottom-shot (or shots) to texture the underside. Use the "Add Images" option from the "Images" menu and then align the new images using the "Align Image" option from the same menu.

You can now export the model. (Except with unlicensed demo software.)

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