

ID NUMBER:2000031715

SECTION: NS05

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EXPERIMENT NO: 2_Assignment

DATE:29-05-2021

CREATING AND MEASURING A 3D MODEL BY PHOTOGRAMMETRY

Aim:

To print 3D model using photogrammetric concept

Software Requirements:

FDM Crealty E-3 machine, 3D model, PLA filament, peeler, cutter, Autodesk Recap Photo , Ultimaker Cura

Procedure:

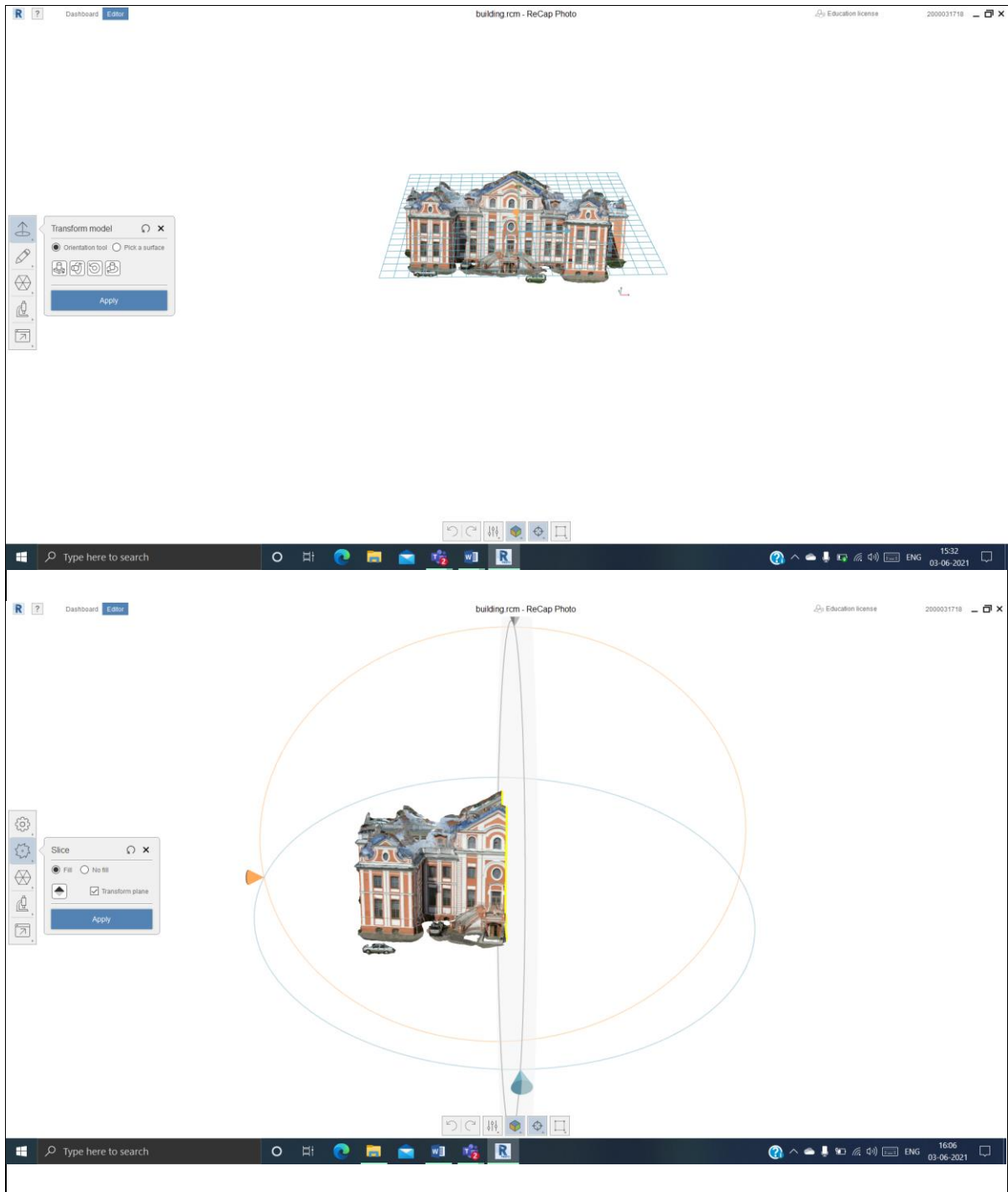
- Select a 3D model to be printed.
- Arrange the suitable background such a way that model visibility should be clear.
- Take pictures of model in 3600 and ensure all parts are captured well.
- Delete repeated and blurred images.
- Store all images in single folder and save it on desktop (preferably).
- Double click on Recap Photo icon and wait to initialize and to run the software.
- After initialization sign in into the app using login credentials.
- After clicking on object it will ask you to upload images of model to be captured and saved.
- After clicking to upload files, select the folder of data, select all images (minimum 20) and click on open

- After opening folder wait till all images selected and click on create.
- After clicking on create it will ask you to give file name, put file name as you wish and click on start
- After clicking on start, you will be come up with photo preparation-uploadingprocessing indication in terms of
- After 100% process completion we will get down load option which can be indicated by downward arrow head. Click on it and download the processed file by selecting the folder/location wherever you wish.
- Downloaded file will be in .rcm format. Click on that to open.
- By using export option we can export model in different formats.
- After clicking as shown in above figure you will get popup to select the format we want, select STL format and click on export
- Finally STL file will be saved which can be edited, sliced and customized in CURA software to generate G codes.(refer experiment 1)
- Transfer G codes to SD card and to FDM machine CPU for printing purpose.

CURA PARAMETERS:

S.NO	CURA PARAMETER NAME	VALUE

Results (All screen shots need to paste here):





Export model

Quick Export

Advanced

Export as: OBJ

Coordinate system: ☐ Y-Up

Target face count: 498,381 (4k to 489k)

Decimation percentage: 0%

Textures:

Rebate

Size:

512x512 (Multiple)

Generate map:
☒ Diffuse color ☐ Displacement
☐ Normal

Export



LAB REPORT RUBRIC

LAB REPORT ITEMS	Points	Points Received
VIVA	5	
EXPERIMENT REPORT (All steps clearly stated)	15	
OBSERVATIONS AND DATA		
TOTAL	20	