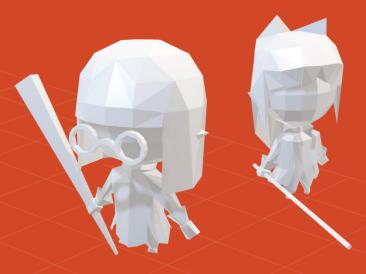
# Pemindaian dan Rekonstruksi Objek Tiga Dimensi

Memanfaatkan Microsoft Xbox One **Kinect** 

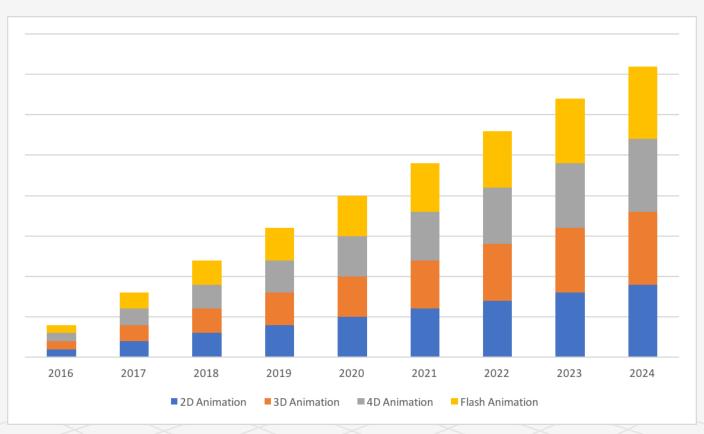
Oleh Naufan Rusyda Faikar (1607645)



# Siapa yang Membutuhkan Konten 3D?

- Industri
- Medis
- Sains
- Seni dan Desain

## Industri: Pasar Animasi



http://www.scientificanimations.com

## Industri: Pemanfaatan Animasi (Hiburan, Iklan)



https://www.syfy.com

- Big Hero 6
- Apple Macbook



https://www.youtube.com

## Medis/Sains: Pemanfaatan Animasi (Simulasi)



The Good Doctor

https://www.youtube.com

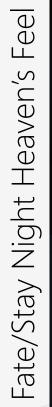
# Industri: Pemanfaatan Konten 3D (Anime 2D)

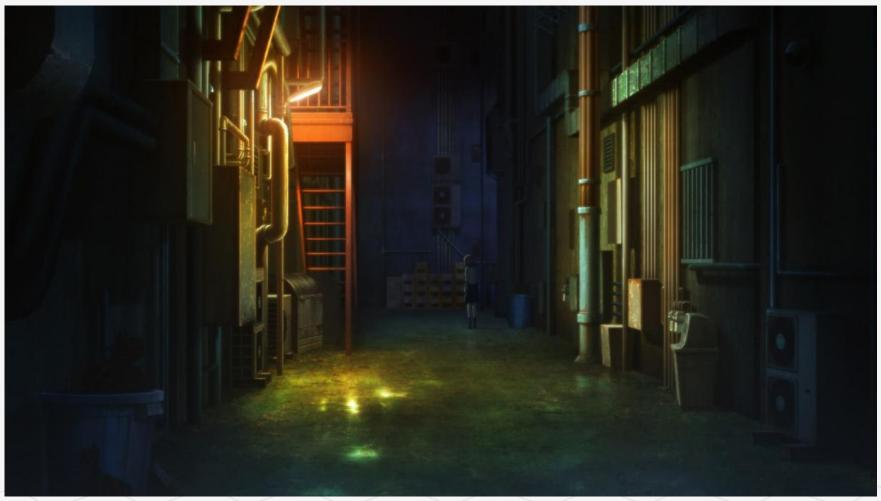




https://blog.sakugabooru.com

# Industri: Pemanfaatan Konten 3D (Anime 2D)





https://blog.sakugabooru.com

# Industri: Pemanfaatan Konten 3D (Anime 2D)



Fate/Stay Night Heaven's

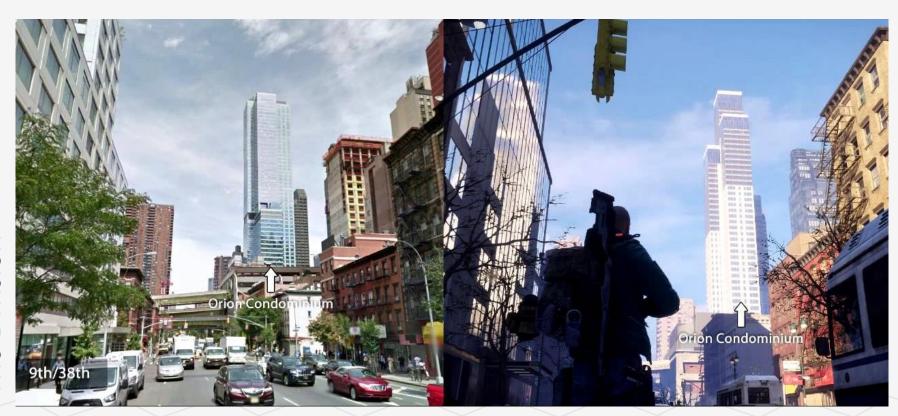
https://blog.sakugabooru.com

# Industri: Pemanfaatan Konten 3D (Open World Game)



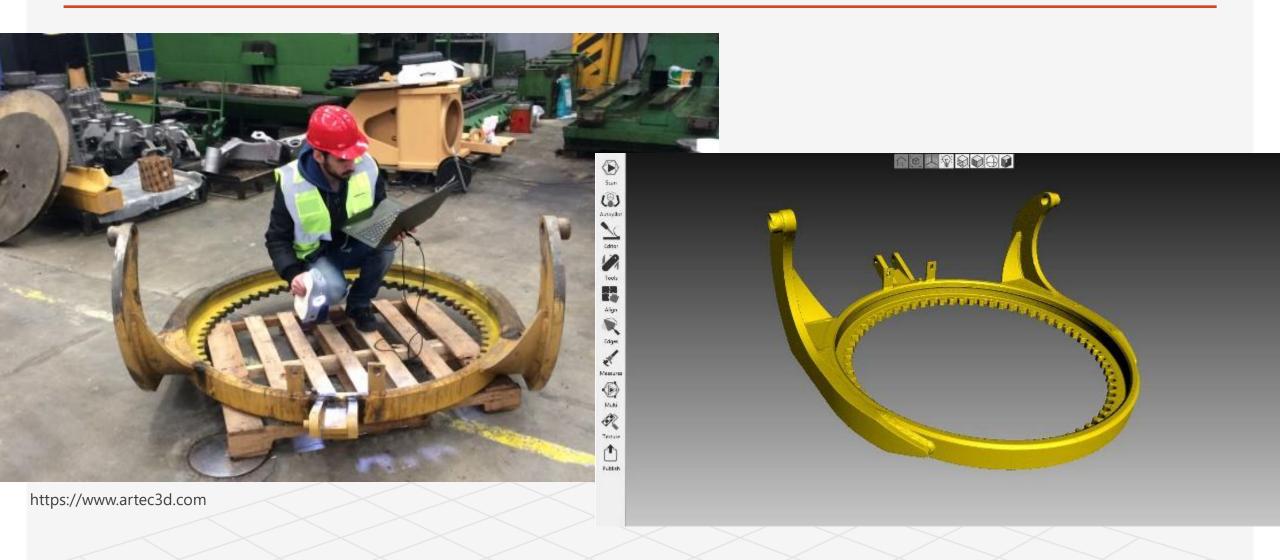
Assassin's Creed

# Industri: Pemanfaatan Konten 3D (Open World Game)



The Division

# Manufaktur: Pemanfaatan Konten 3D (Rekonstruksi Mesin)



# Medis/Sains: Pemanfaatan Konten 3D (Rekonstruksi Wajah)

# Kasus Katie Stubblefield

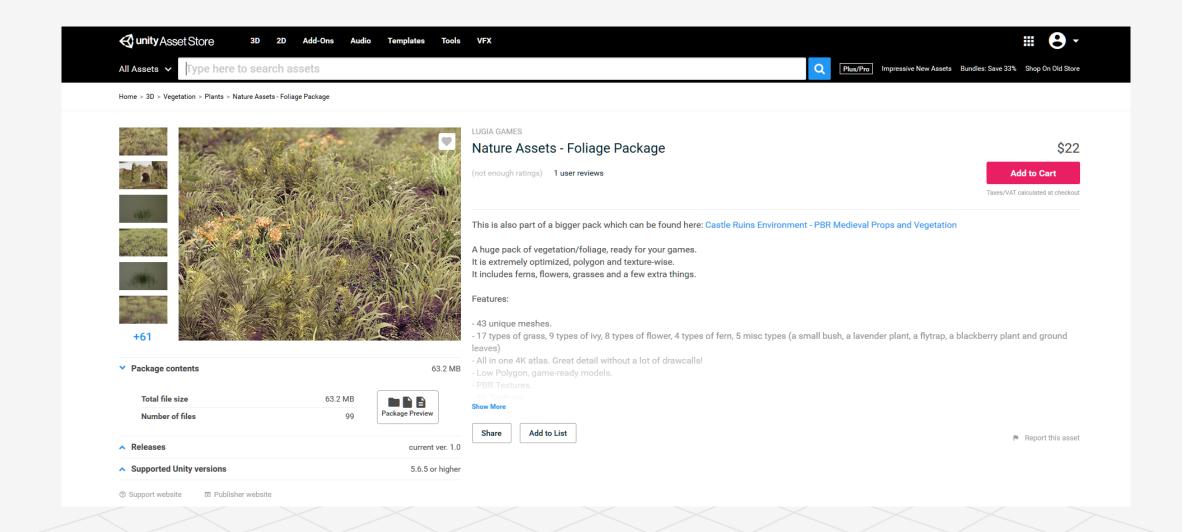
https://www.nationalgeographic.com/magazine/2018/09/facetransplant-katie-stubblefield-surgery-timeline-interactive/

# Dan masih banyak lagi...

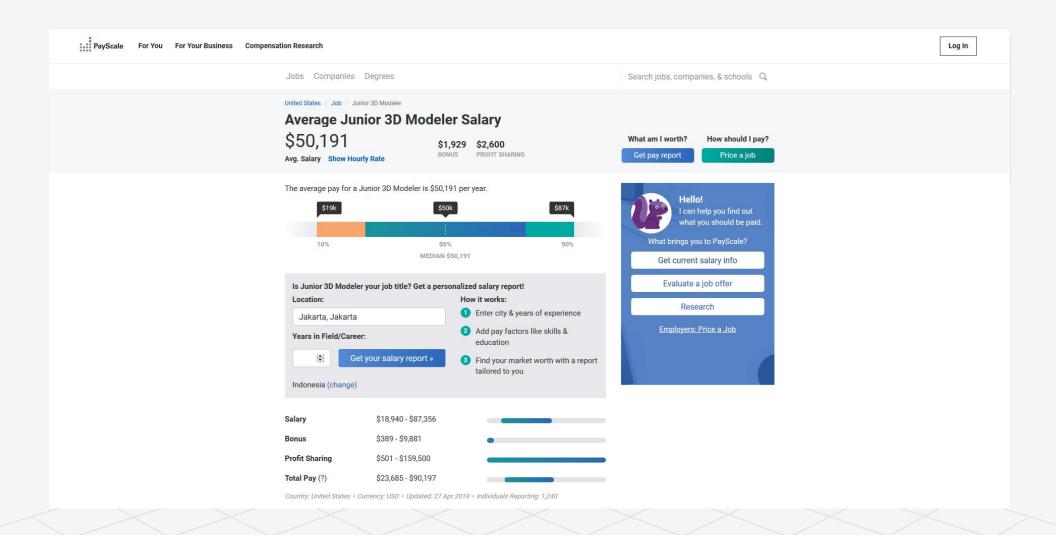
# Apa Masalahnya?

- Bayar gaji *modeller* **mahal**
- Beli model 3D mahal
- Waktu pembuatan model 3D panjang
- Pemindai 3D mahal

# \$22 USD untuk 1 Set Model Vegetasi



# \$50.191 USD untuk Gaji Seorang *Junior 3D Modeller* per Tahun



## Modelling Membutuhkan Waktu yang Lama...



After this semester final exams I will get more time to work on this project on holiday. But for now just a little progress at a time. Here's the current progress. A test render I did. Any feedback? How about the likeness?





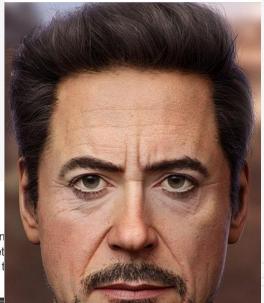
Work in progress. Let's create a uv map out of this. I'm also still in a freelance project now. So. Slow progress on this one but it's get Thank you very much! If you have something in your mind about the hesitate to tell me. Cheers!





Lookdev I did for my Tony Stark head study. Learning a lot from this project. Created in Blender and Photoshop.

Tasks: modelling, sculpting, surfacing, rendering. Thank you very much! If you have something in your mind about this. Don't be hesitate to tell me. Cheers #b3d



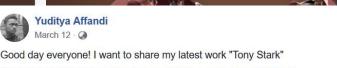


Work in progress. Some people probably would say that it's a stupid idea to sculpt a hardsurface mesh like this. But anyways. The suit still a sculpted mesh in one piece. Still far from finish. Any feedback?





Work in progress. Just put up some basic metal shader to see a Really need feedback from you guys. What do you think so far? skinny? #b3d



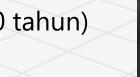
Good day everyone! I want to share my latest work "Tony Stark"

Artstation link for more: https://www.artstation.com/artwork/v1ZxwA

Showcase video here: https://youtu.be/96X2X8dTP9U... See More





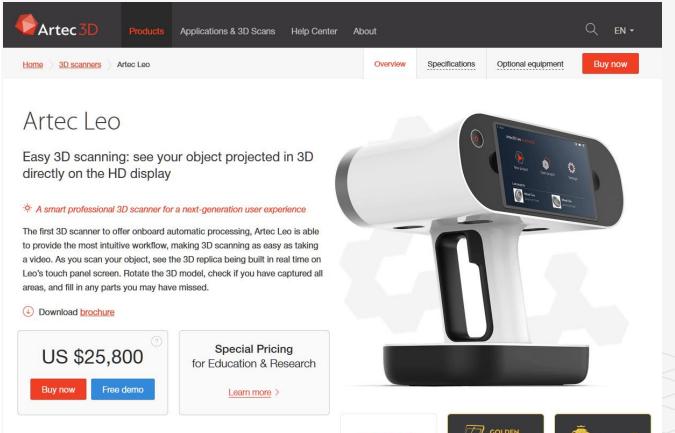






Oleh Yuditya Affandi (20 tahun)

## \$25.800 untuk Sebuah Pemindai 3D



#### Artec Eva

#### Fast 3D scanner for professionals

#### Named best 3D scanner under \$50,000 by iReviews.

This structured light 3D scanner is the ideal choice for making a quick, textured and accurate 3D model of medium sized objects such as a human bust, an alloy wheel, or a motorcycle exhaust system. It scans quickly, capturing precise measurements in high resolution.

Light, fast and versatile, Eva is our most popular scanner and a market leader in handheld 3D scanners. Based on safe-to-use structured light scanning technology, it is an excellent all round solution for capturing objects of almost any kind, including objects with black and shiny surfaces.

Artec Eva's ease of use, speed and precision has made it an essential product for a wide range of industries. From rapid prototyping to quality control, CGI to heritage preservation, the automotive industry to forensics, medicine and prosthetics to aerospace, the device is used to customize, innovate and streamline countless forward-thinking industries. Eva was even used to scan Barack Obama and help make the very first 3D portrait of an American president.

US \$19,800

Special Pricing for Education & Research









2018 INNOVATION

2019 **GOLD** 

# Apa Konteks Penelitian Ini?

Impor objek 3D pada dunia nyata ke dalam computer.

## State of the Art

#### Automatic Reconstruction of 3D Objects Using a Mobile Monoscopic Camera

Wolfgang Niem, Jochen Wingbermühle

Universität Hannover Institut für Theoretische Nachrichtentechnik und Informationsverarbeitung Appelstr. 9A, 30167 Hannover

#### Deep Single-View 3D Object Reconstruction with Visual Hull Embedding

Hanqing Wang\*<sup>1</sup> Jiaolong Yang<sup>2</sup> Wei Liang<sup>1</sup> Xin Tong<sup>2</sup>

<sup>1</sup>Beijing Institute of Technology <sup>2</sup>Microsoft Research
{hanqingwang, liangwei}@bit.edu.cn {jiaoyan, xtong}@microsoft.com

# RECONSTRUCTION, QUANTIFICATION, AND VISUALIZATION OF FOREST CANOPY BASED ON 3D TRIANGULATIONS OF AIRBORNE LASER SCANNING POINT DATA

J. Vauhkonen a,b \*

Commission III, WG III/4

# Automatic Reconstruction of Surfaces and Scalar Fields from 3D Scans<sup>1 2</sup>

Chandrajit L. Bajaj<sup>3</sup> Fausto Bernardini<sup>3 4</sup> Guoliang Xu<sup>5</sup>

Department of Computer Sciences
Purdue University

#### 3D Object Reconstruction from a Single Depth View with Adversarial Learning

Bo Yang University of Oxford

bo.yang@cs.ox.ac.uk

Ronald Clark Imperial College London

ronald.clark@imperial.ac.uk

Hongkai Wen University of Warwick

hongkai.wen@dcs.warwick.ac.uk

Andrew Markham University of Oxford

andrew.markham@cs.ox.ac.uk

Sen Wang Heriot-Watt University

s.wang@hw.ac.uk

Niki Trigoni University of Oxford

niki.trigoni@cs.ox.ac.uk

#### Real-Time Camera Tracking and 3D Reconstruction Using Signed Distance Functions

Erik Bylow\*, Jürgen Sturm<sup>†</sup>, Christian Kerl<sup>†</sup>, Fredrik Kahl\*
and Daniel Cremers<sup>†</sup>
\*Center for Mathematical Sciences, Lund University, Lund, Sweden
Email: erikb@maths.lth.se, fredrik@maths.lth.se

† Department of Computer Science, Technical University of Munich, Garching, Germany Email: juergen.sturm@in.tum.de, christian.kerl@in.tum.de, cremers@in.tum.de

<sup>&</sup>lt;sup>a</sup> University of Eastern Finland, School of Forest Sciences, Yliopistokatu 7 (P.O. Box 111), FI-80101 Joensuu, Finland – jari.vauhkonen@uef.fi

<sup>&</sup>lt;sup>b</sup> University of Helsinki, Department of Forest Sciences, Latokartanonkaari 7 (P.O. Box 27), FI-00014 Helsinki, Finland

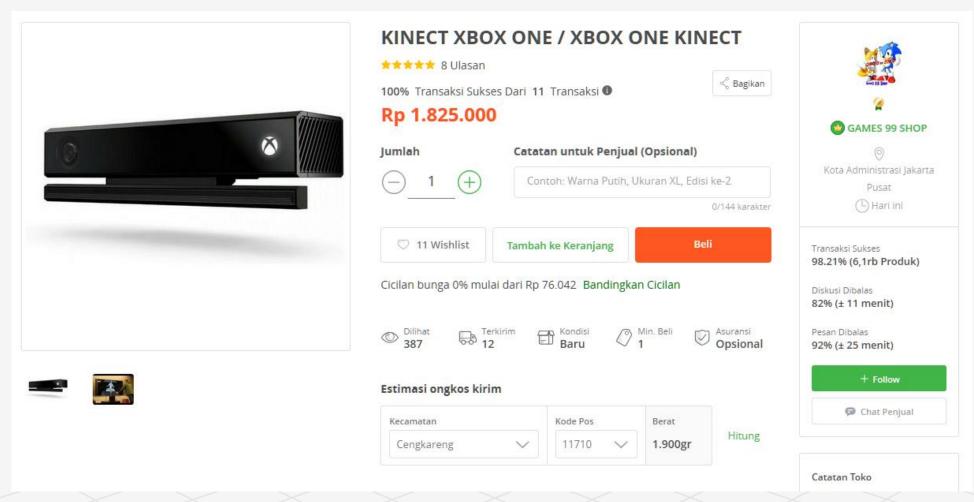
# Apa Tujuan Penelitian Ini?

- Meminimalkan biaya yang dikeluarkan
- Meminimalkan waktu yang dihabiskan

## Dengan cara bagaimana?

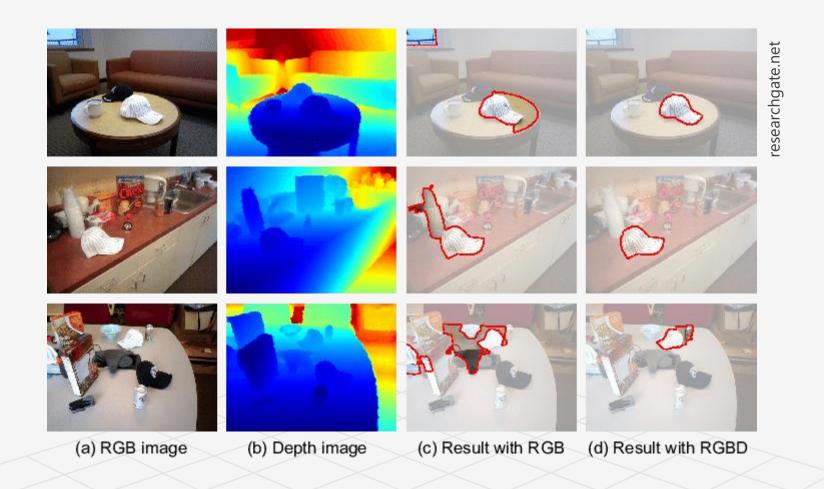
- Memilih pemindai 3D yang murah dan akurat
- Mengotomatisasi proses rekonstruksi objek 3D

### Microsoft Xbox One Kinect

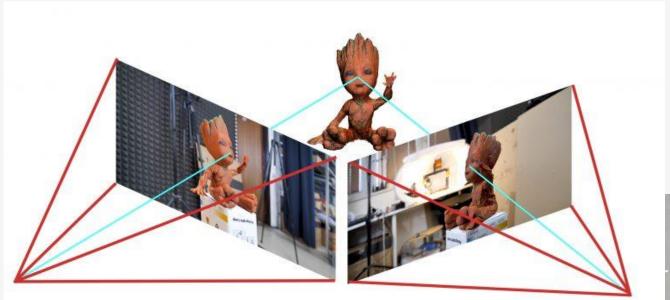


https://www.tokopedia.com

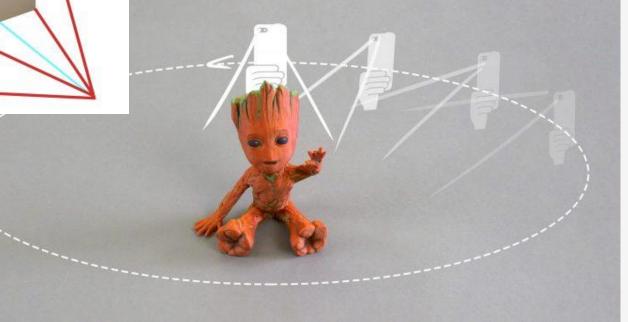
# RGBD (RGB + Depth)



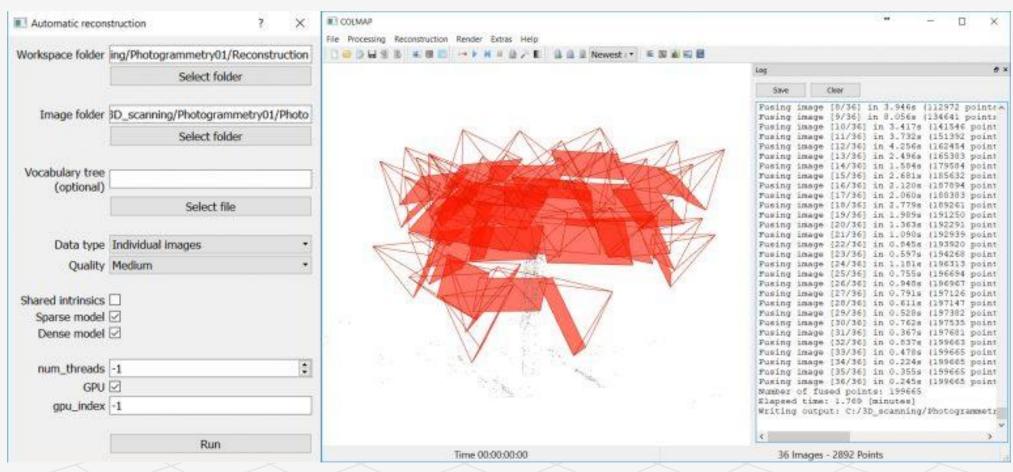
# Fotogrametri (Step 1)



https://blog.prusaprinters.org/



## Fotogrametri (Step 2)



https://blog.prusaprinters.org/

# Fotogrametri (Step 3)



https://blog.prusaprinters.org/

# Selesai.