



MAR 20, 2023

OPEN  ACCESS

**DOI:**  
[dx.doi.org/10.17504/protocols.io.kqdg391deg25/v1](https://dx.doi.org/10.17504/protocols.io.kqdg391deg25/v1)

**Collection Citation:** Elizabeth G. Clark, Kelsey M Jenkins, Craig R Brodersen 2023. 3D Mesh Cleanup Tutorial.

**protocols.io**  
<https://dx.doi.org/10.17504/protocols.io.kqdg391deg25/v1>

**MANUSCRIPT CITATION:**  
Clark, E. G., Jenkins, K. M., Brodersen, C. R. 2023. Back to life: Techniques for developing high-quality 3D reconstructions of plants and animals from digitized specimens. *PLOS ONE*.

**License:** This is an open access collection distributed under the terms of the [Creative Commons Attribution License](#), which permits unrestricted use, distribution, and reproduction in any medium, provided the original author and source are credited

**Protocol status:** Working  
We use this collection and it's working

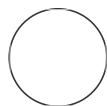
**Created:** Mar 14, 2023

**Last Modified:** Mar 20, 2023

## 3D Mesh Cleanup Tutorial

Elizabeth G. Clark<sup>1</sup>, Kelsey M Jenkins<sup>2</sup>, Craig R Brodersen<sup>2</sup>

<sup>1</sup>University of California, Berkeley; <sup>2</sup>Yale University



Elizabeth G. Clark

### ABSTRACT

This is the collection of protocols for developing 3D reconstructions of animals and plants from digitized specimens (see Clark et al. 2023). 3D Object files for use in the protocols are available at <https://doi.org/10.6084/m9.figshare.21266568>

### ATTACHMENTS

[671-1417.docx](#)

**Keywords:** 3D imaging, 3D mesh editing, Virtual paleontology

## GUIDELINES

This is the associated tutorials for *Back to life: Techniques for developing high-quality 3D reconstructions of plants and animals from digitized specimens*

### This includes:

Beginner tutorial: Fossil plant cupule (*Petriellaea triangulata* [Shi et al. 2021])

- *Included files:* Cupule Cleanup Tutorial.docx
- *3D object files:* Cupule before.stl, Cupule before.obj
- *Necessary software:* Meshlab
- *Skills developed:* Shrinkwrapping, simplification

Intermediate tutorial: Reptile (*Sphenodon punctatus* [downloaded from Morphosource.org])

- *Included files:* Sphenodon Cleanup Tutorial.docx
- *3D object files:* Sphenodon with holes.stl, Sphenodon with holes.obj
- *Necessary software:* Meshlab, Autodesk Maya, Autodesk Fusion 360
- *Skills developed:* Rearticulation, repair of broken fossils, basic sculpting, shrinkwrapping.

Advanced tutorial: Fossil crab (*Cretapsara athanata* [Luque et al. 2021])

- *Included files:* Crab Cleanup Tutorial.docx
- *3D object files:* Crab before.stl, Crab before.obj
- *Necessary software:* Meshlab, Autodesk Maya
- *Skills developed:* Debris removal, structural repair, shrinkwrapping, rearticulation, smoothing and simplification

### Before starting:

Download 3D object files and install Meshlab, Autodesk Maya, and Fusion 360.

Download 3D Object files at <https://doi.org/10.6084/m9.figshare.21266568>




Meshlab is an opensource software available at <https://www.meshlab.net/>

Autodesk Maya and Fusion 360 are available with a student and educators license at <https://www.autodesk.com/education/edu-software/overview>

ATTACHMENTS

671-  
1417.docx

FILES

| Protocol  |   |                   |
|---|---|-------------------|
|    | <div>NAME</div> <div>3D Mesh Cleanup Tutorial: Fossil Plant Cupule (Beginner)</div> |                   |
|   | <div>VERSION 1</div>  |                   |
|   | <div>CREATED BY</div> <div>Elizabeth G. Clark</div>                                 | <div>OPEN →</div> |
| Protocol  |   |                   |
|   | <div>NAME</div> <div>3D Mesh Cleanup Tutorial: Sphenodon (Intermediate)</div>       |                   |
|   | <div>VERSION 1</div>  |                   |
|   | <div>CREATED BY</div> <div>Elizabeth G. Clark</div>                                 | <div>OPEN →</div> |
| Protocol  |   |                   |
|  | <div>NAME</div> <div>3D Mesh Cleanup Tutorial: Fossil Crab (Advanced)</div>         |                   |
|   | <div>VERSION 1</div>  |                   |
|   | <div>CREATED BY</div> <div>Elizabeth G. Clark</div>                                 | <div>OPEN →</div> |