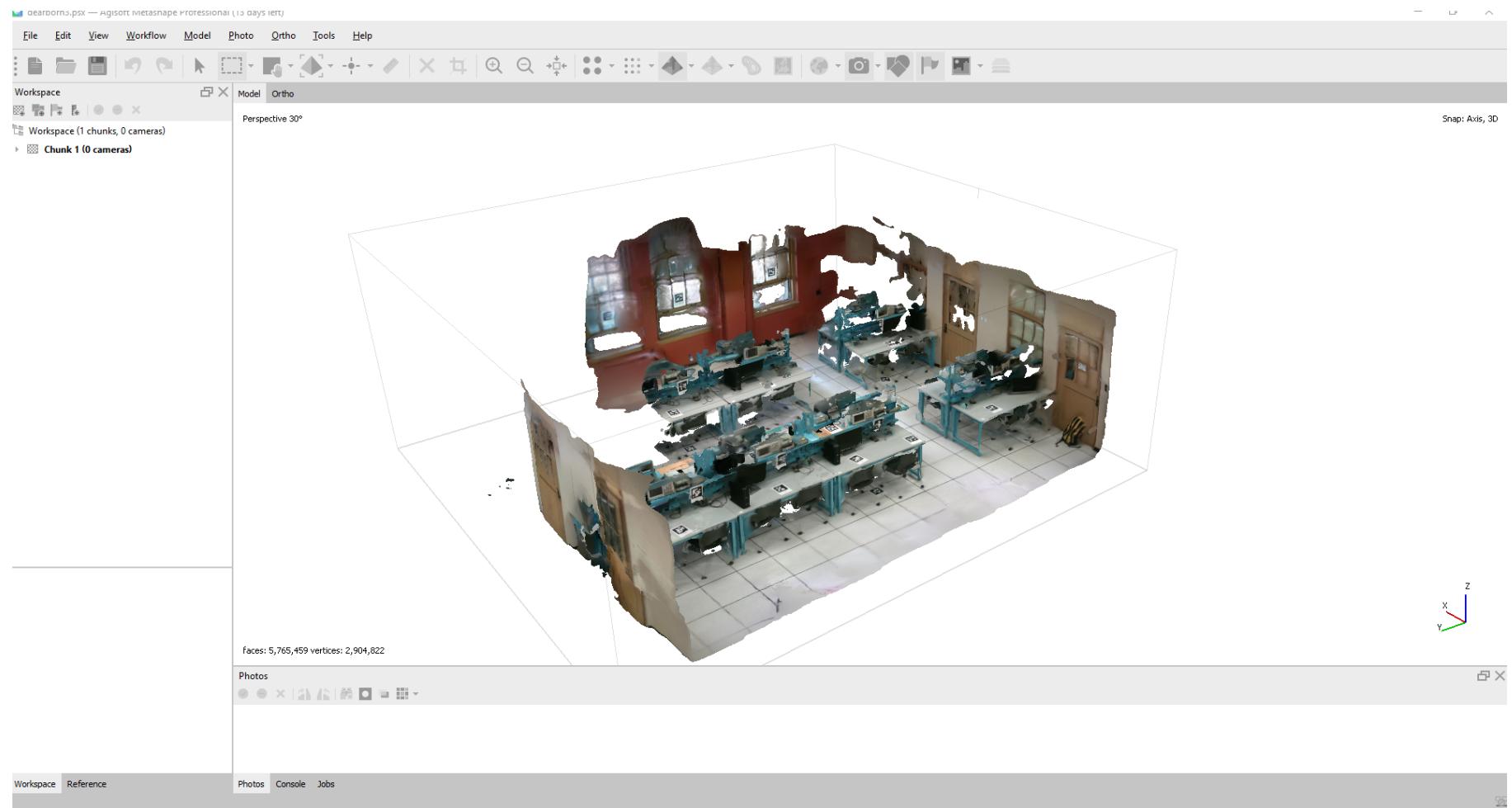


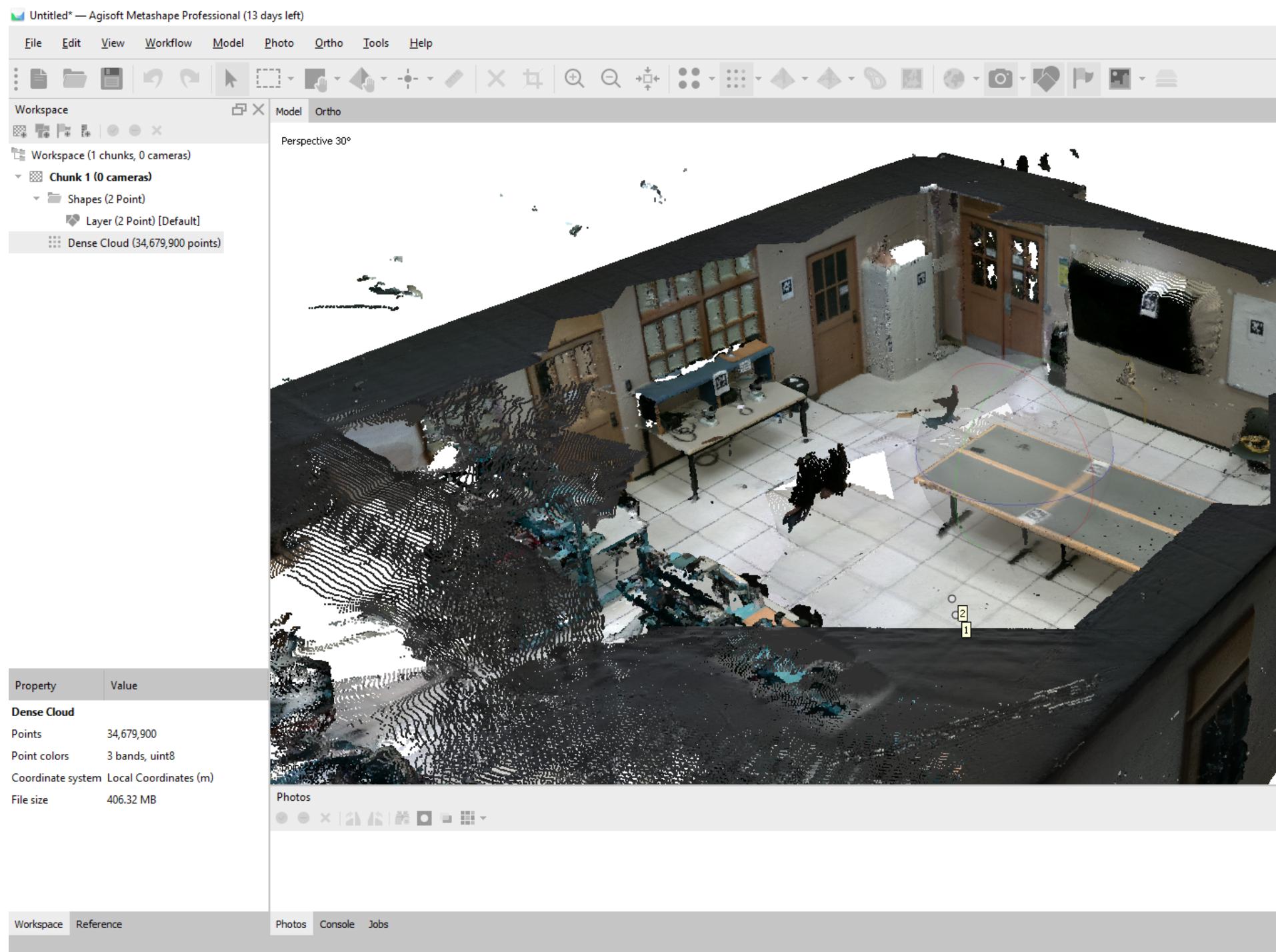
## CS11: 3D Scanning of Large Spaces

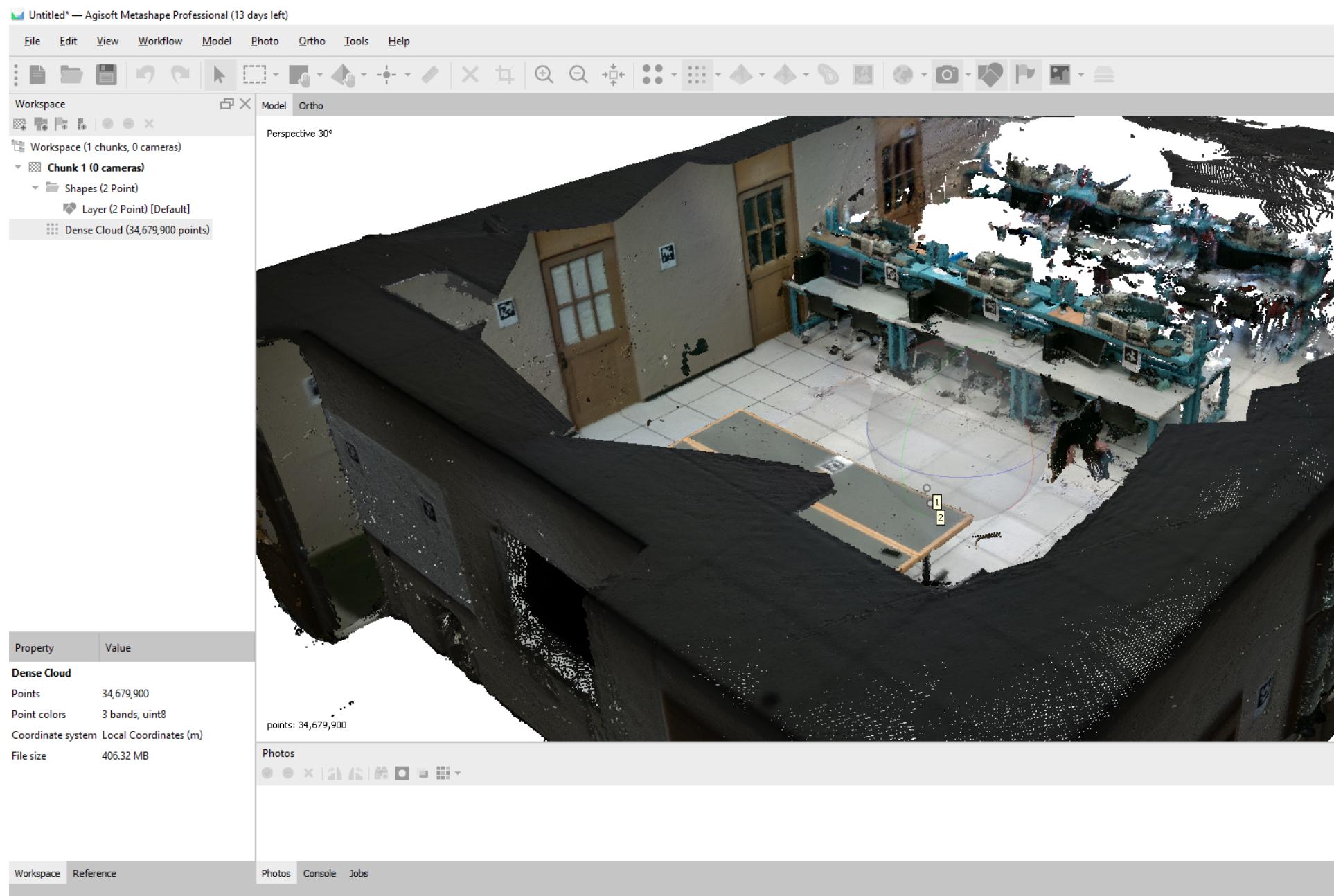
5/7/2021 Meeting

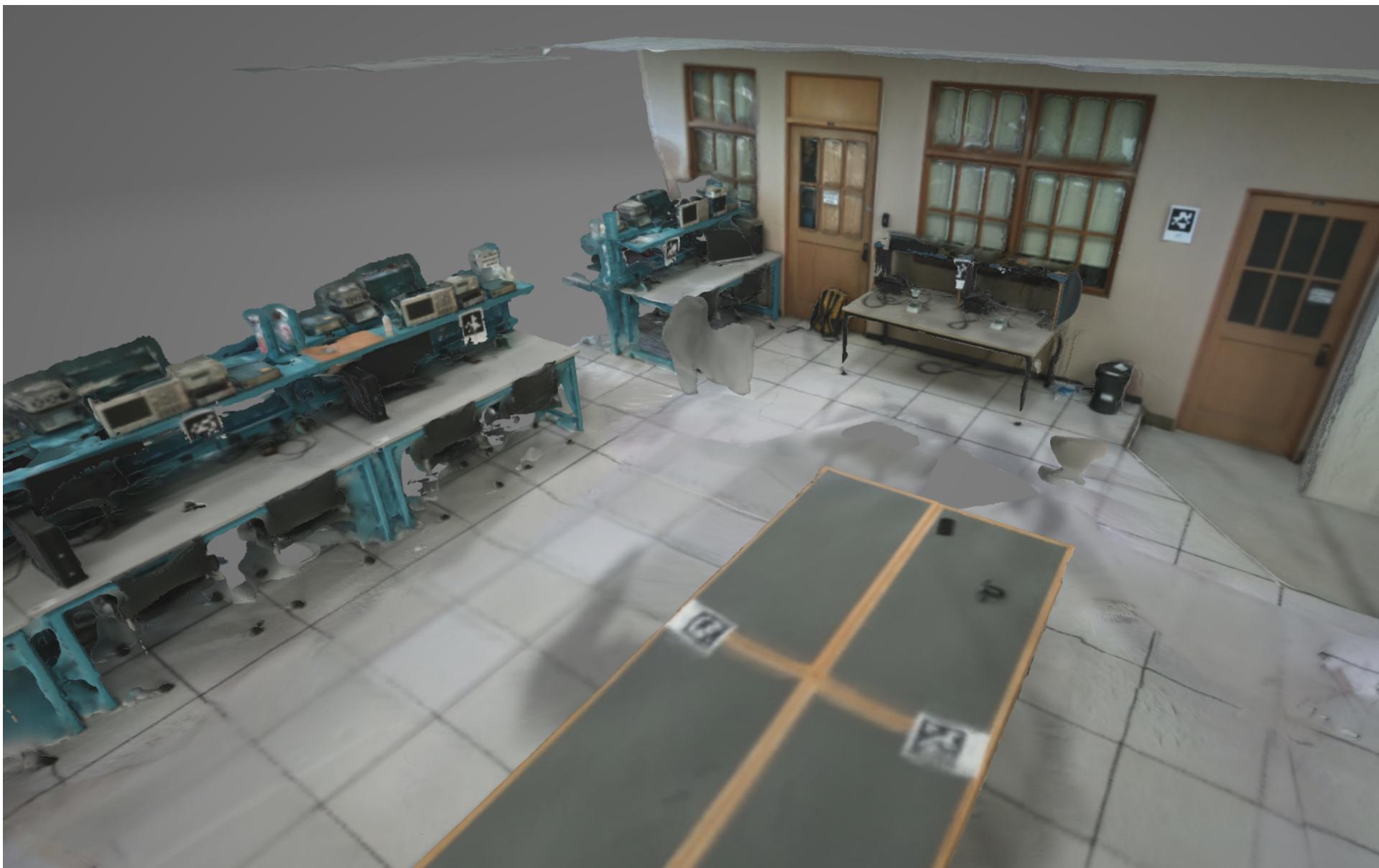
Brandon Withington, Seika Mahmud, Casey Boomer

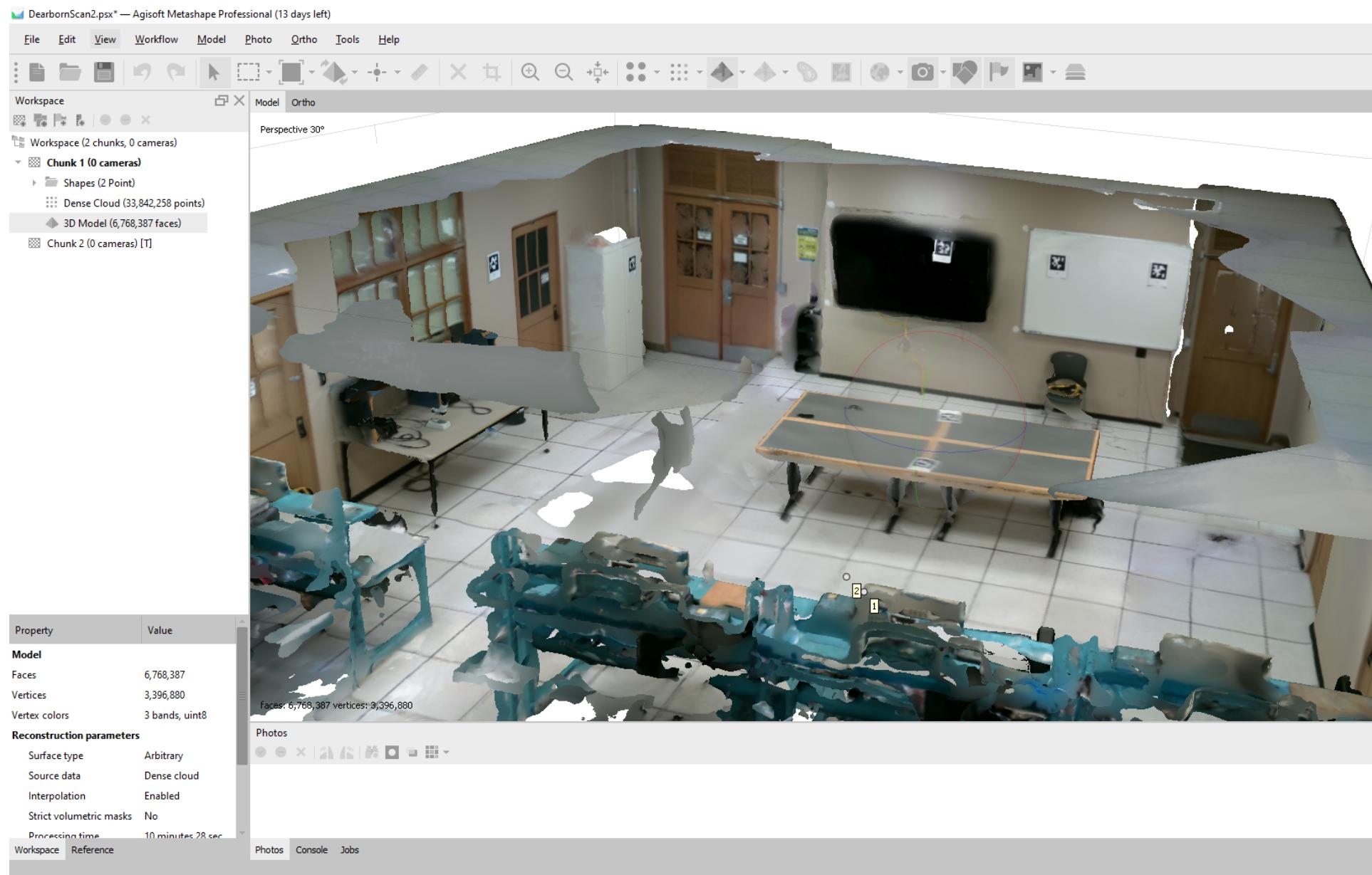
### Dearborn scans:

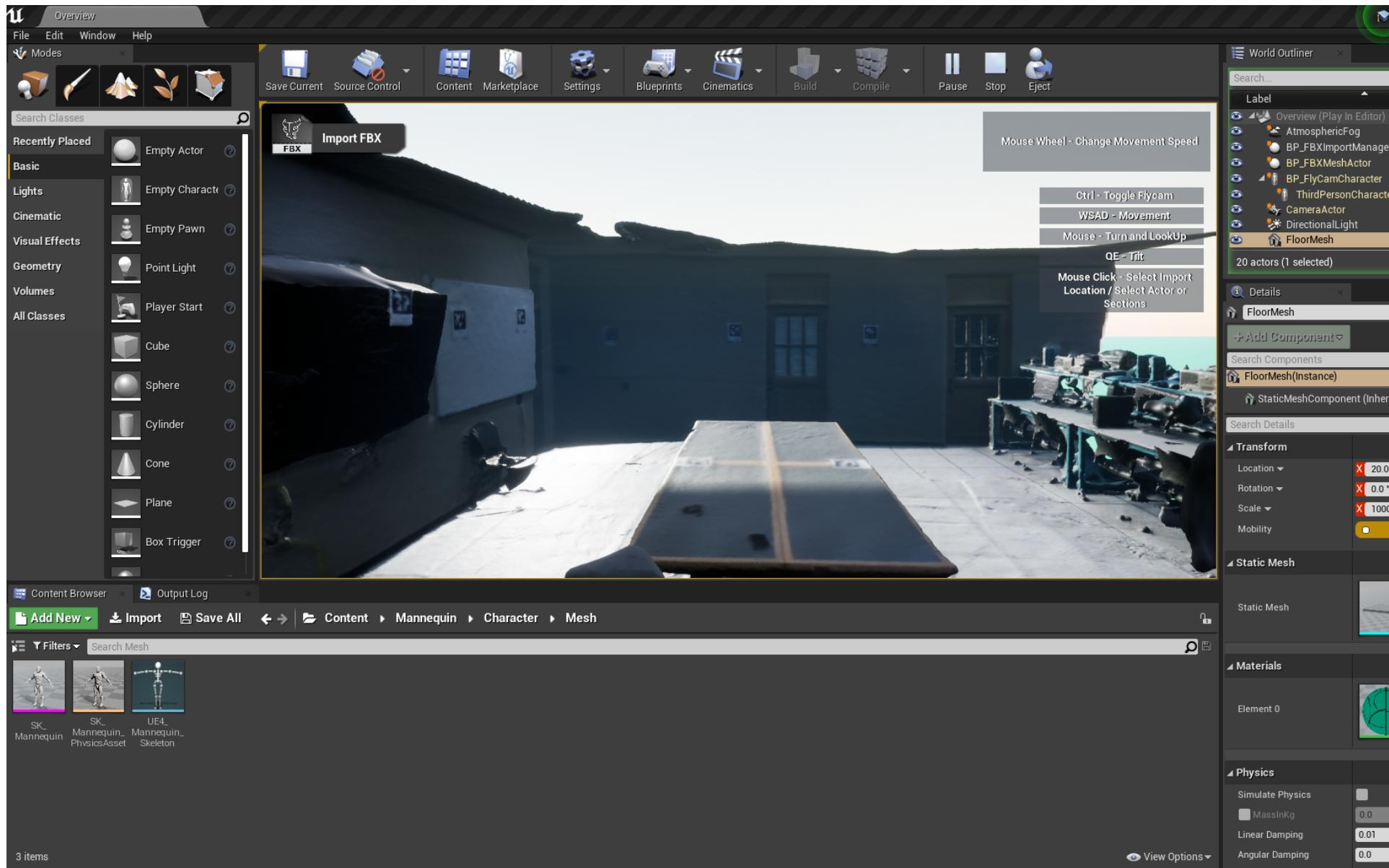




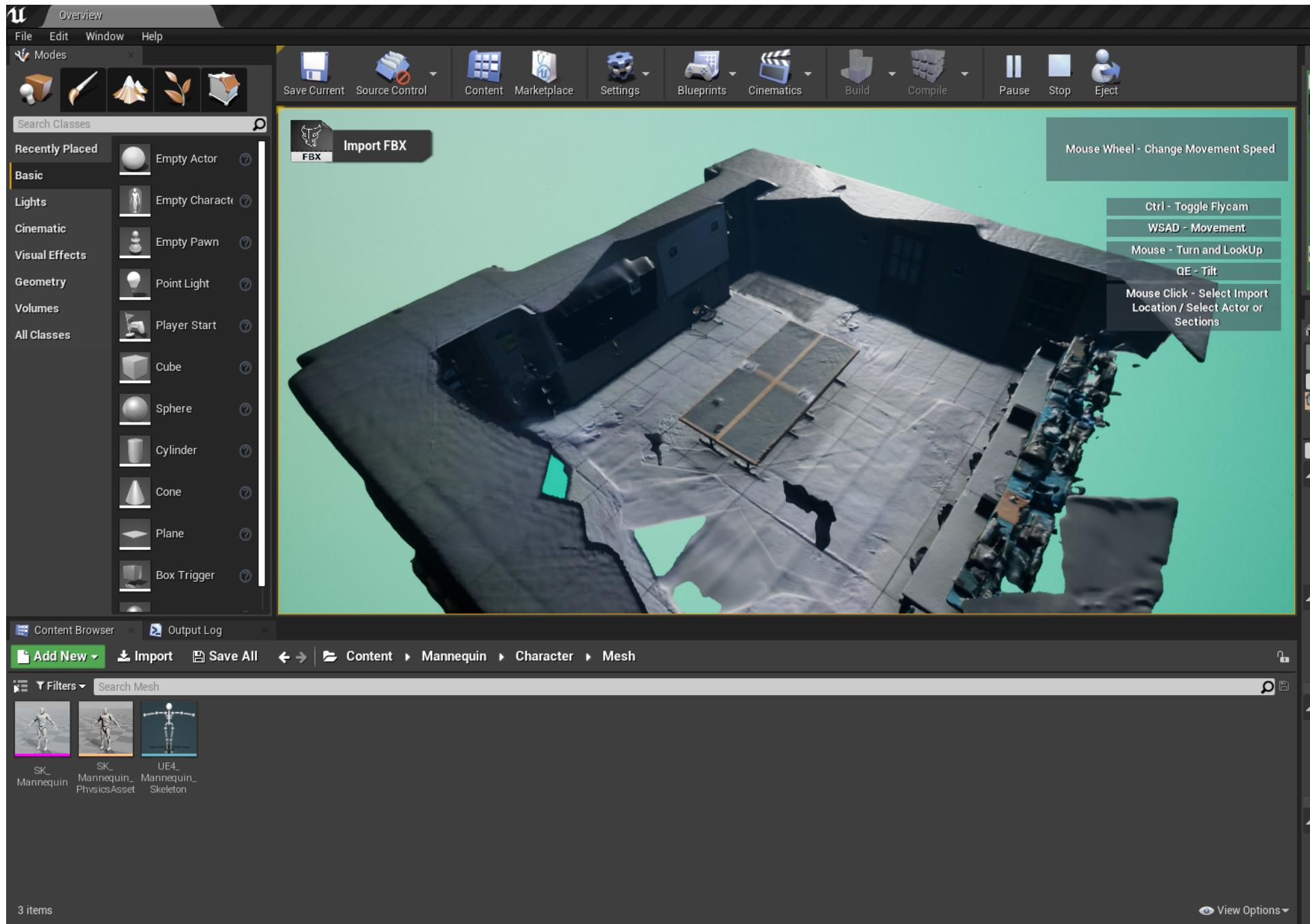












Things we learned from scanning the lab:

1. The resolution of the camera limits the quality of the finer details.
2. Merging point clouds will be much more difficult than anticipated.
3. The more April tags, the better
4. April tags do not need to be in order.

**Metashape:**

- Working on merging multiple point clouds
  - While the Metashape client does have this functionality, it relies on imported cameras and/or markers to align properly

**User Interface:**

- Interface is now fully integrated with Metashape functionality
  - Includes settings for point cloud selection, face count, and project name
  - The rest of the process is automated
  - Outputs mesh as .FBX
- Still need to integrate Unreal Engine component