## TABLE OF CONTENTS


| | TOPIC NAME | PAGE NOS. |
|---|---|---|
| | **LIST OF FIGURES** | iii |
| **1.** | **INTRODUCTION** | **1** |
| | 1.1 Abstract | 1 |
| | 1.2 Introduction and Motivation | 1 |
| | 1.3 Problem Statement | 2 |
| | 1.4 Scope of the project | 2 |
| | 1.5 Organization of the project | 2 |
| **2.** | **REVIEW OF LITERATURE** | **4** |
| | 2.1 Current Methodology and Technology used | 4 |
| | 2.1.1 Scanner Technology | 4 |
| | 2.1.2 Reconstruction Algorithms | 4 |
| | 2.1.3 Limitations of existing methods | 5 |
| | 2.2 Methodology And Technology Used | 5 |
| | 2.3 Project Overview | 5 |
| **3.** | **ANALYSIS AND DESIGN** | **7** |
| | 3.1 Requirement Analysis | 7 |
| | 3.1.1 Functional Requirements | 7 |
| | 3.1.2 Non-Functional Requirements | 8 |
| | 3.1.3 Software & Hardware Requirements | 8 |
| | 3.2 Project Design | 8 |
| | 3.2.1 Design Process | 8 |
| | 3.2.2 Architecture | 10 |
| **4.** | **IMPLEMENTATION AND RESULTS** | **13** |
| | 4.1 Implementation Details | 13 |
| | 4.1.1 Initial Setup | 14 |
| | 4.1.2 Image Acquisition | 14 |

4.1.3 Pre-Processing stage 15
4.1.4 Processing stage 17
4.1.5 Point Cloud Generation 17
4.1.6 BPA Algorithm 18
4.1.7 Surface Rendering 23
4.1.8 GUI Design 23
4.2 Results 26

**5 TESTING 29**
5.1 Test Cases 29

**6 CONCLUSIONS AND FURTHER WORK 38**
6.1 Conclusion 38
6.2 Further work 38

**REFERENCES 39**
**ACKNOWLEDGEMENT**

## LIST OF FIGURES


| SR. NO. | FIGURE | PG. NO. |
|---|---|---|
| 3.1 | Use Case Diagram | 7 |
| 3.2 | Block Diagram of the System | 9 |
| 3.3 | Architectural design of the system showing components and connectors | 11 |
| 4.1 | Timeline for the project | 13 |
| 4.2 | Initial Setup | 14 |
| 4.3 | Image in light and dark | 15 |
| 4.4 | Pre-Processing on acquired images | 16 |
| 4.5 | Triangulation procedure (calculation of 3D coordinates) | 17 |
| 4.6 | Progression of BPA | 18 |
| 4.7 | 3D geometry top view depicting ball pivoting operation | 21 |
| 4.8 | Join operation | 22 |
| 4.9 | Rendering applied on a mesh model | 23 |
| 4.10 | Primary Window | 24 |
| 4.11 | Initial values Window | 25 |
| 4.12 | After ‘R’ extraction | 26 |
| 4.13 | After thresholding | 26 |
| 4.14 | After noise removal | 27 |
| 4.15 | Point cloud of a cylindrical object | 27 |
| 4.16 | Mesh model of a cylindrical object | 28 |
| 4.17 | Mesh model after surface rendering | 28 |
| 5.1 | Vaseline bottle | 29 |
| 5.2 | Original cropped images of the Vaseline bottle | 29 |
| 5.3 | Images after the pre-processing operation | 30 |
| 5.4 | Point cloud of the Vaseline bottle from different angles | 30 |
| 5.5 | Pass 1, r=20 | 31 |
| 5.6 | Pass 2, r=25 | 31 |
| 5.7 | Pass 3, r=26 | 31 |
| 5.8 | Pass 4, r=27 | 31 |
| 5.9 | Pass 5, r=28 | 31 |
| 5.10 | Pass 6, r=29 | 31 |
| 5.11 | Pass 7, r=30 | 32 |
| 5.12 | Pass 8, r=31 | 32 |
| 5.13 | Final mesh models for the Vaseline bottle | 32 |
| 5.14 | Final 3D replica of the Vaseline bottle | 33 |
| 5.15 | Dermicool bottle | 33 |
| 5.16 | Original cropped images of the Dermicool bottle | 34 |

| | | |
|---|---|---|
| 5.17 | Images after the Thresholding operation | 34 |
| 5.18 | Images after the noise removal operation | 35 |
| 5.19 | Point cloud of the Dermicool bottle from different angles | 35 |
| 5.20 | Pass 1, r=20 | 36 |
| 5.21 | Pass 2, r=21 | 36 |
| 5.22 | Pass 3, r=22 | 36 |
| 5.23 | Pass 4, r=26 | 36 |
| 5.24 | Pass 5, r=29 | 36 |
| 5.25 | Pass 6, r=31 | 36 |
| 5.26 | Final mesh model for the Dermicool bottle | 37 |
| 5.27 | Final 3D replica of the Dermicool bottle | 37 |