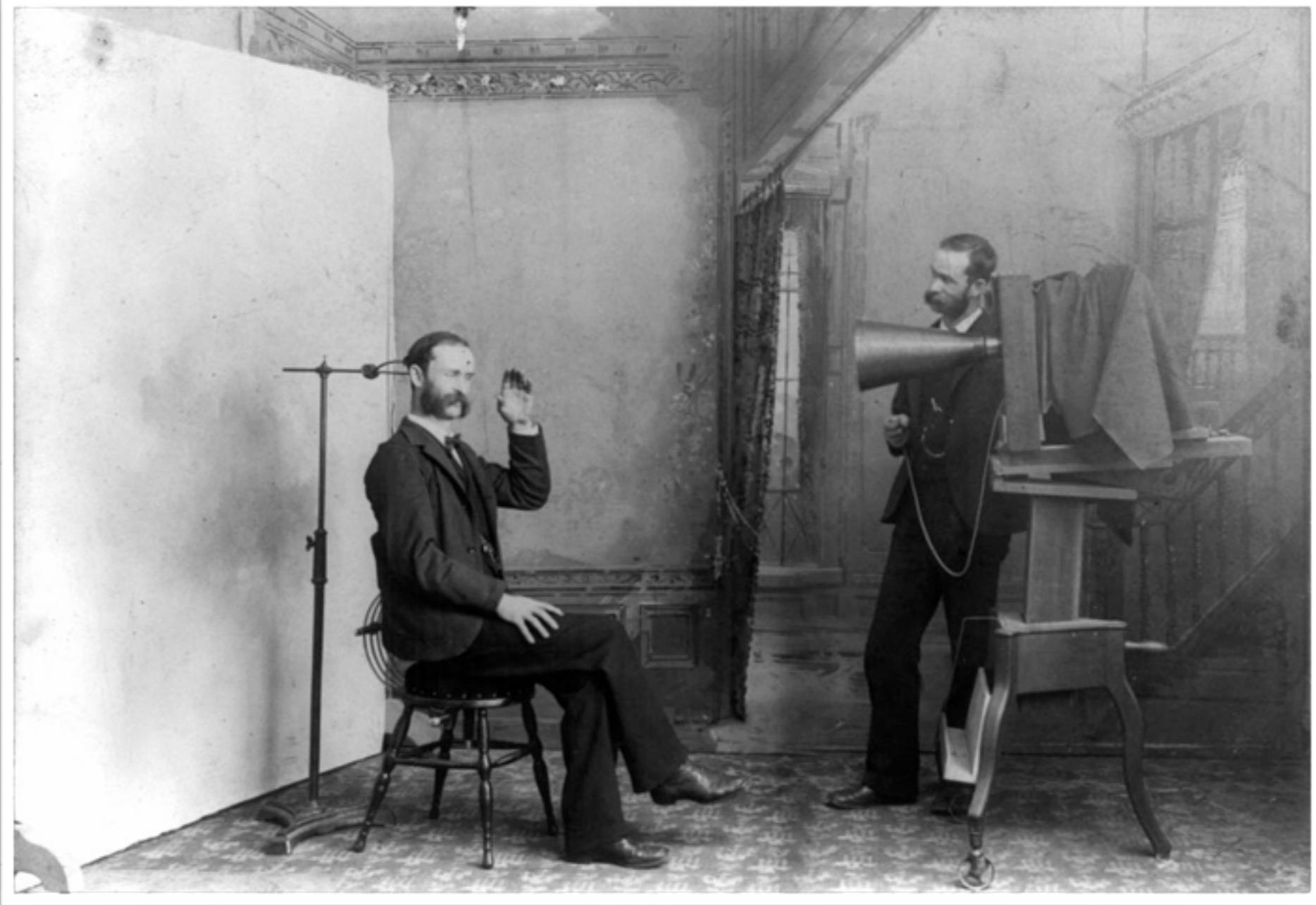
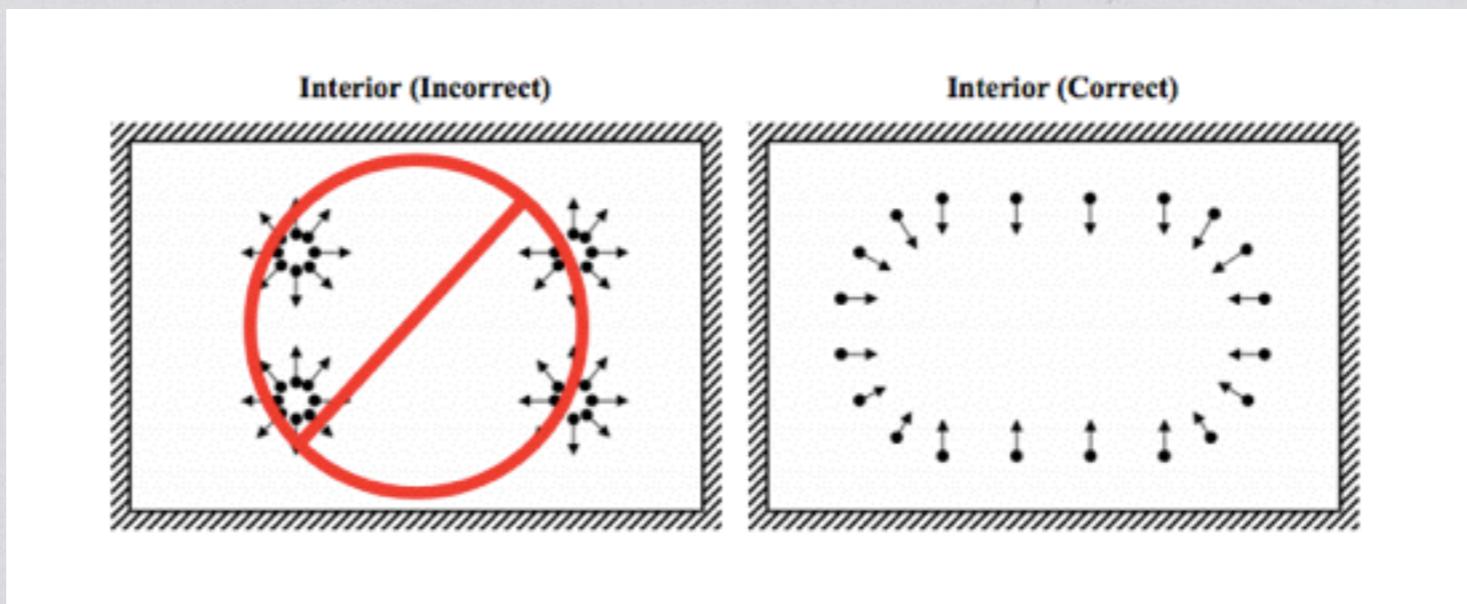
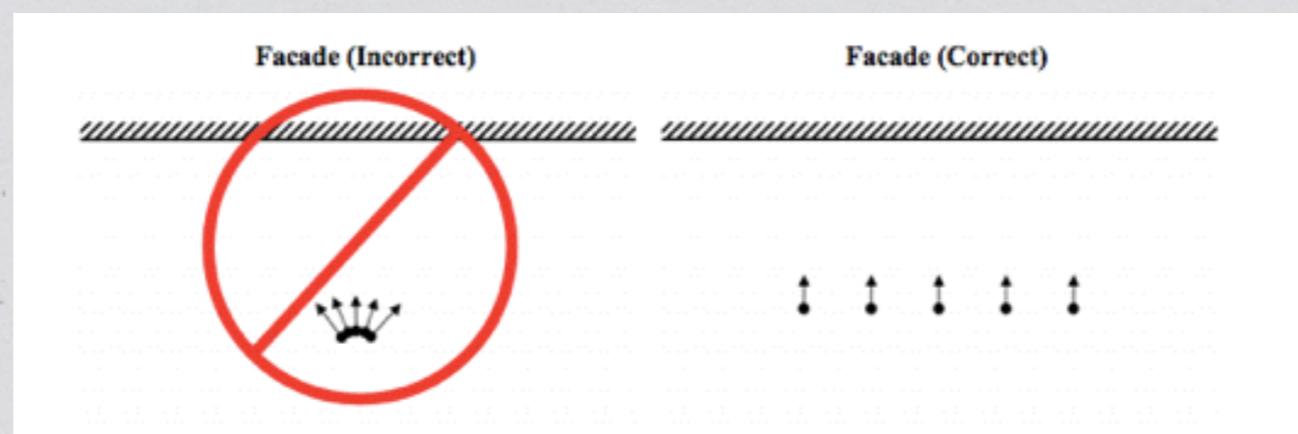


Essential Photogrammetry Tutorial



Valeria Vitale, University of London

Photogrammetry Shooting Tips



Photogrammetry Shooting Tips

- * **POSITION**: The target **must** remain in the same position.
- * **LIGHT**: The target should be evenly lit. Avoid long shadows. Including your own!
- * **FOCUS**: The target must be on focus. Delete any blurred images before processing.
- * **SURFACE**: Each part of the target should be in at least two photographs. Ensure 40, 50% overlap (horizontally and vertically) when taking subsequent pictures. Check for occluded areas. Try different angles. Add close-ups after you have imaged the main mass.

Limits

- * Transparent surfaces
- * Glossy, shiny surfaces
- * Repetitive, featureless surfaces
- * Very thin, criss-crossing surfaces (hair, leaves)
- * (Cloud-based processing: performance and copyright issues)

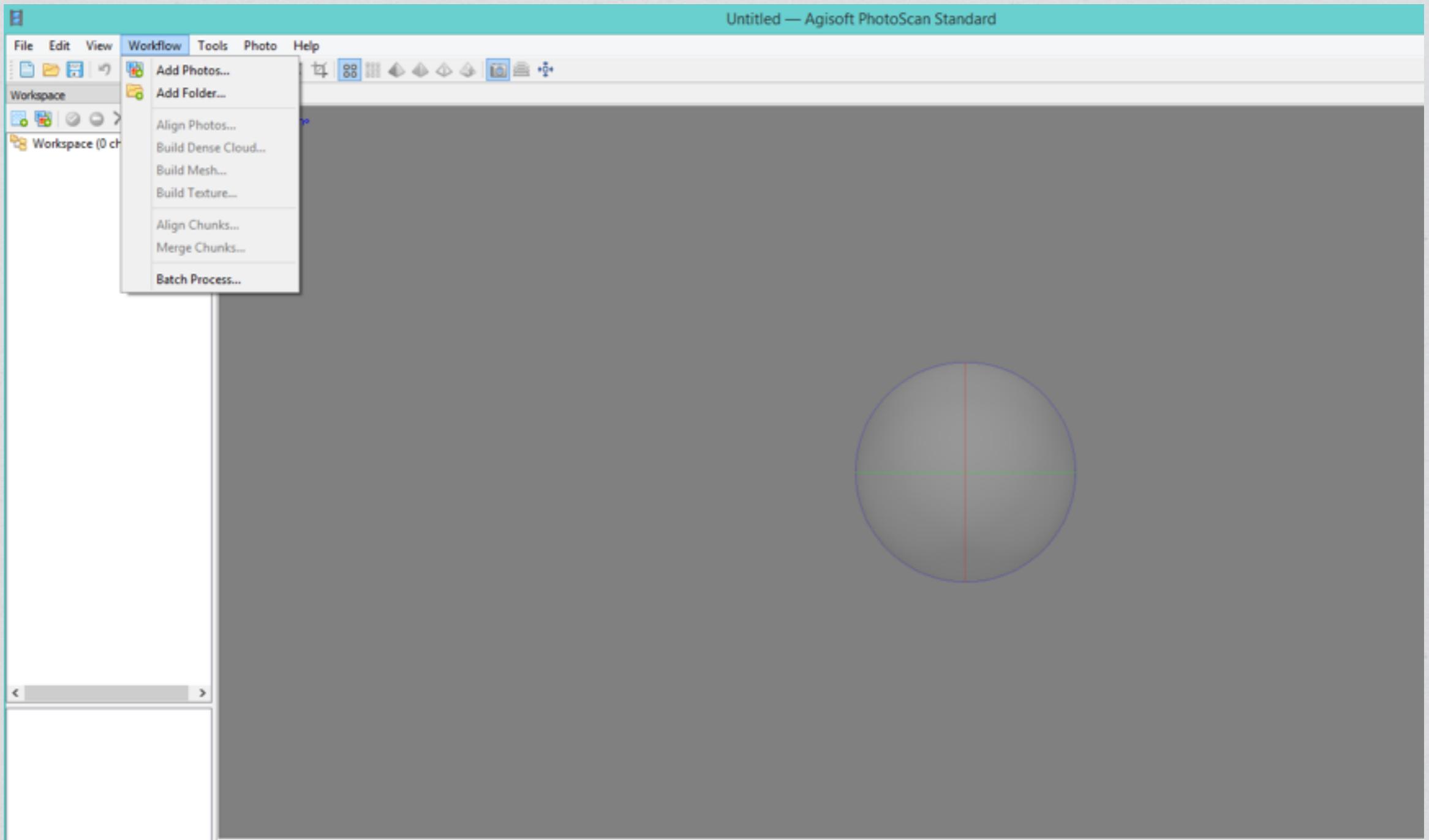
It sometimes helps to:

- * Make the surface opaque
- * Add extra marks to help the software identifying features

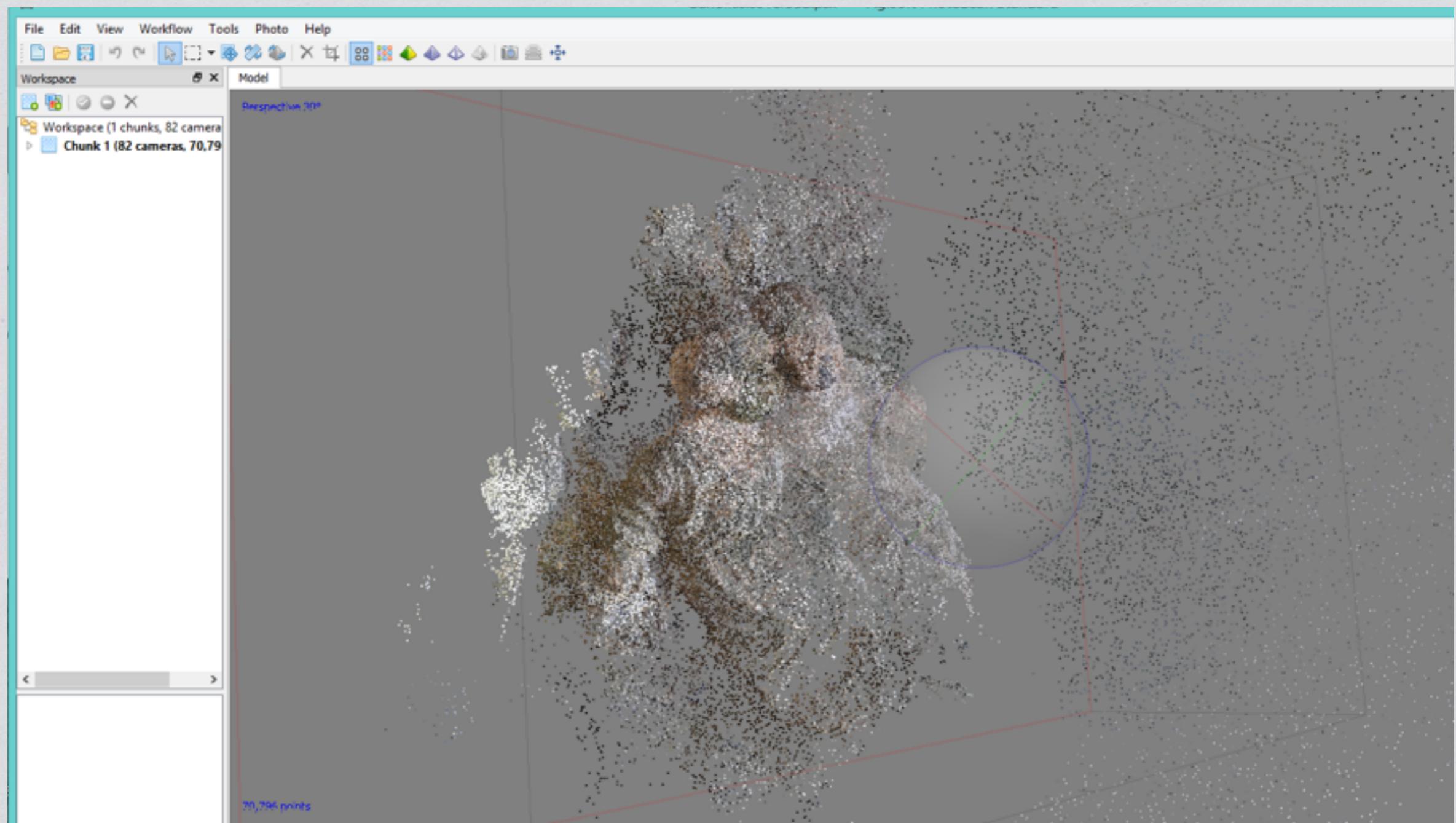
Very last
shooting tip:
Don't forget the
head



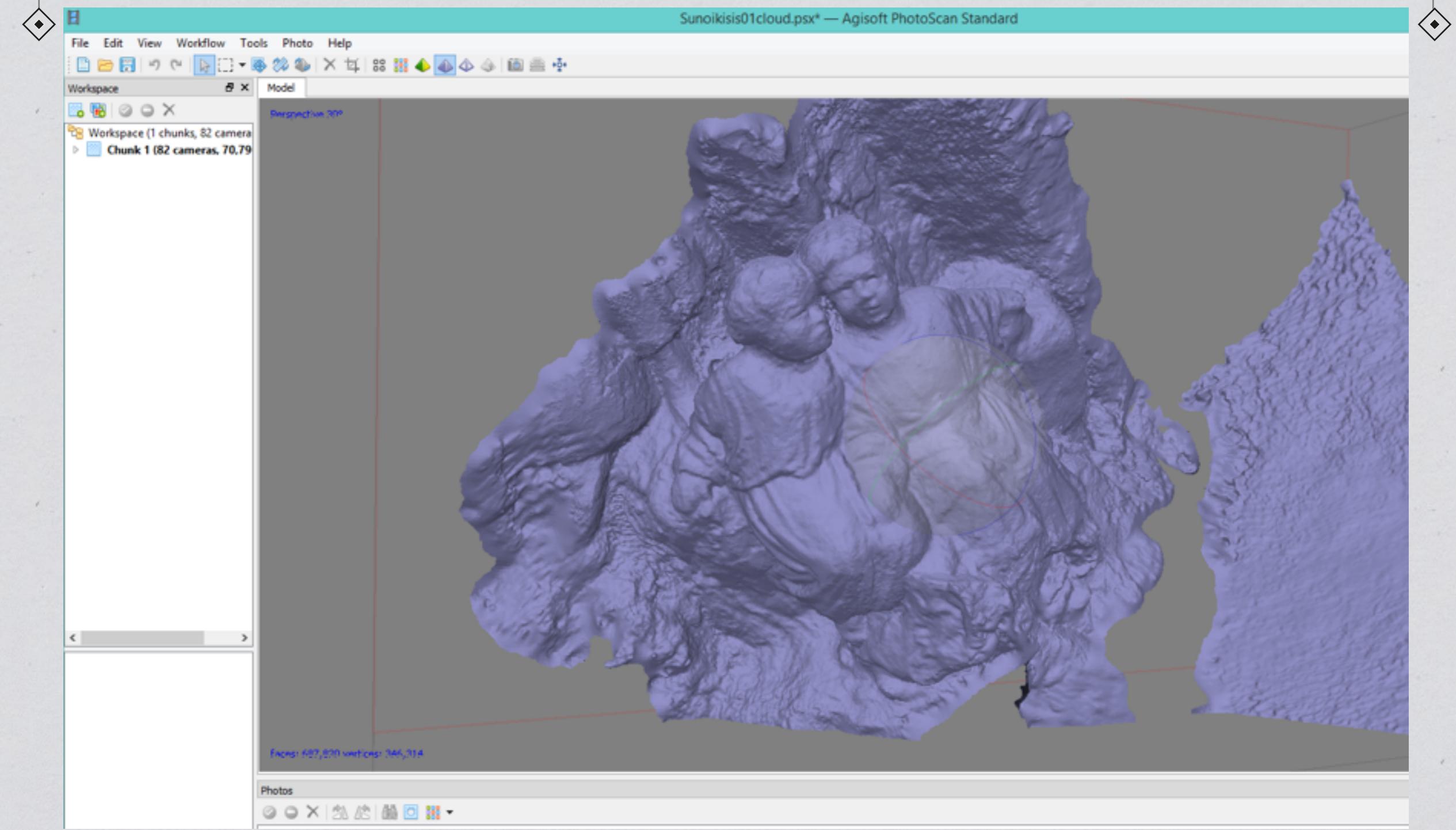
Photoscan Workflow: Add Photos



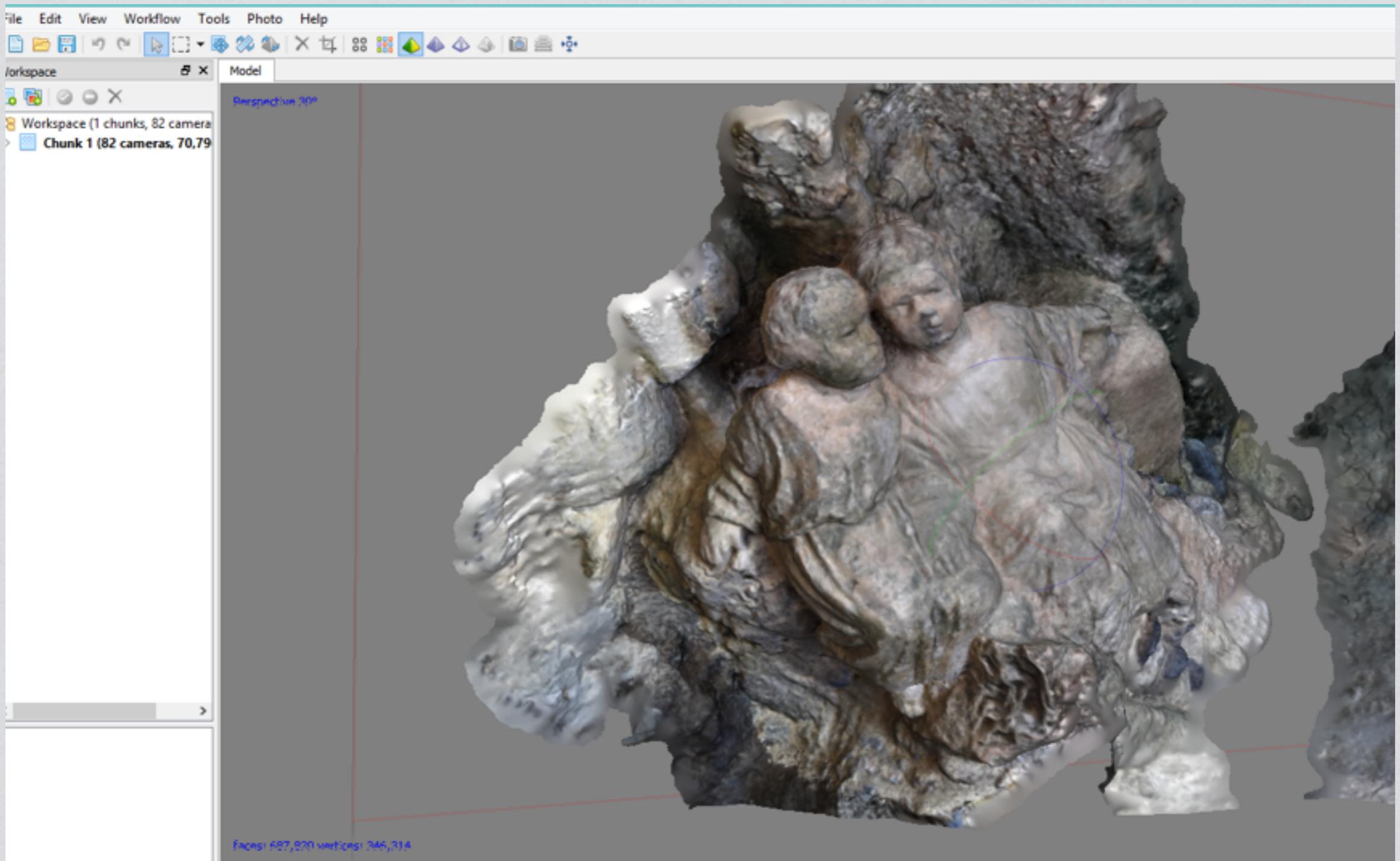
Photoscan Workflow: Align, Build a Dense Cloud



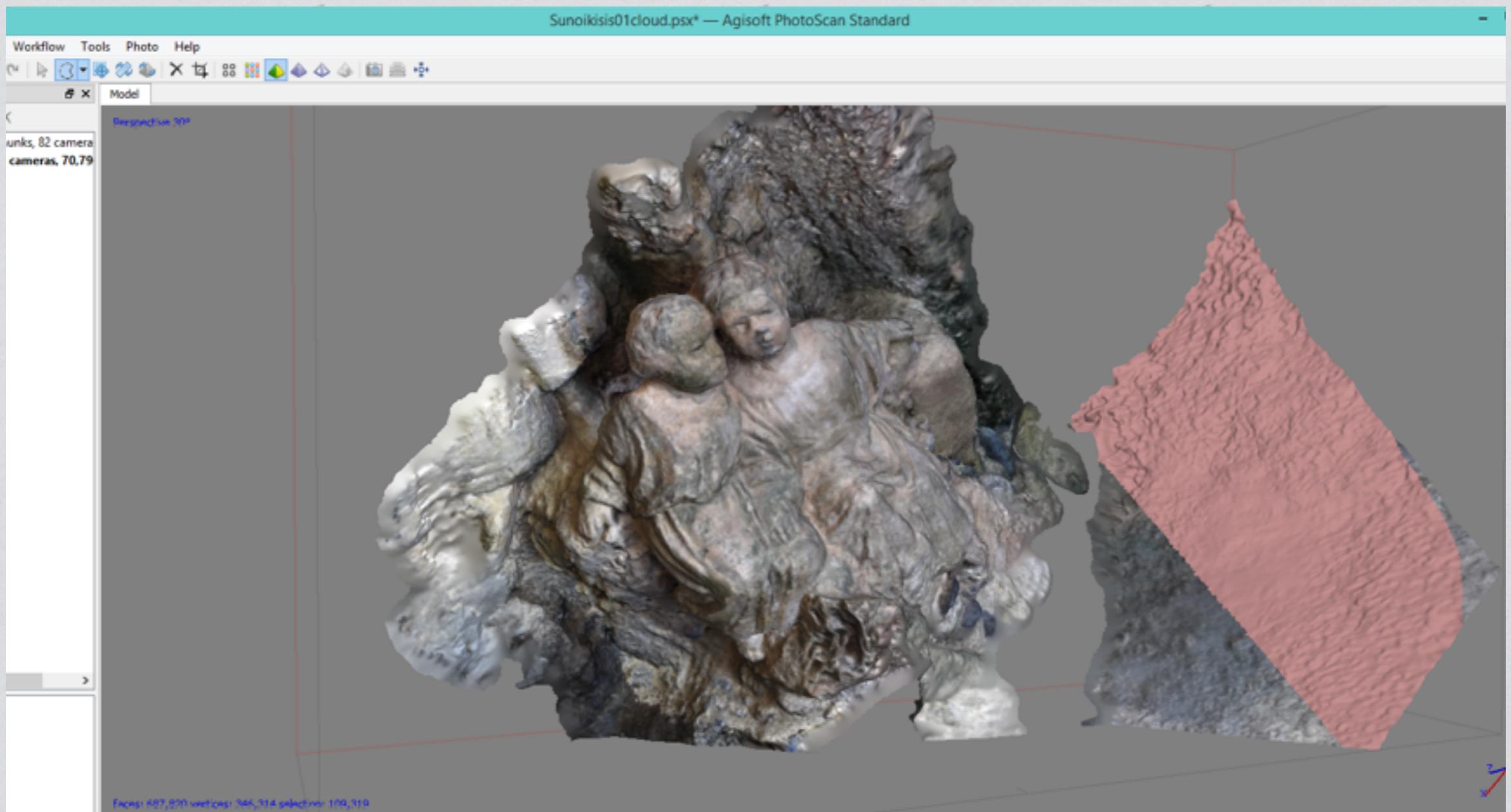
Photoscan Workflow: Build the Mesh



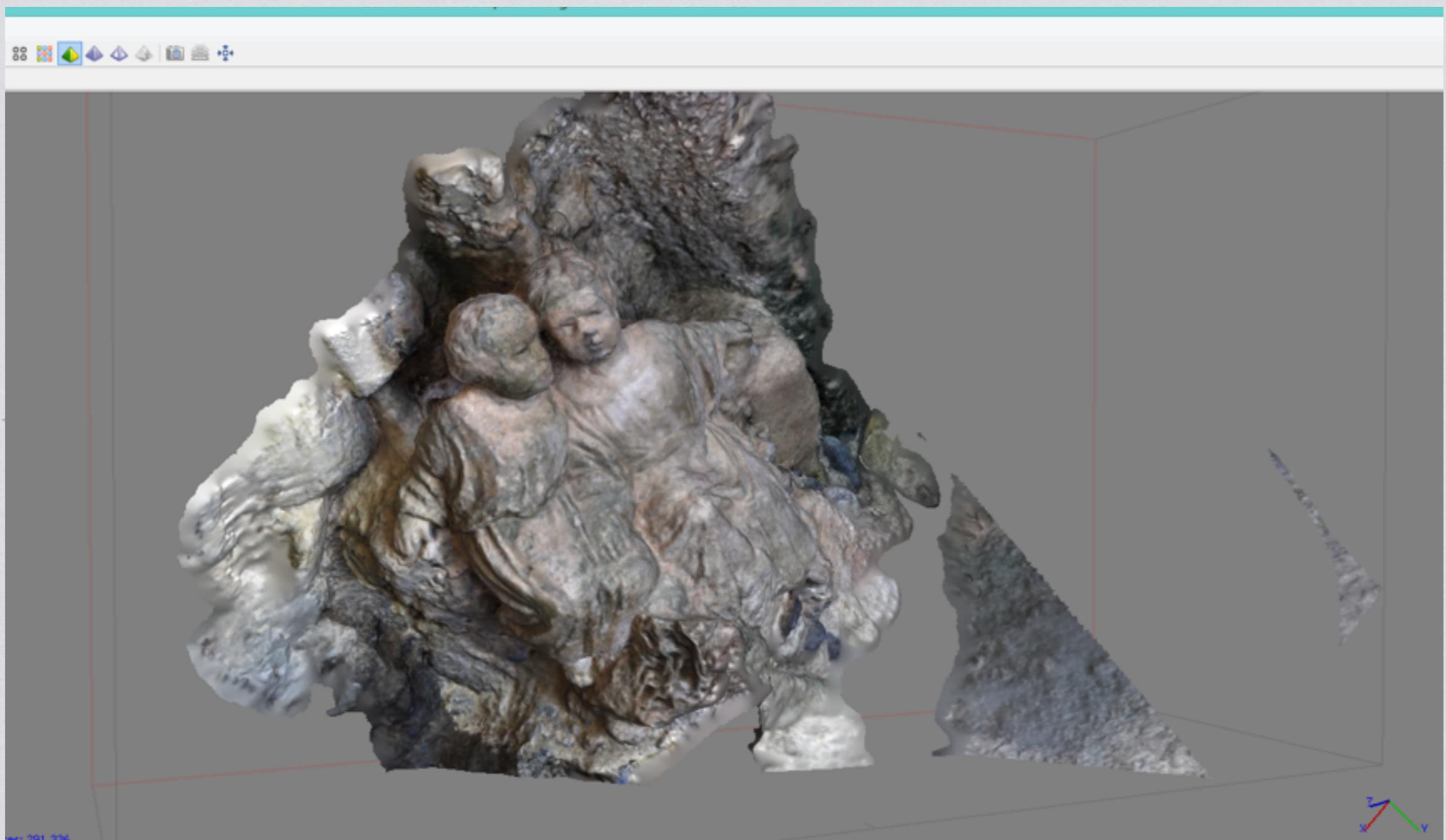
Photoscan Workflow: Build the Texture



Photoscan simple editing tools: just use the select tool...



...and press “delete”



Free 3D editing options

* MeshLab (<http://www.meshlab.net/>)

* Autodesk MeshMixer (<https://www.meshmixer.com>)