- exemple de numérisation (une bûche avec IGN MicMac)`https://www.youtube.com/watch?v=ikSMTmz3MOA`

- pas à pas (snap Ubuntu Mardy) `https://www.youtube.com/watch?v=ELHOjC_V-FE`

- utilisation de visualSFM `http://combiencaporte.blogspot.com/2012/07/la-photogrammetrie-visualsfm-et-meshlab.html`

Initialisation de VSfM

Réf. `https://www.youtube.com/watch?v=ELHOjC_V-FE`

Installation Ubuntu et Debian : `snap install...mardy`

`colmap-mardy, mve-mardy, line3dpp-mardy, bundler-mardy, visualsfm-mardy, openmvs-mardy, cmvs-mardy, mvs-texturing-mardy, mve, openmvs`

Utilisation de VSfM

`http://ccwu.me/vsfm/doc.html#usage`

1. ajout des images "File->Open Multi Images"
2. feature detection, pairwise image matching "SfM->Pairwise Matching->Compute Missing Match"
3. reconstruction non dense "SfM->Reconstruct Sparse"
4. reconstruction dense "Sfm->Reconstruct Dense".

Utilisation de MVE

`https://github.com/simonfuhrmann/mve/wiki/MVE-Users-Guide`

1. `makescene -i <image-dir> <scene-dir>`

2. `sfmrecon <scene-dir>`

3. `dmrecon -s2 <scene-dir>`

4. `scene2pset -F2 <scene-dir> <scene-dir>/pset-L2.ply`

5. `fssrecon <scene-dir>/pset-L2.ply <scene-dir>/surface-L2.ply`

6. `meshclean -t10 <scene-dir>/surface-L2.ply <scene-dir>/surface-L2-clean.ply`