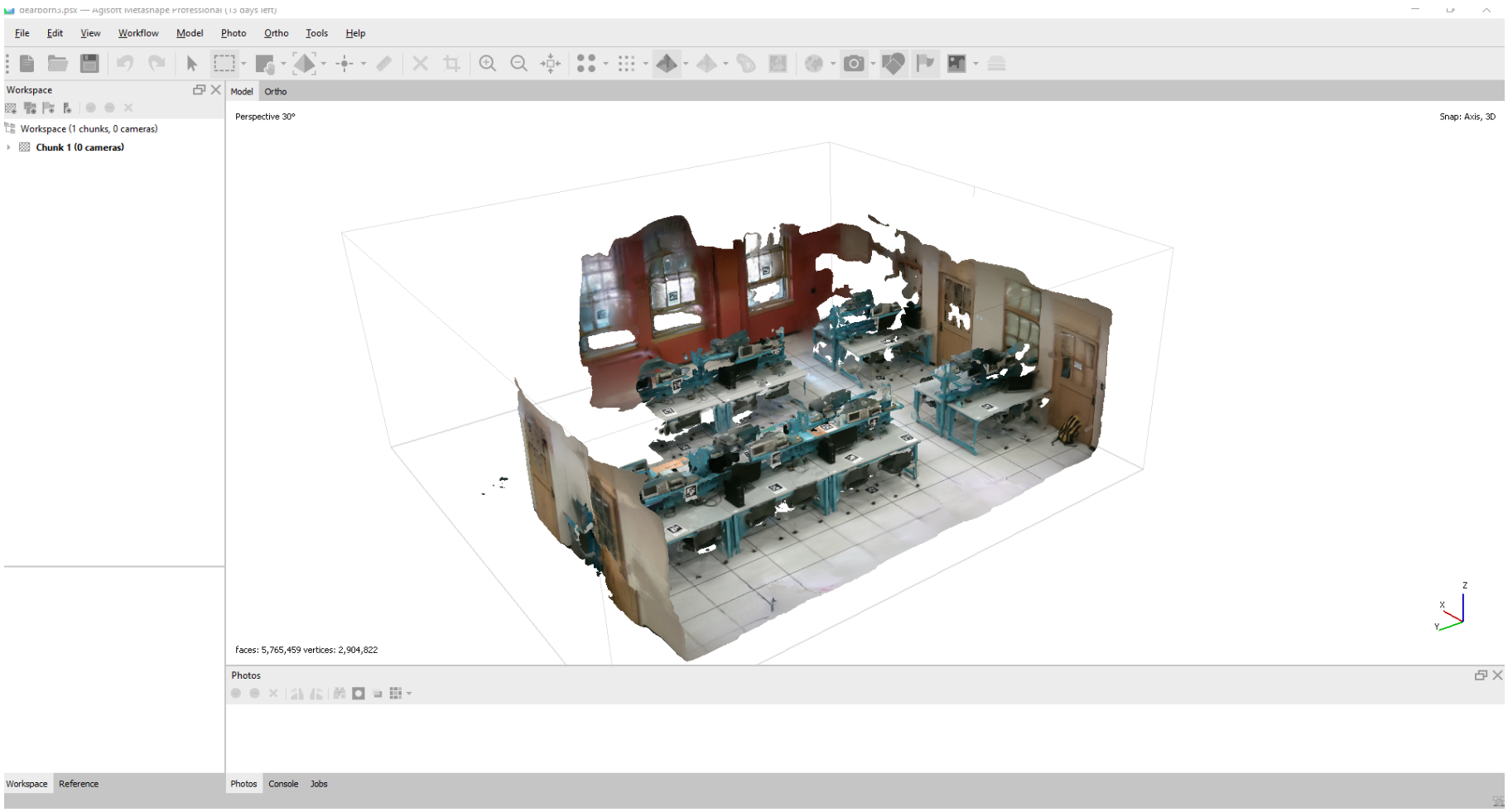
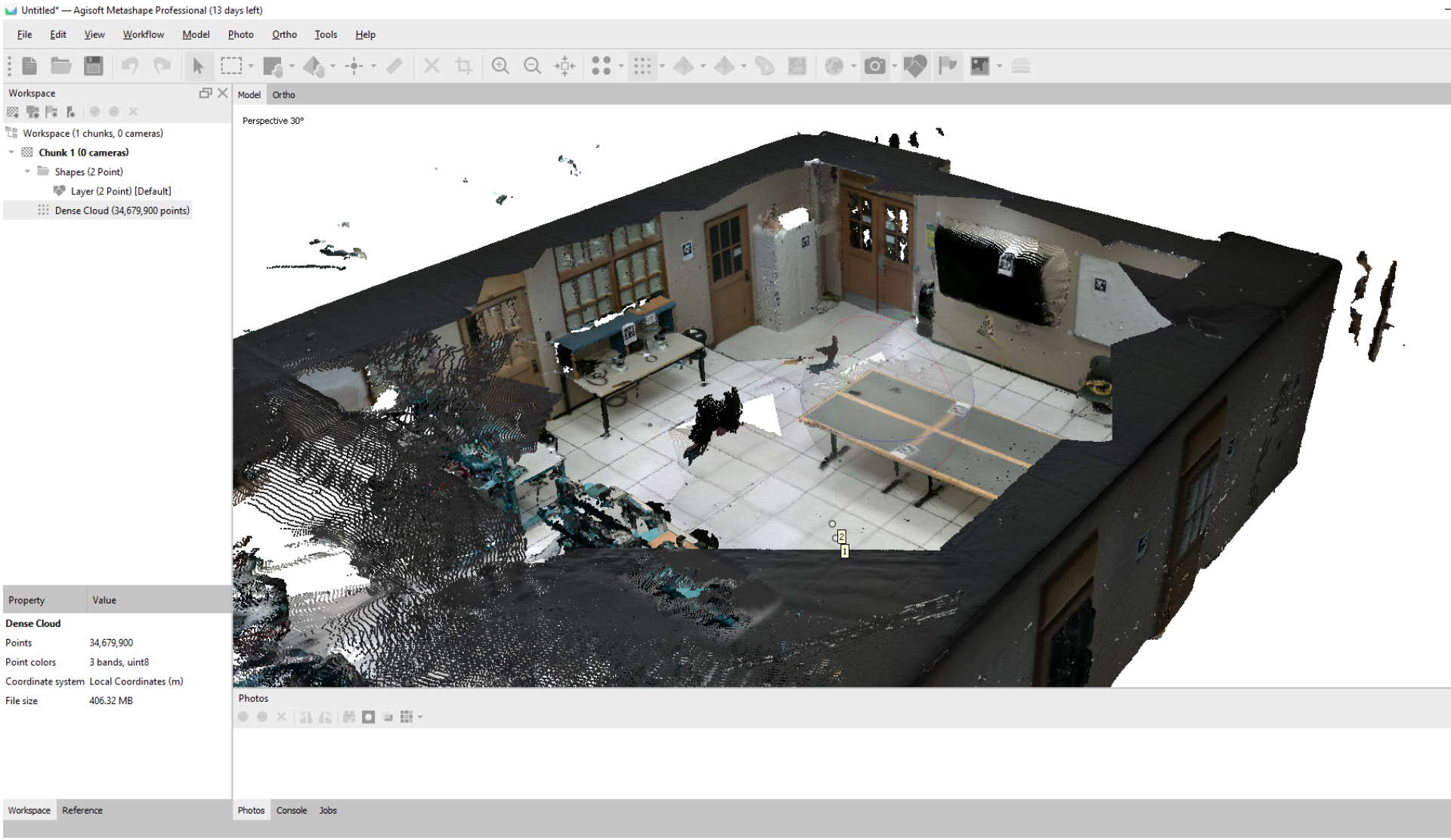
CS11: 3D Scanning of Large Spaces

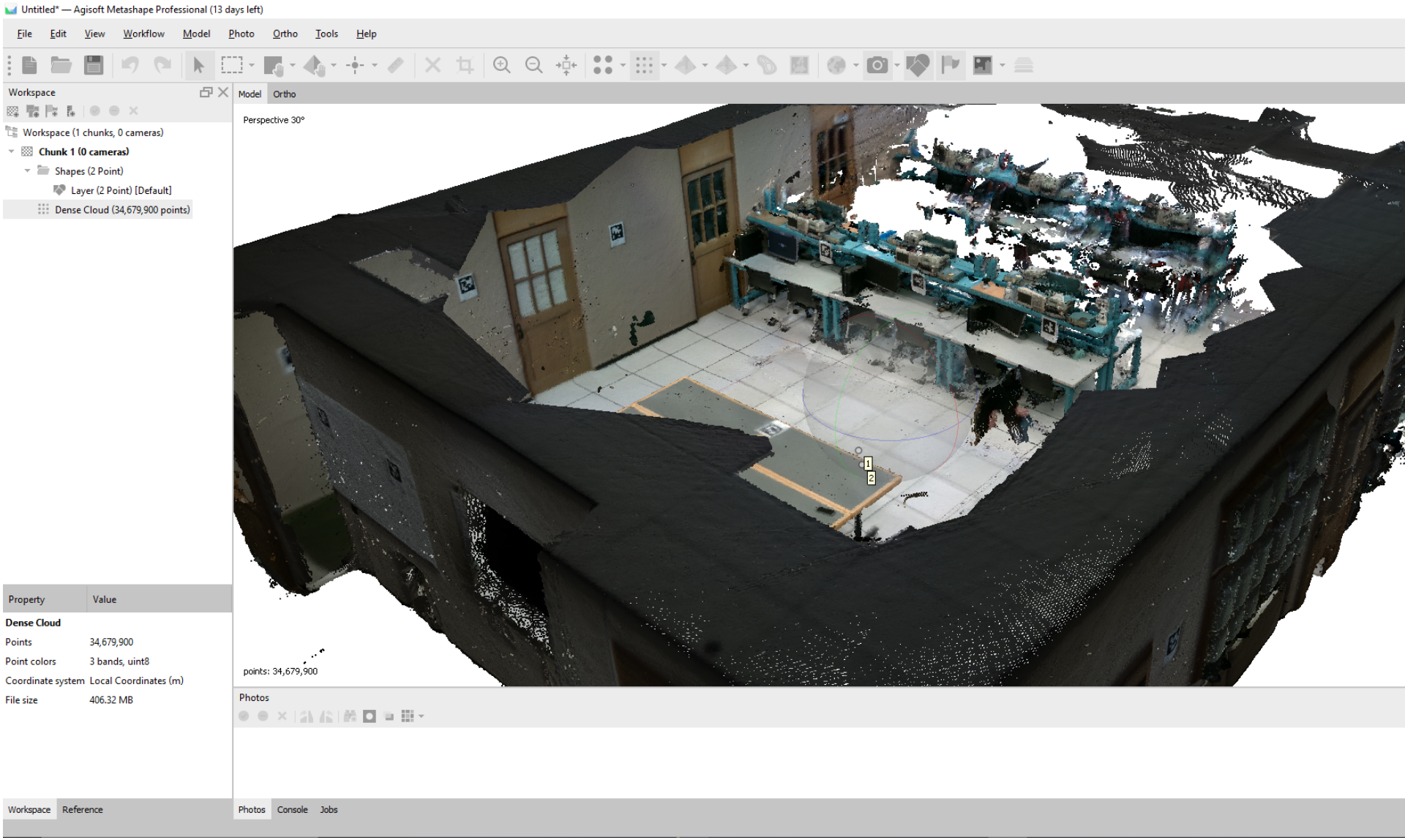
5/7/2021 Meeting

Brandon Withington, Seika Mahmud, Casey Boomer

Dearborn scans:




Untitled* — Agisoft Metashape Professional (13 days left)
File Edit View Workflow Model Photo Ortho Tools Help
Workspace
Workspace (1 chunks, 0 cameras)
Chunk 1 (0 cameras)
Shapes (2 Point)
Layer (2 Point) [Default]
Dense Cloud (34,679,900 points)
Model Ortho
Perspective 30°
Property Value
Dense Cloud
Points 34,679,900
Point colors 3 bands, uint8
Coordinate system Local Coordinates (m)
File size 406.32 MB
Photos
Workspace Reference
Photos Console Jobs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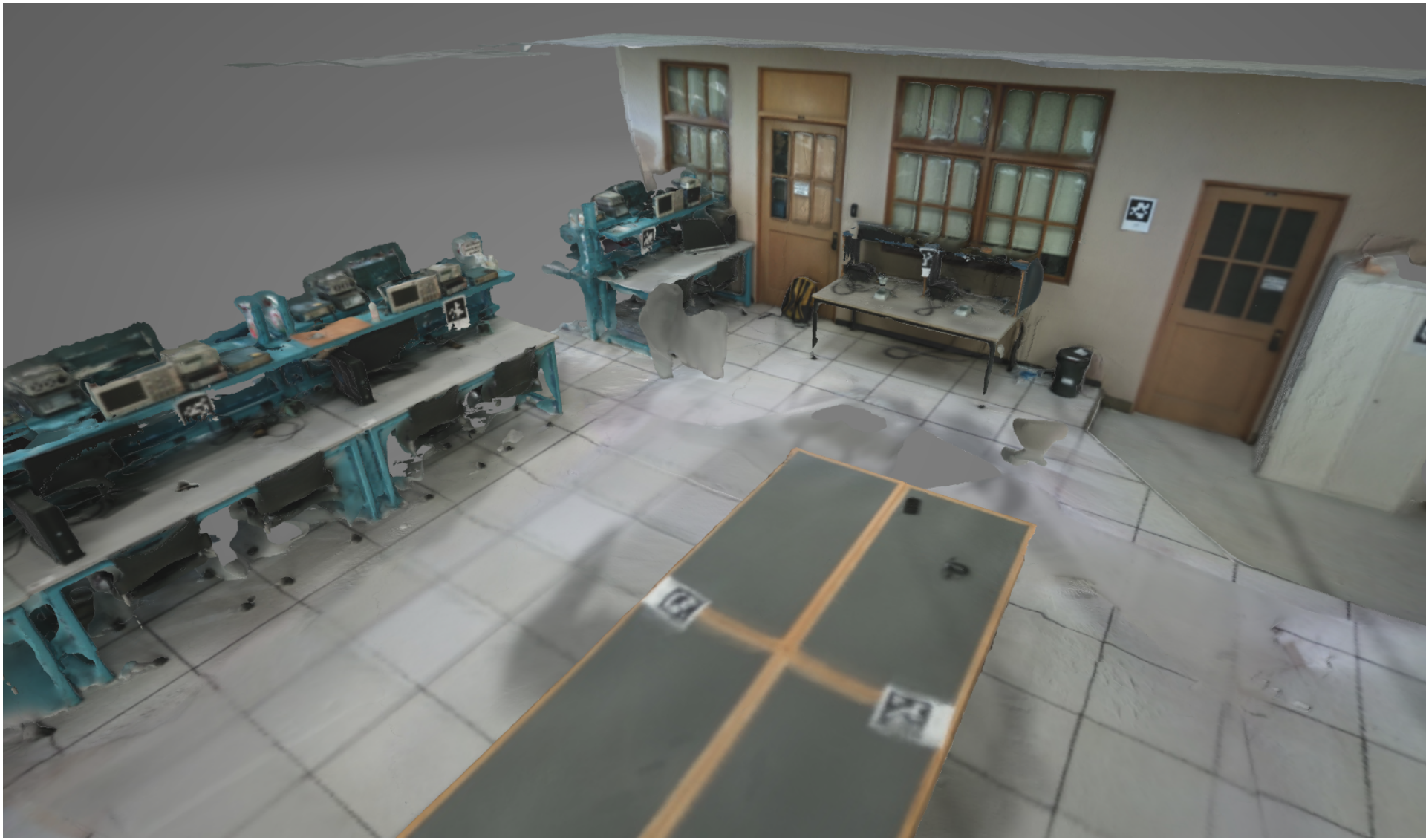


DearbornScan2.psx* — Agisoft Metashape Professional (13 days left)

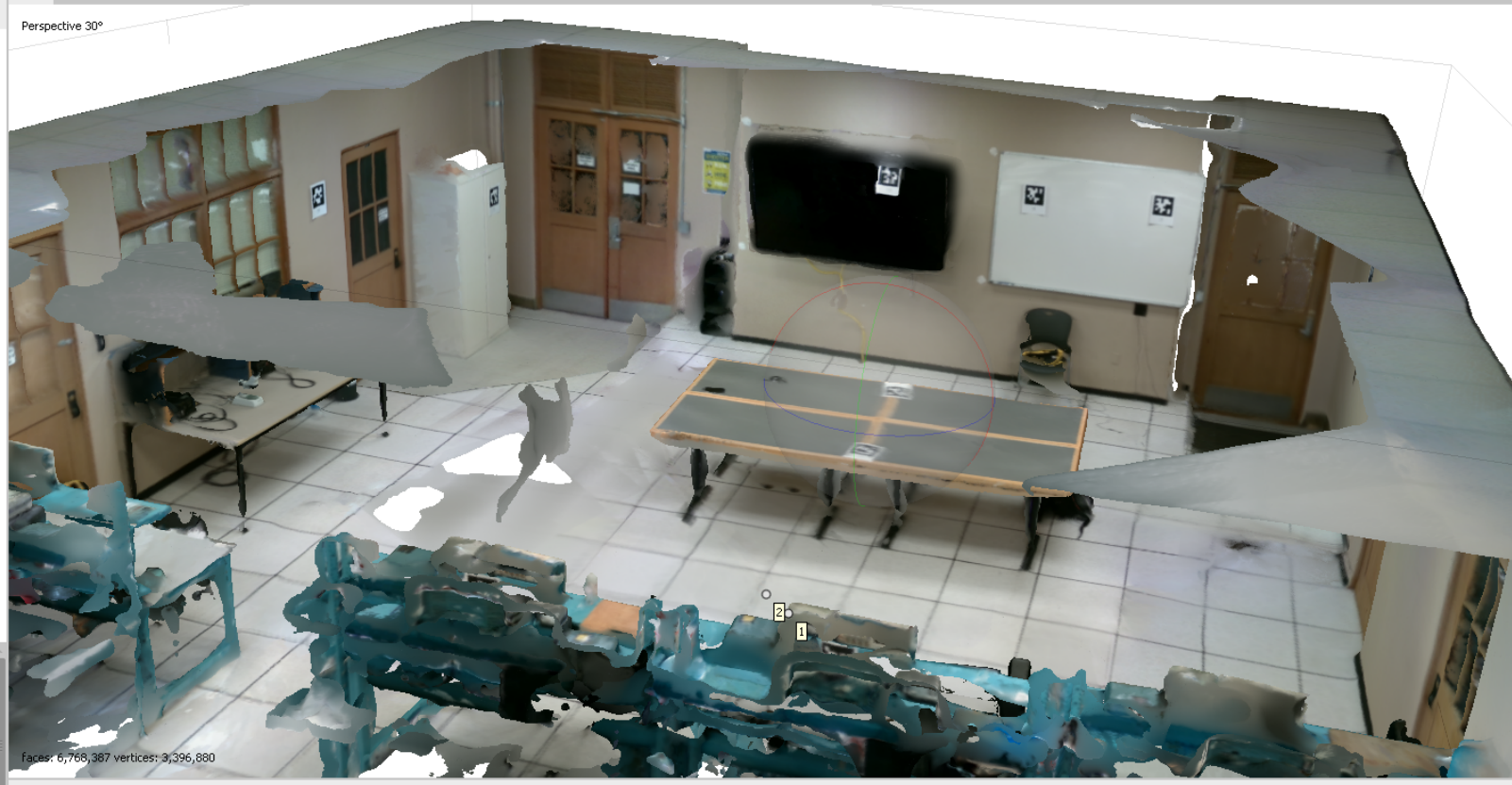
File Edit View Workflow Model Photo Ortho Tools Help

Workspace

Workspace (2 chunks, 0 cameras)
Chunk 1 (0 cameras)
Shapes (2 Point)
Dense Cloud (33,842,258 points)
3D Model (6,768,387 faces)
Chunk 2 (0 cameras) [T]

Model Ortho

Perspective 30°

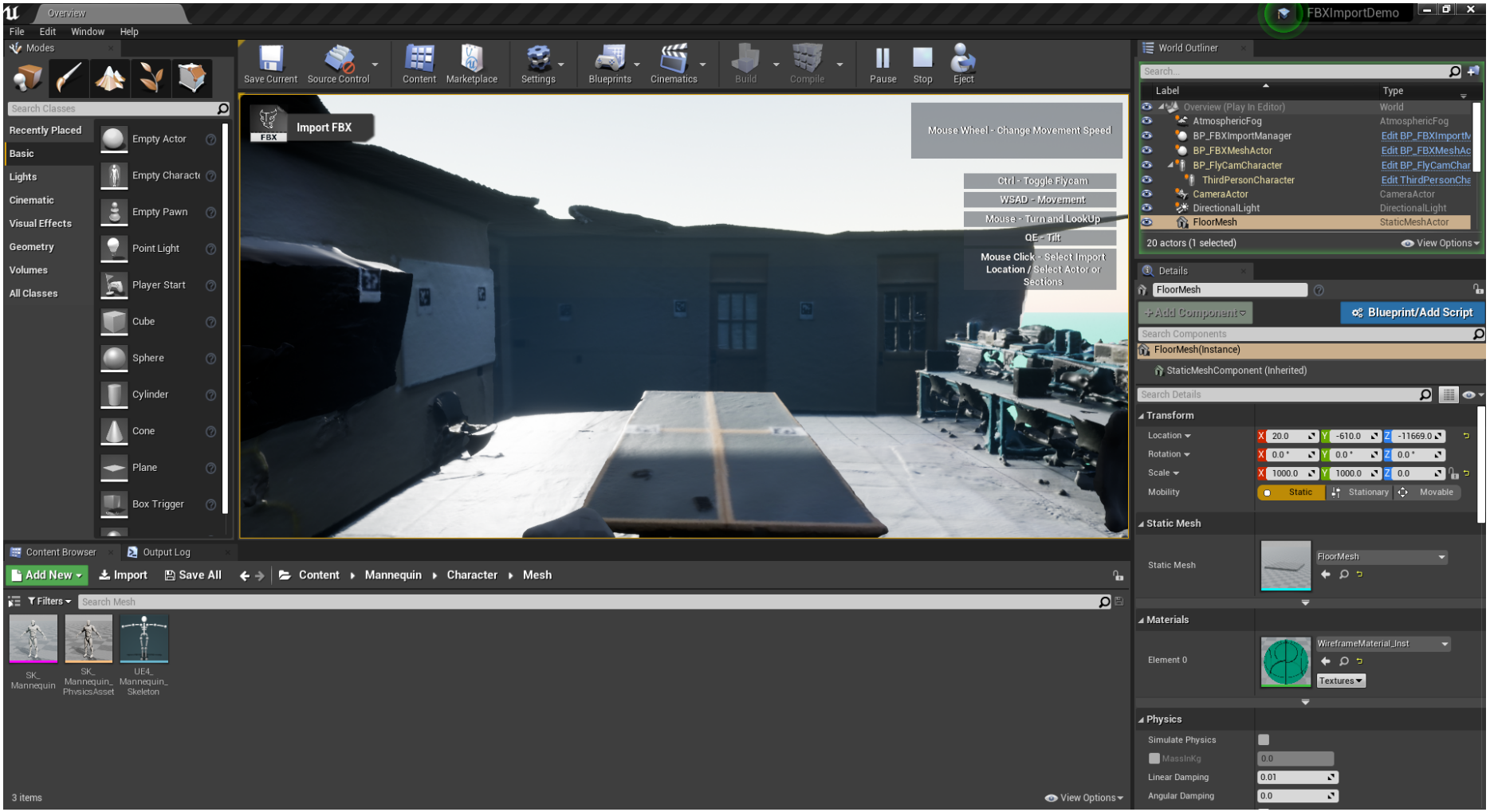


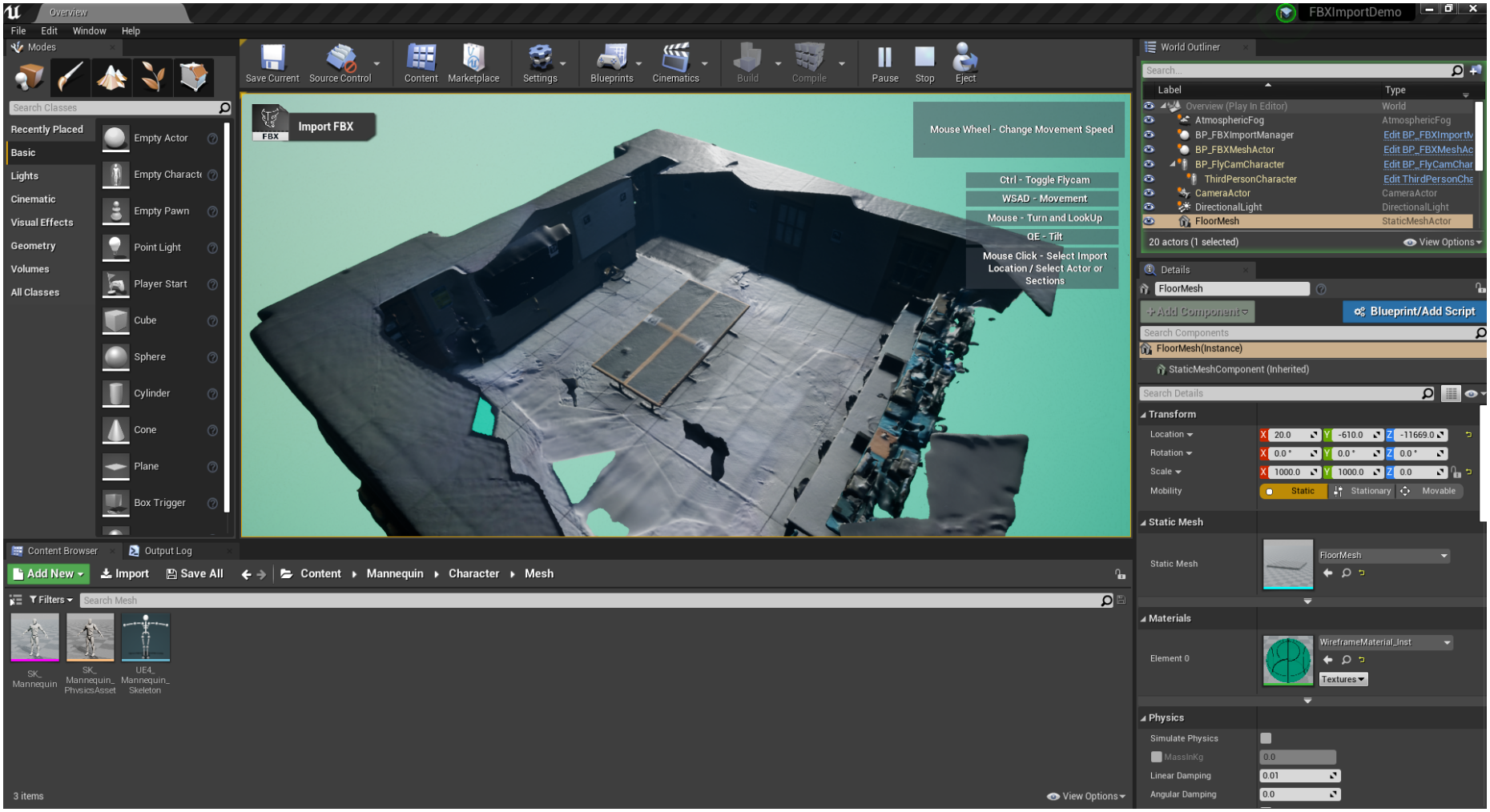
Property	Value
Model	
Faces	6,768,387
Vertices	3,396,880
Vertex colors	3 bands, uint8
Reconstruction parameters	
Surface type	Arbitrary
Source data	Dense cloud
Interpolation	Enabled
Strict volumetric masks	No
Processing time	10 minutes 28 sec

Photos

Workspace Reference

Photos Console Jobs


Overview
FBXImportDemo
File Edit Window Help
Modes
Save Current
Source Control
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Pause
Stop
Eject
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Charact
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
FBX
Import FBX
Mouse Wheel - Change Movement Speed
Ctrl - Toggle Flycam
WSAD - Movement
Mouse - Turn and LookUp
QE - Tilt
Mouse Click - Select Import Location / Select Actor or Sections
World Outliner
Search...
Label
Type
Overview (Play In Editor)
World
AtmosphericFog
BP_FBXImportManager
BP_FBXMeshActor
BP_FlyCamCharacter
ThirdPersonCharacter
CameraActor
DirectionalLight
FloorMesh
StaticMeshActor
20 actors (1 selected)
View Options
Details
FloorMesh
Add Component
Blueprint/Add Script
Search Components
FloorMesh(Instance)
StaticMeshComponent (Inherited)
Search Details
Transform
Location
Rotation
Scale
Mobility
Static
Stationary
Movable
Static Mesh
Materials
Element 0
WireframeMaterial_Inst
Textures
Physics
Simulate Physics
MassInKg
Linear Damping
Angular Damping
Content Browser
Output Log
Add New
Import
Save All
Content
Mannequin
Character
Mesh
Filters
Search Mesh
SK_ Mannequin
SK_ Mannequin_ PhysicsAsset
UE4_ Mannequin_ Skeleton
3 items
View Options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