ARC3D: Getting started

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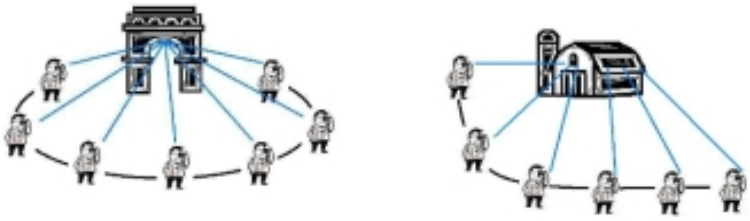
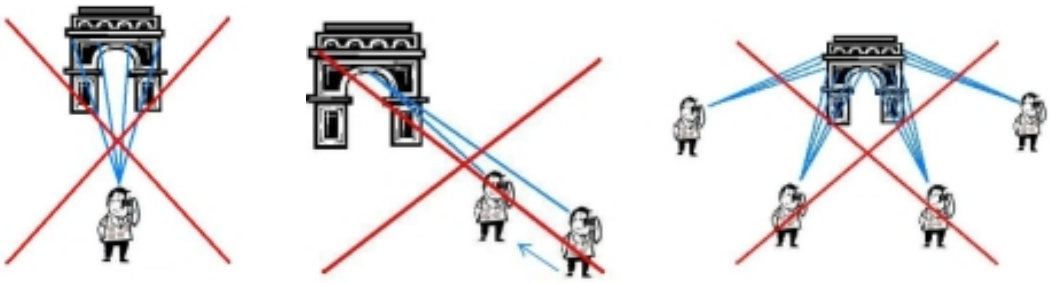
STEP 1: Acquire images

- Shoot a picture of the same scene for every step made in the shooting sequence. This results in multiple pictures of the same scene, but viewed from slightly different sides.



- Walk with the camera in an arc around the scene, try to keep an as large portion of the scene as possible in frame at all times.



- Do not touch the zoom setting between the images.

The key to a successful 3D photograph is to have matching points in at least 3 different pictures. This means that you need to take enough overlapping pictures in a circular way around the object. Note: 3 images is the absolute minimum, for a good-quality reconstruction, we recommend at least 6 images.

The cause of bad reconstruction is often:

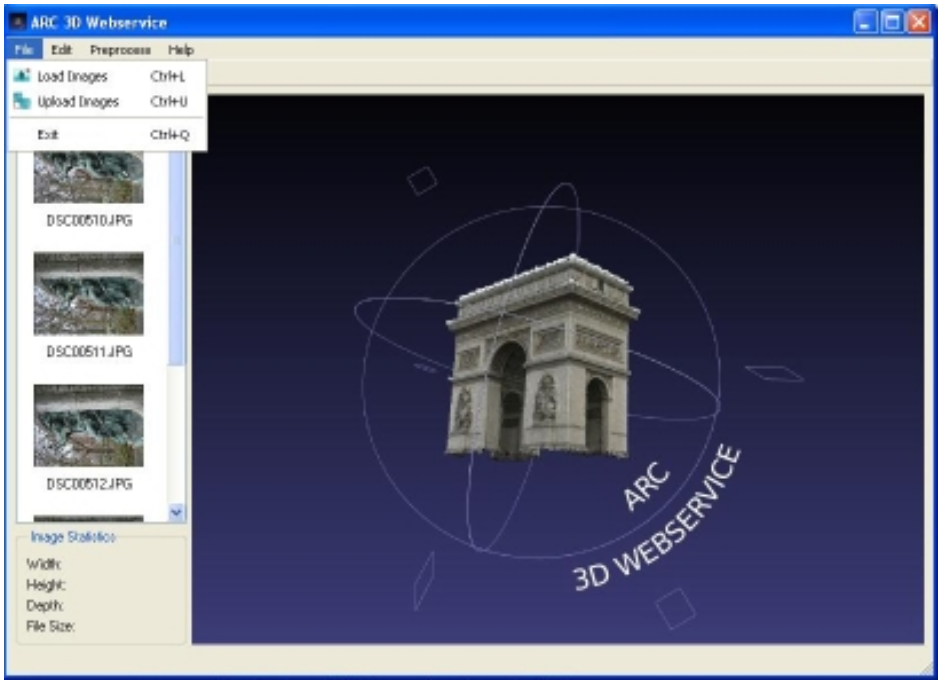
1. Not enough pictures
2. Pictures do not overlap
3. Images are blurry
4. Sunlight and shadows cause the object appears too different in the pictures to be matched
5. The object is moving (people, a flag in the wind,...)
6. The object reflects too much (windows, cars, ...), which causes that the object appears different from different angles
7. The object is very thin (branches of trees, bars of a gate,...), which makes it difficult to take overlapping pictures

8. Areas with little or no texture (blue sky, painted walls) don't hold much information.

STEP 2: Obtain the software

- Get your login password from the ARC3D website: www.arc3d.be
- Downlad the ARC3D uploader/viewer tool

STEP 3: Start the reconstruction



- Upload the pictures to the ARC3D webtool using the uploader software.
- Wait for the confirmation e-mail and download the model from the provided link.

STEP 4: Use the result

- View the reconstruction in the ARC3D model viewer.
- Import the reconstruction into MESHLAB (http://*meshlab.sourceforge.net)* for further processing.