

Photogrammetry Tutorial

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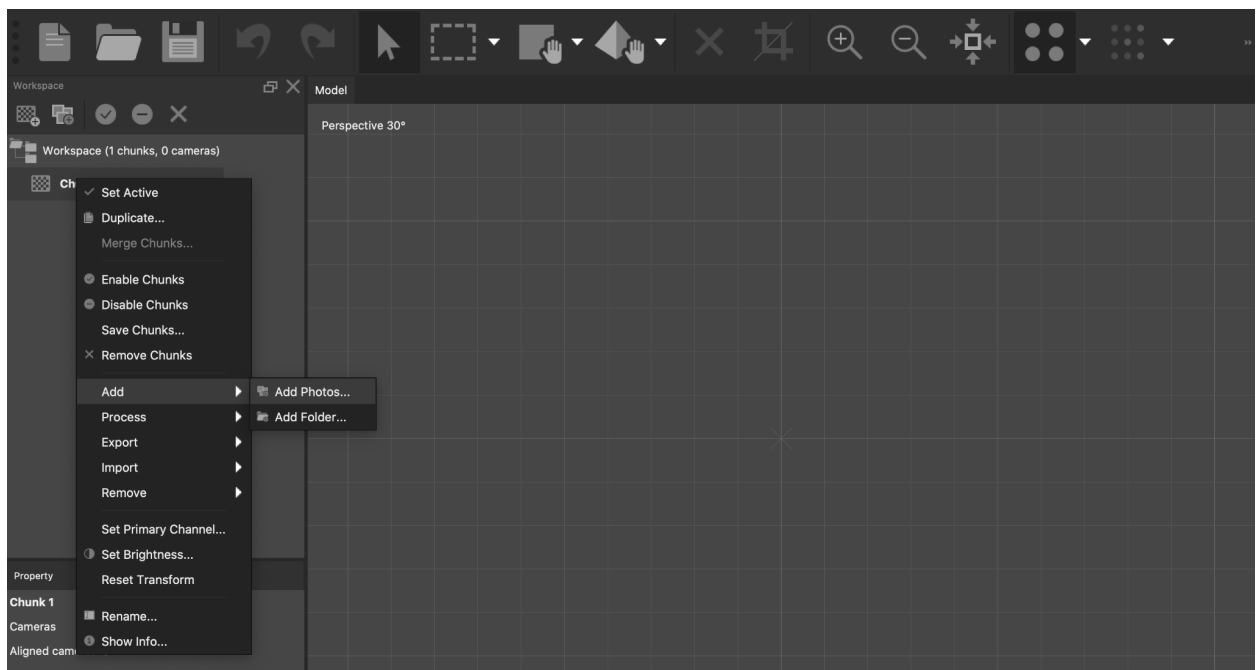
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-

Image Capture

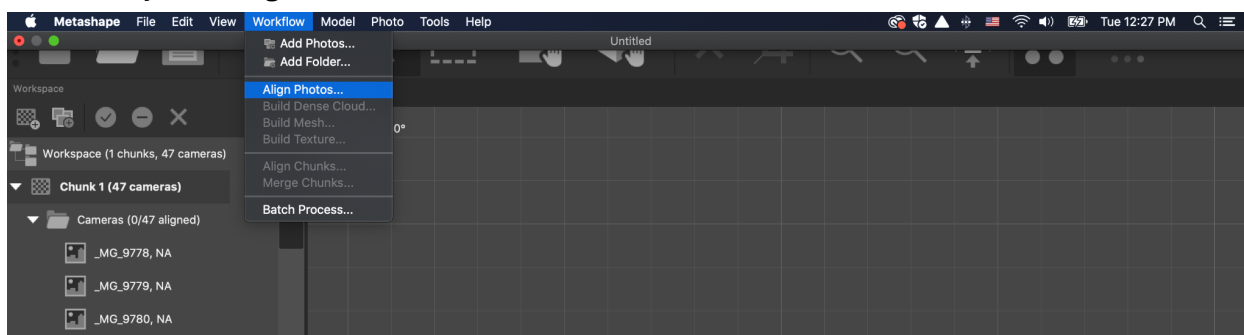
- Its best to use a DSLR that can shoot RAW, but if all you have is a phone, that works too
 - If you're shooting a large object or a person, wait for a cloudy day
 - Avoid harsh shadows and shiny things, nothing translucent, clear, or reflective
 - Keep all of your images at the same settings and try not to shift focus too much
 - Keep the same camera angle (portrait or landscape) for all photos
-

Metashape

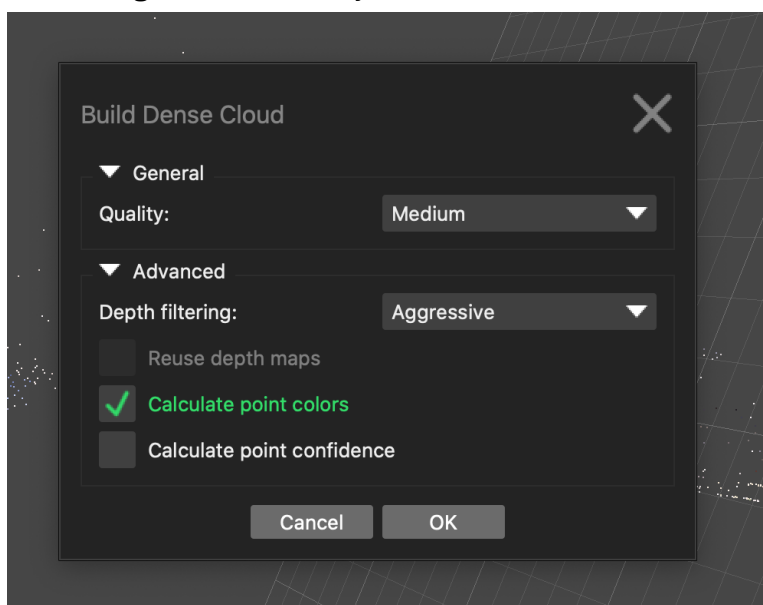
1. Open Metashape
2. Right click *Chunk 1* and select *Add Photos*



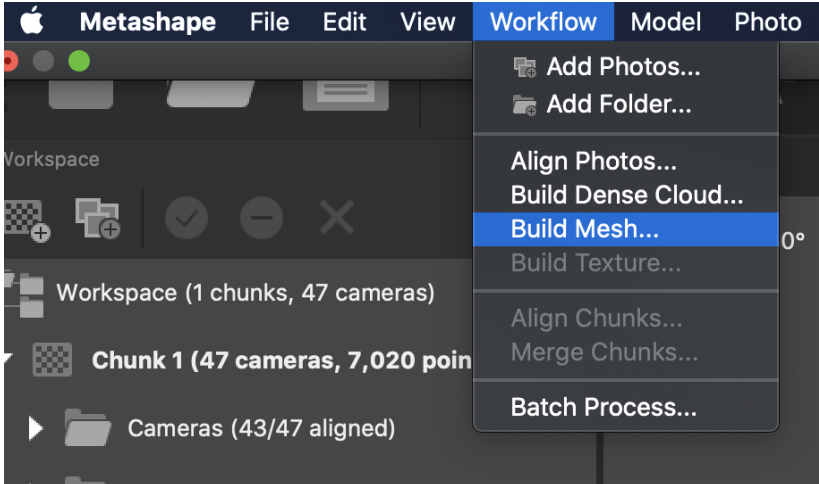
3.

4. Go to *Workflow > Align Photos*

5.
 - a. Set accuracy to *LOW*
 - b. Set *Key Point Limit* to 40,000
 - c. Set *Tie Point Limit* to 4,000
 - d. Press *OK*
6. Wait until it aligns
7. The goal is to have all photos align
8. You will now have a sparse cloud
9. If it looks good select *Workflow > Dense Cloud*

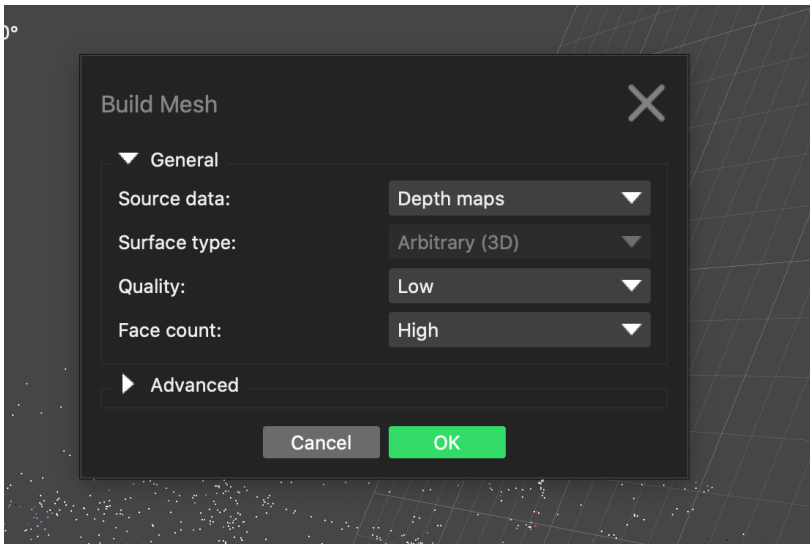


10.
 - a. Set *Quality* to MEDIUM
 - b. Set *Depth Filtering* to AGGRESSIVE
 - c. Click *Calculate Point Colors*
 - d. Press *OK* and wait to build
11. Select *Workflow* and choose BUILD MESH

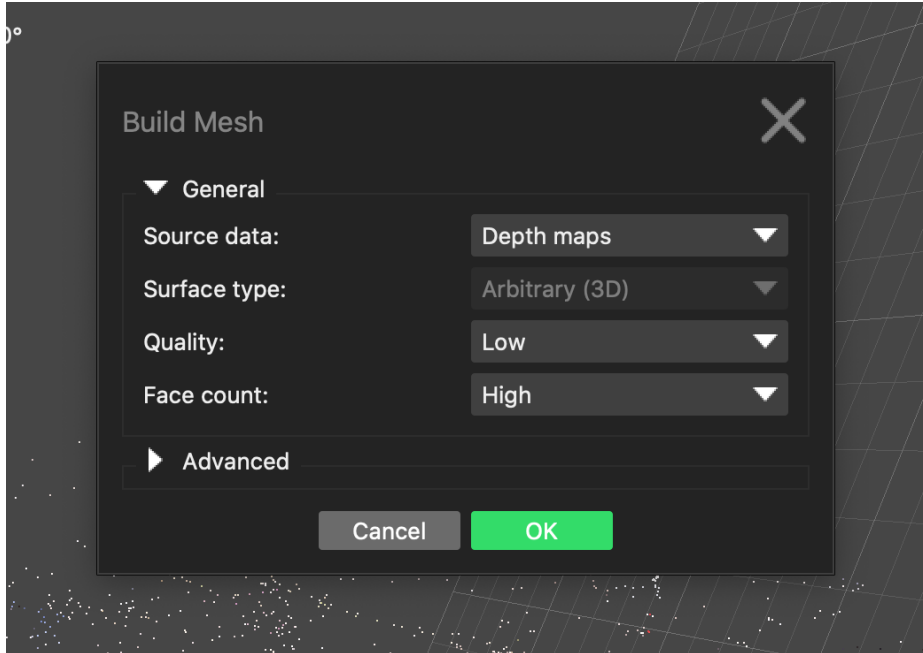


12.

13. Enter settings in *Build Mesh* menu



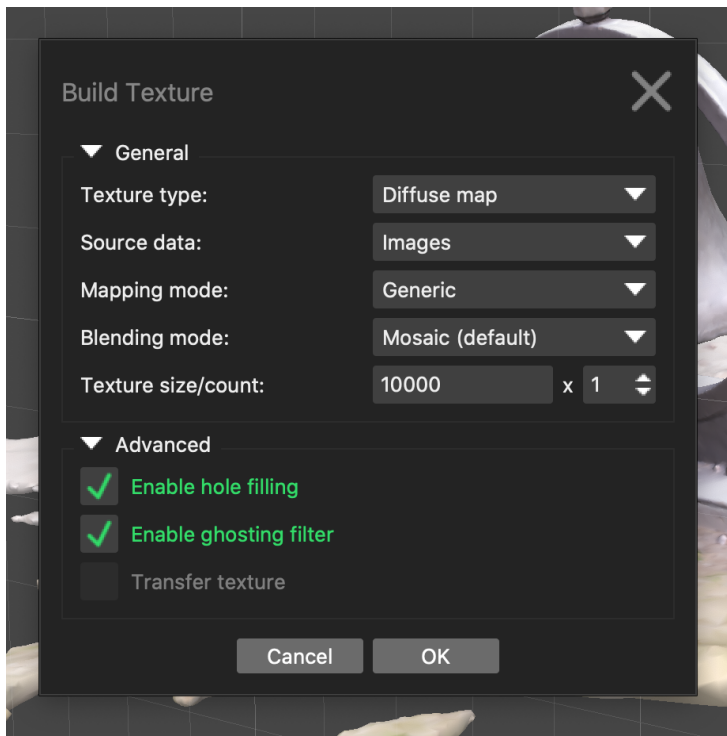
14.



15.

- a. Source Data = Depth Maps
- b. Surface type = Arbitrary
- c. Face count = Low
- d. Press *OK* and wait to build

16. Clean up the model (Delete random junk floating around that you don't need).

17. Select *Workflow > Build Texture*

18.

- a. Texture Type = Diffuse Map

- b. Source Data = Images
 - c. Mapping Mode = Generic
 - d. Blending Mode = Mosaic
 - e. Texture = (Set Yourself)
19. *File* > *Export* and select file type