



MESH FROM IMAGES

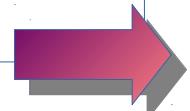
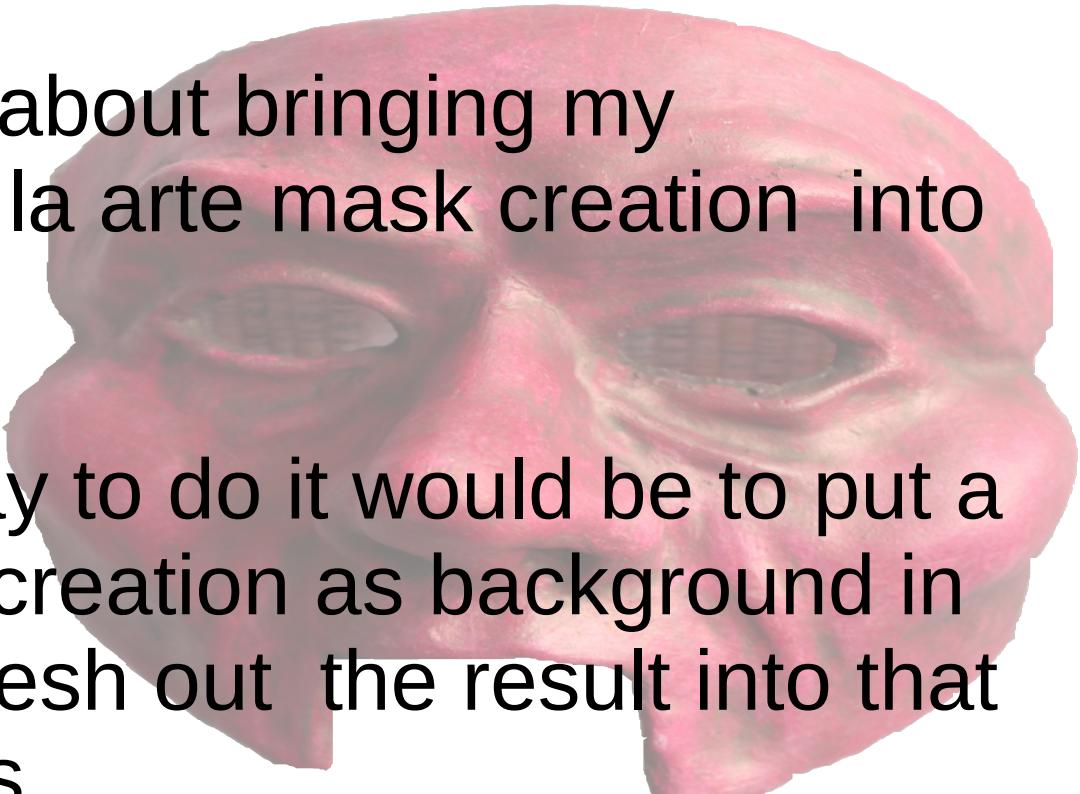
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It is possible to transform your pictures into 3D mesh object.

This tutorial is about bringing my daughter's de la arte mask creation into opensim.

The classic way to do it would be to put a picture of that creation as background in blender and mesh out the result into that many triangles.





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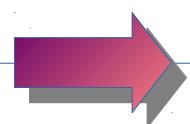
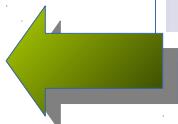
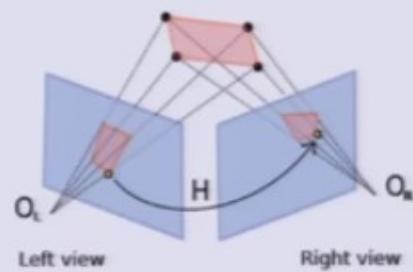


We will not talk about photogrammetry. But if you want to know more about the science behind the magic see [\(openMVG presentation\)](#)

« Photogrammetry is the science or technique for obtaining reliable information on the natural environment or physical objects by recording, measuring and interpreting photographic images or produced by electromagnetic radiation or other phenomena ».

From Greek "photos" (light), "gramma" (something written or drawn)

Model estimation



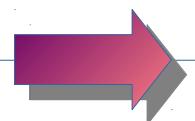
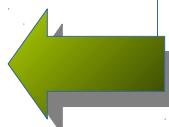
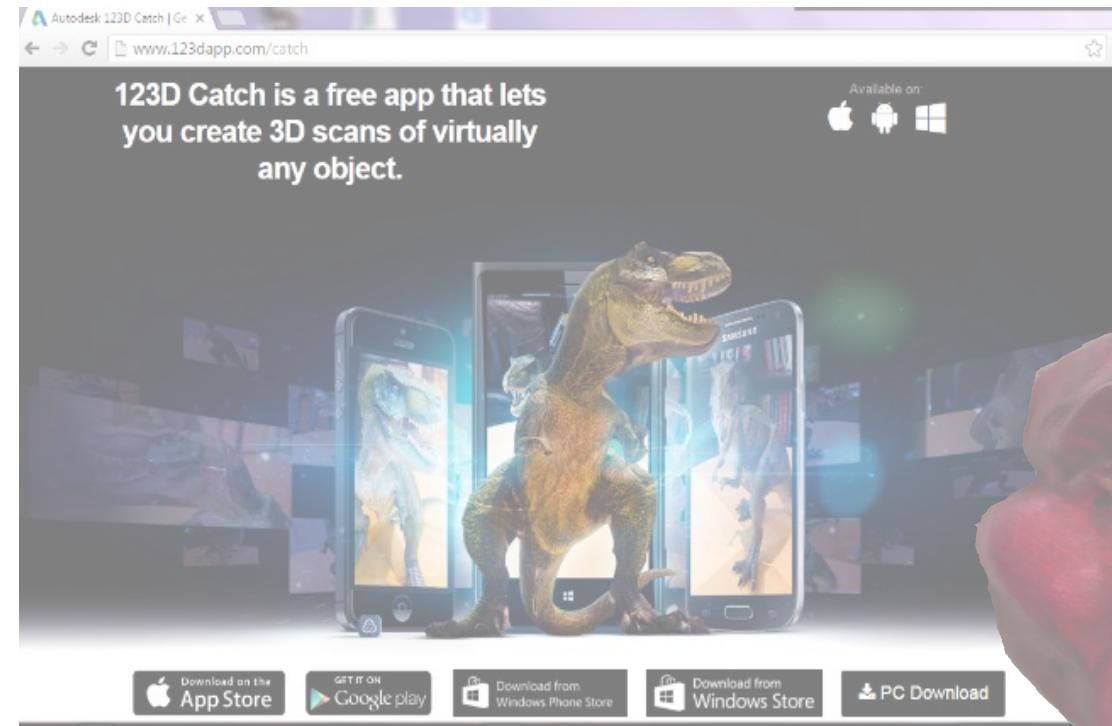


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- First step it so access the autodesk site and download the app.
<http://www.123dapp.com/catch>





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- No the first step is to take the pictures of the creation. You will need a set of pictures that present all available surfaces at least on two pictures and preferable more.



maskSarahClean



IMG_7849



IMG_7850



IMG_7851



IMG_7852



IMG_7853



IMG_7854



IMG_7855



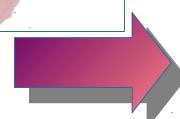
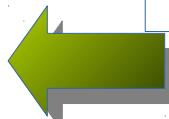
IMG_7856



IMG_7857



IMG_7858



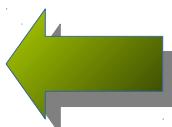
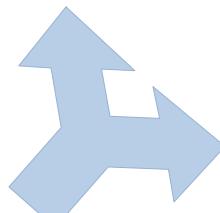
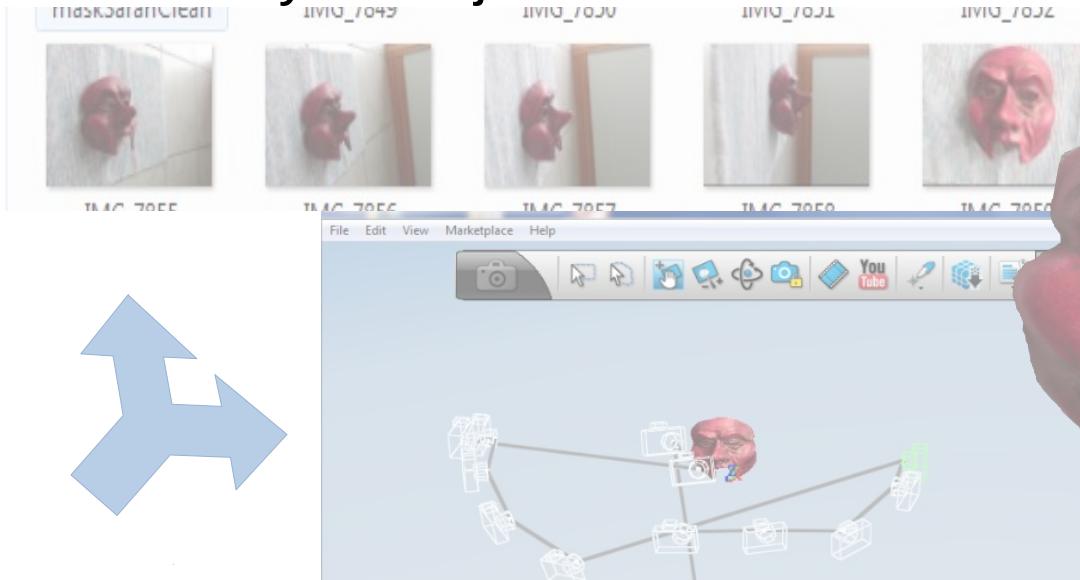


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- Ok after either steps vis versa use the cloud software to upload these pictures to the cloud and let the magic begin. No complication register your project and upload the pictures that is all there is to it.
- See this page for more detail
<http://www.123dapp.com/howto/catch>
- Once process is back you are presented with an amazing vision of your object in 3D>



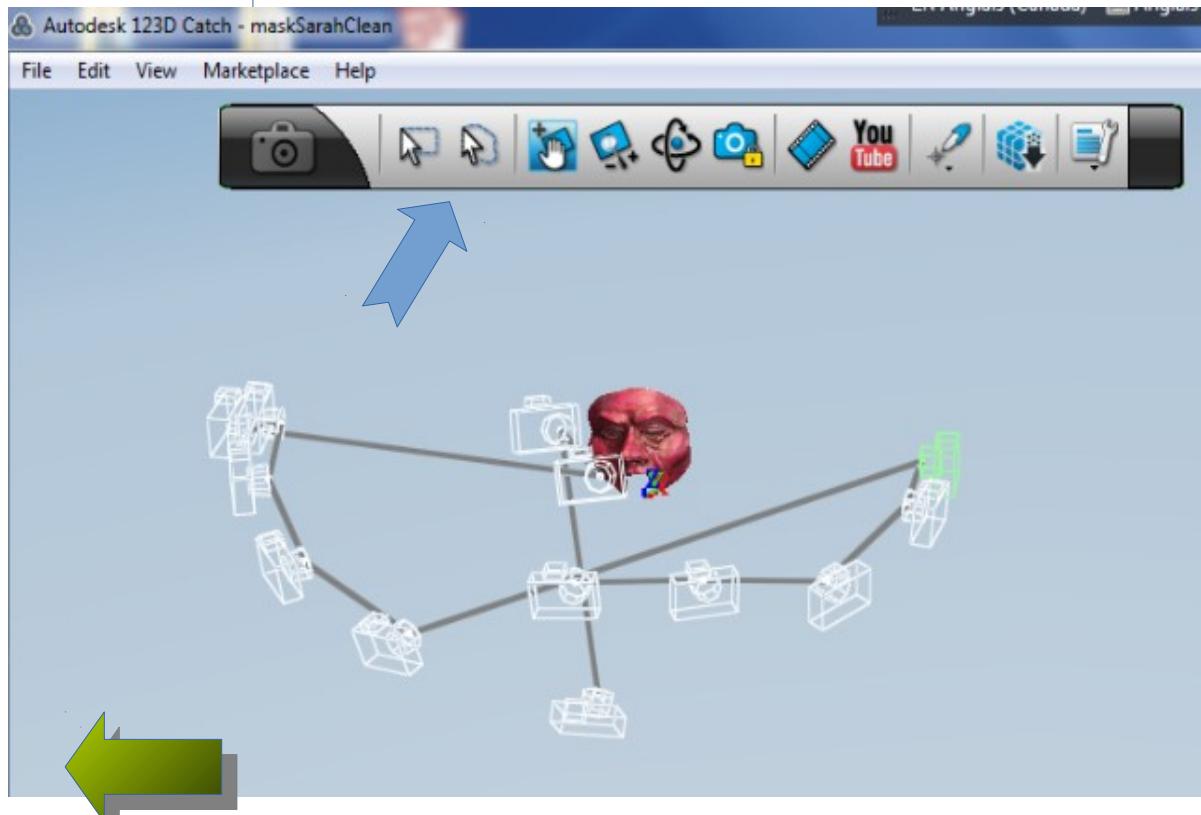


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- Clean up your mesh using the lasso tool. Be careful since there is no undo in the work. Save often that is always the best advise.
- The lasso is a crude tool . We can do more advance edition later as needed.



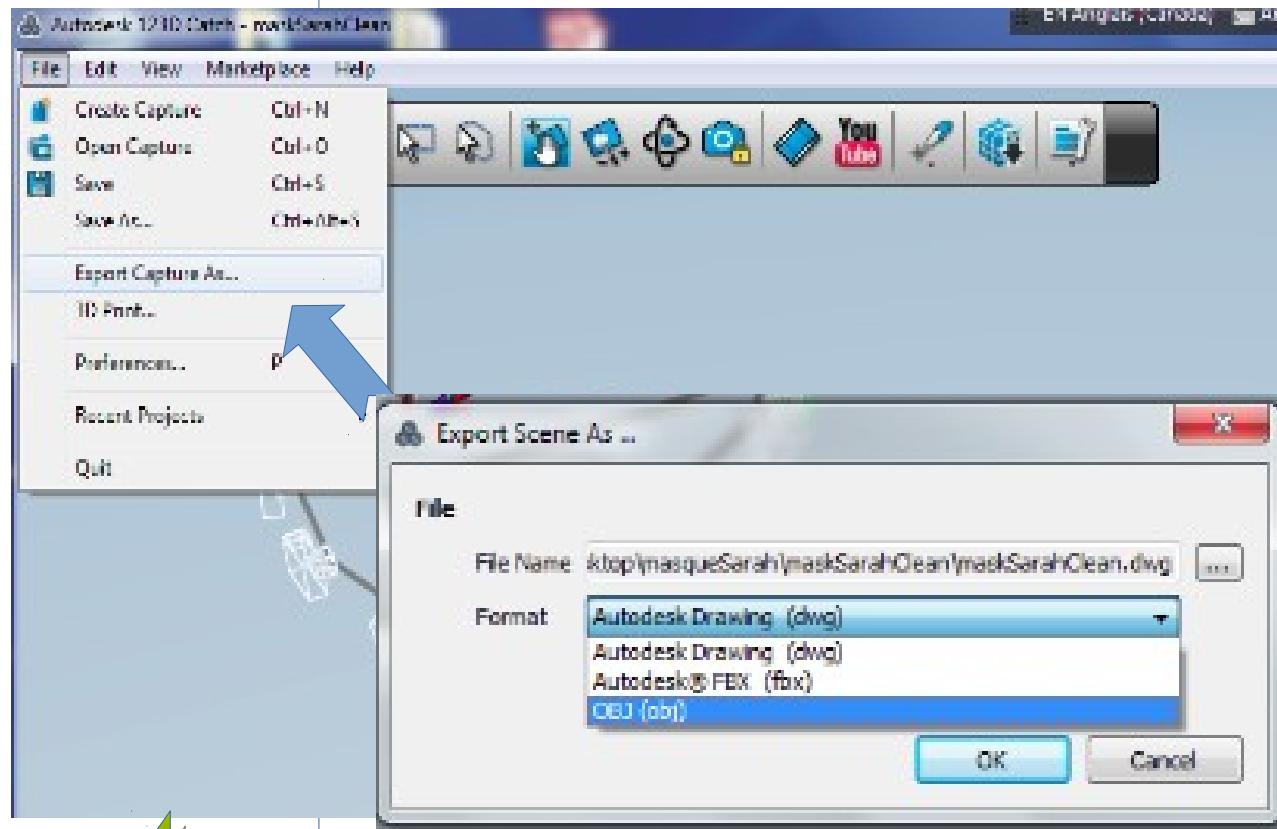


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- When ready export captured mesh as
- OBJ. Yes OBJ. No you cannot download OBJ file inworld. You need DAE which will be presented a bit later.



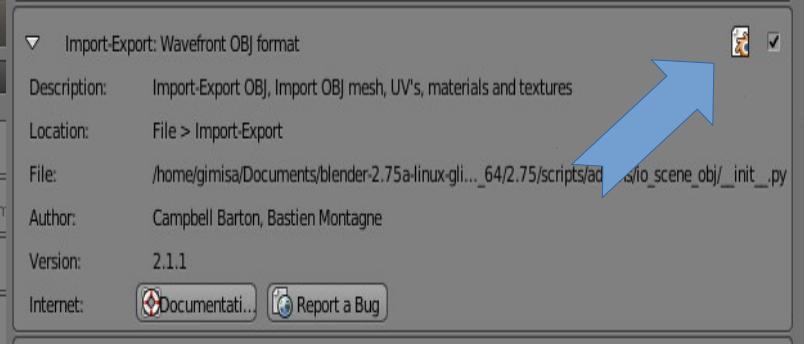
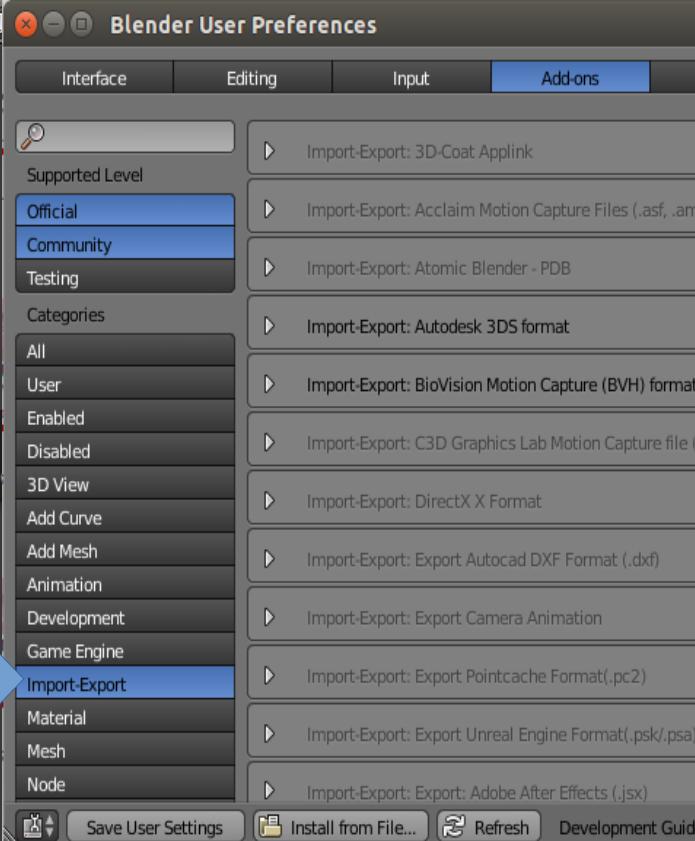
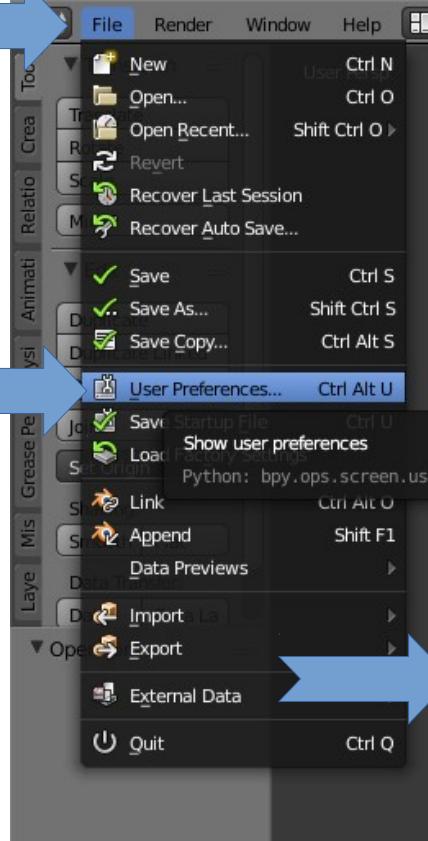


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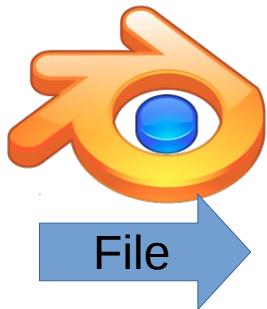
- Fire up BLENDER ... yes again !!! Its the best converter tool I know.
- In Blender, make sure your preference include OBJ import



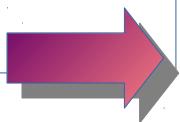
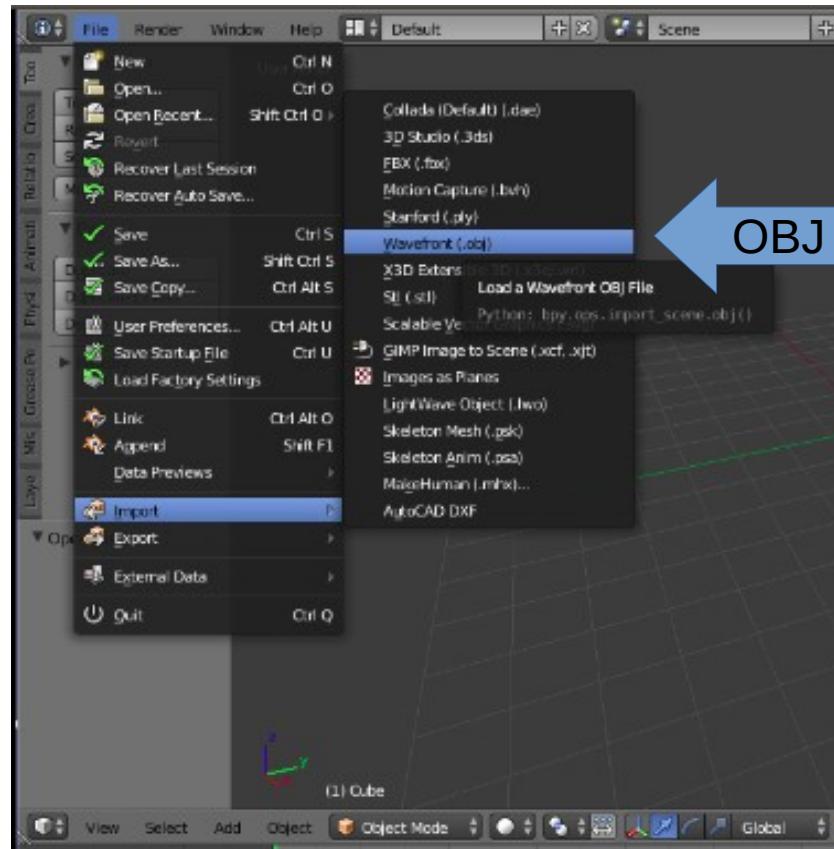


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- Import your object file (OBJ) in blender.
- Using blender and a few more corrections so everything is dandy for import inworld. .



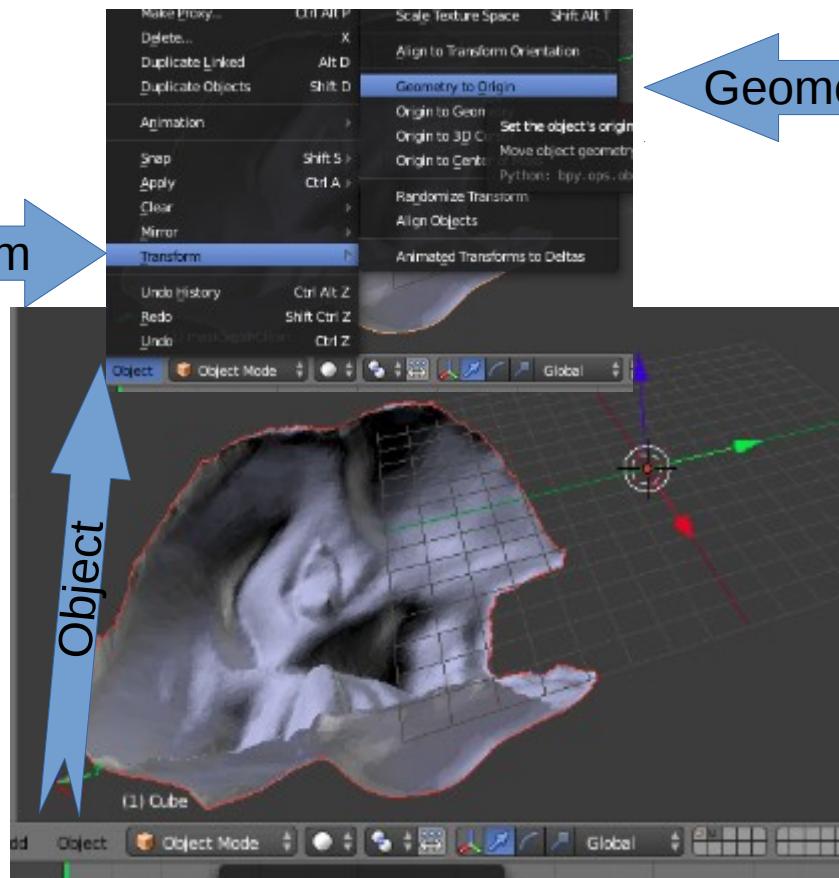


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- While we are at it lets move the graphic to the cursor location with the appropriate object transformation menu. This will make for a more natural insert inworld.r



Geometry to Origin



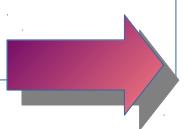
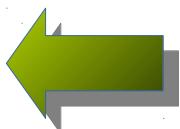
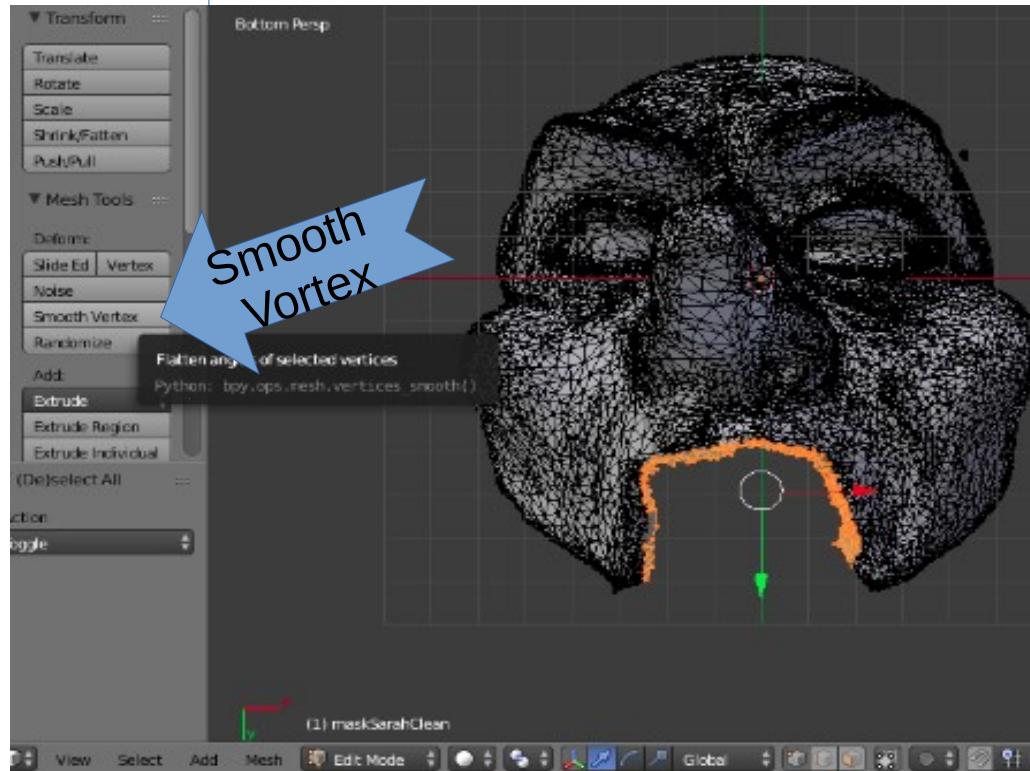


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- Use the lasso in blender (**ctl** and drag) and select sharp edges to smooth them out with the smooth tool as required to correct.

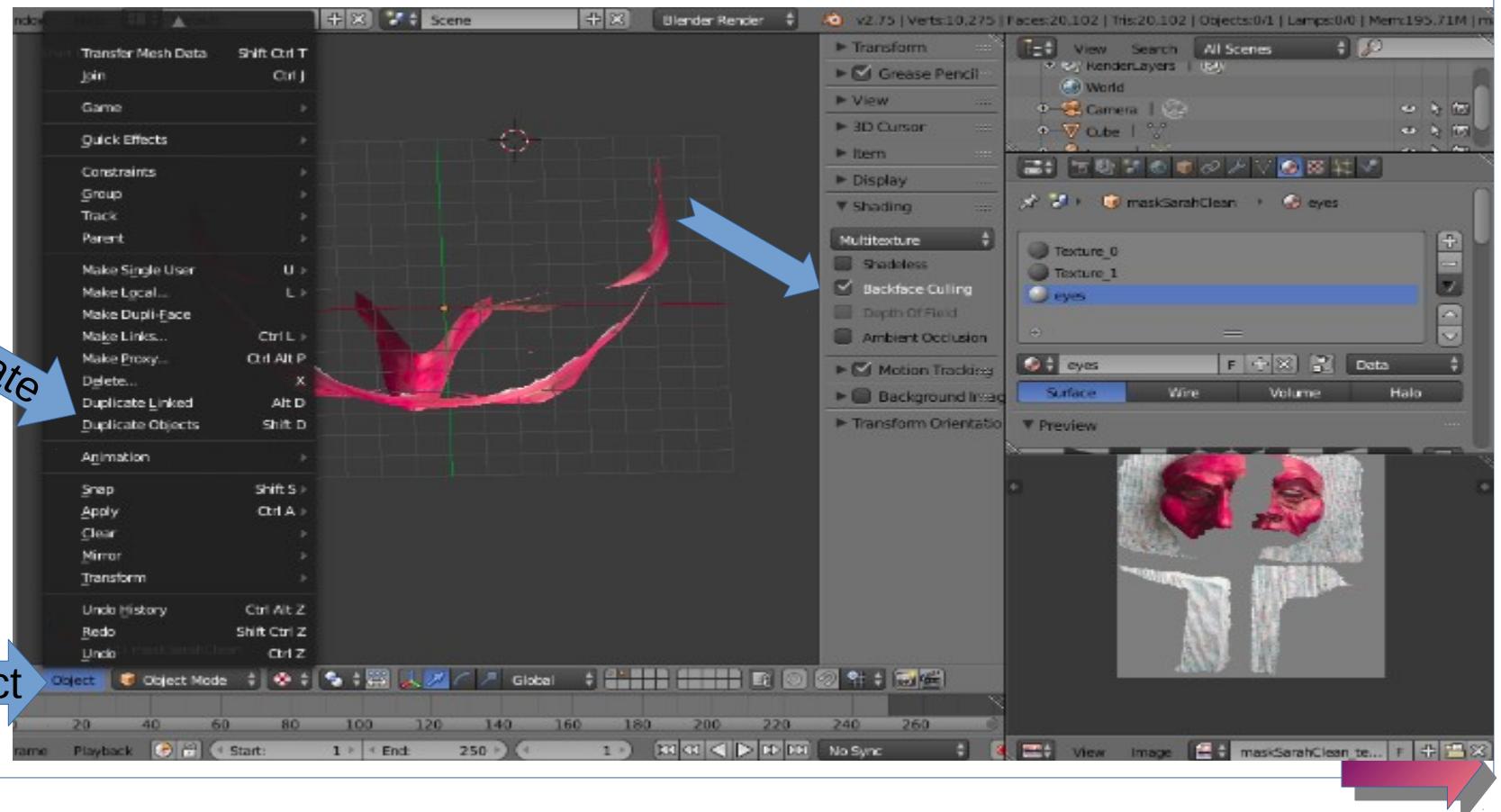




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- We still have a problem to look at. In Object mode look at the back of the mask with the backface curling on.
- The solution is to that is duplicate the object.





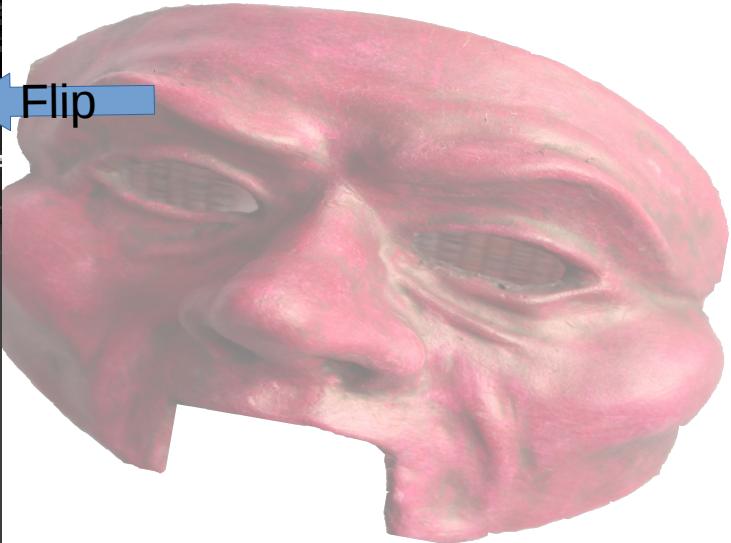
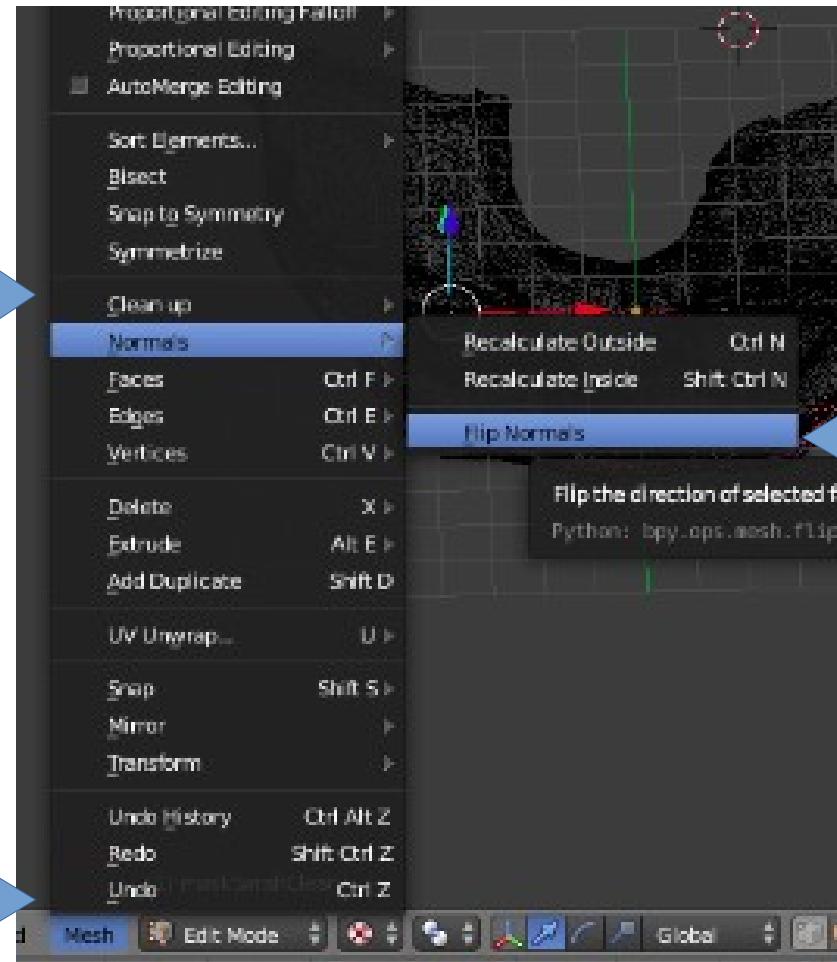
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- Reverse the normal on the duplicate, and you have done it.

Normal



Flip

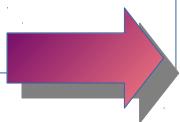
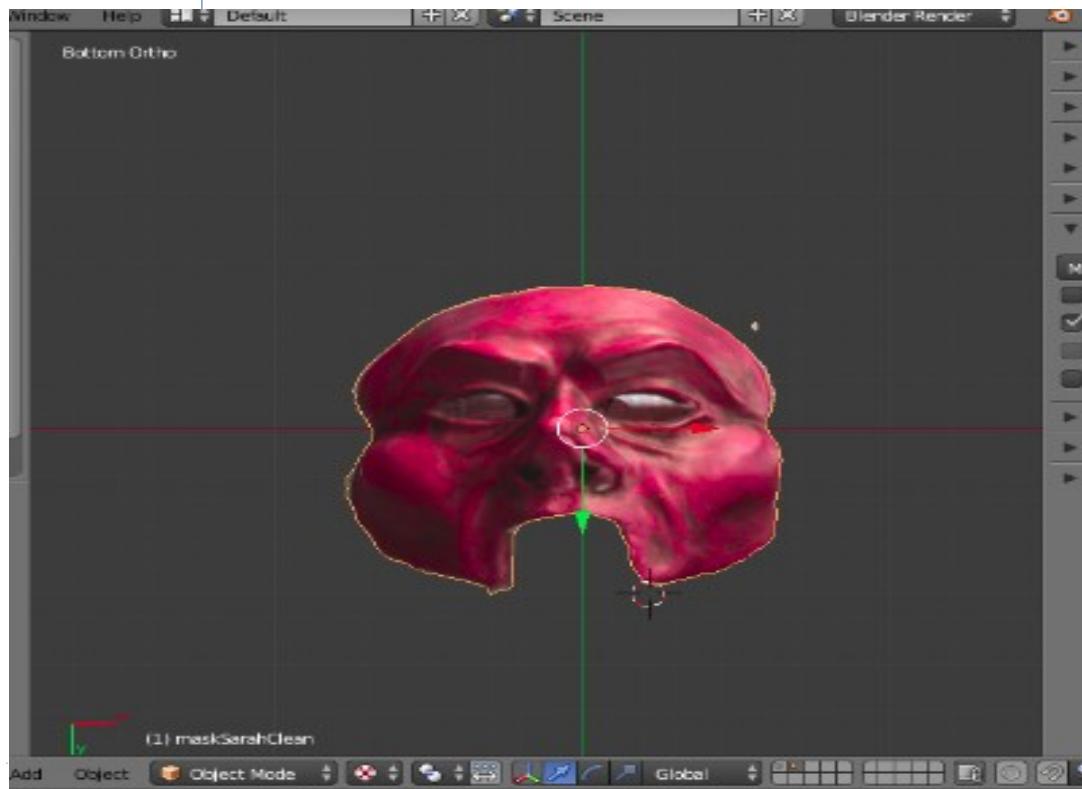


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- We are now ready to export the creation to DAE and import inworld.
- Please see mesh import tutorial for more detail on these steps.





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SUMMARY:

- Use autodesk 123Dcatch, get the software, and create a project.
- Take a number of pictures of your model so all your faces are seen at least on two pictures.
- Upload those pictures in the project and put the cloud to your service.
- Get a mesh in exchange and clean it up using the lasso tool in the 123D software.
- Export as OBJ file to BLENDER.
- Make sure BLENDER has OBJ import add on activate in preference and import your 3D creation.
- Use blender to clean up and improve the model including additional material and faces.
- Import inworld and enjoy

Done with fun in mind

GiMiSa 160108

