Computer Graphics Seminar

MTAT.03.305

Spring 2016

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So you have some scan data...

- First step, get a MeshLab (or some alternative point cloud manipulation software)
- http://meshlab.sourceforge.net/
Import Your Point Cloud
It Really Is a Point Cloud
Render Show → Normals
Compute Normals For Point Set

Filters → Point Set → Compute Normals For Point Set
Construct the Surface
Filters → Point Set → Surface Reconstruction: Poisson
Lessen the Vertex Count

Filters → Remeshing, Simplification, Reconstruction → Quadric Edge Collapse Decimation

You might want to duplicate the mesh before.
It Does Get a Bit Blurry

If possible you could try not to collapse the face. Not done here.
Export STL
Import to Blender
Done

- Tell me if you want to 3D print it out. :)
- Feel free to try out different tools in MeshLab.
- See also: http://ikuz.eu/2014/04/03/proofofconcept-from-3dscanner-toanimatedmodel/