

Konica Minolta VIVID 9i

Computer Vision for Cultural Heritage 2007

Group 1:

Paul Boon Nina Heiska Ana Martinez Corina Nicolae Anthony Prokos Group 2:

Oscar Medina Duarte Michael Moser Sudhir Chandra Nautiyal Thanh Phuong Nguyen Go Sugimoto



Our Motivation

Design projects => to get a 3D model for planning
Cultural heritage => scanning small objects for virtual museums and for research purposes
3D plotting for museums
To understand the principle of triangulation scanners to build a scanner
How to create good quality textures on 3D models
How to work with 3D data

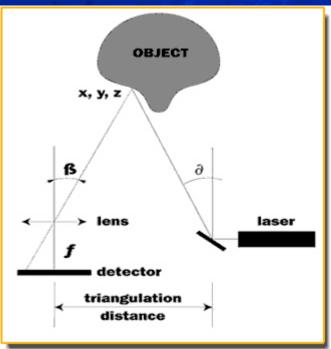
To understand the pros and cons of the method



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Triangulation Based Scanner
 Active Light System
 Laser Fringe
 3 unknowns (XYZ)
 3 equations

 2 from colinearity
 1 from laser plane (no redundancy)





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Turntable





Advantages of the 3D Scanner

Non-contact - measuring without touching
 Portable - with only 11 kg easy to carry
 Accurate for 'medium sized' objects - with up to ± 0.010 mm accuracy

- Fast acquisition with up to 3 seconds per scan
- Color-mapping captures 3D shape and color with only one scan
- Easy to Use operating is almost as easy as photographing with a digital camera



Disadvantages of the 3D Scanner

Relatively expensive ~ 60.000€
Edge Curl effect
Material constraints (transparencies...)
Capturing texture / image

Lighting conditions

Fixed Baseline (shadow effect)
Lack of universal standards

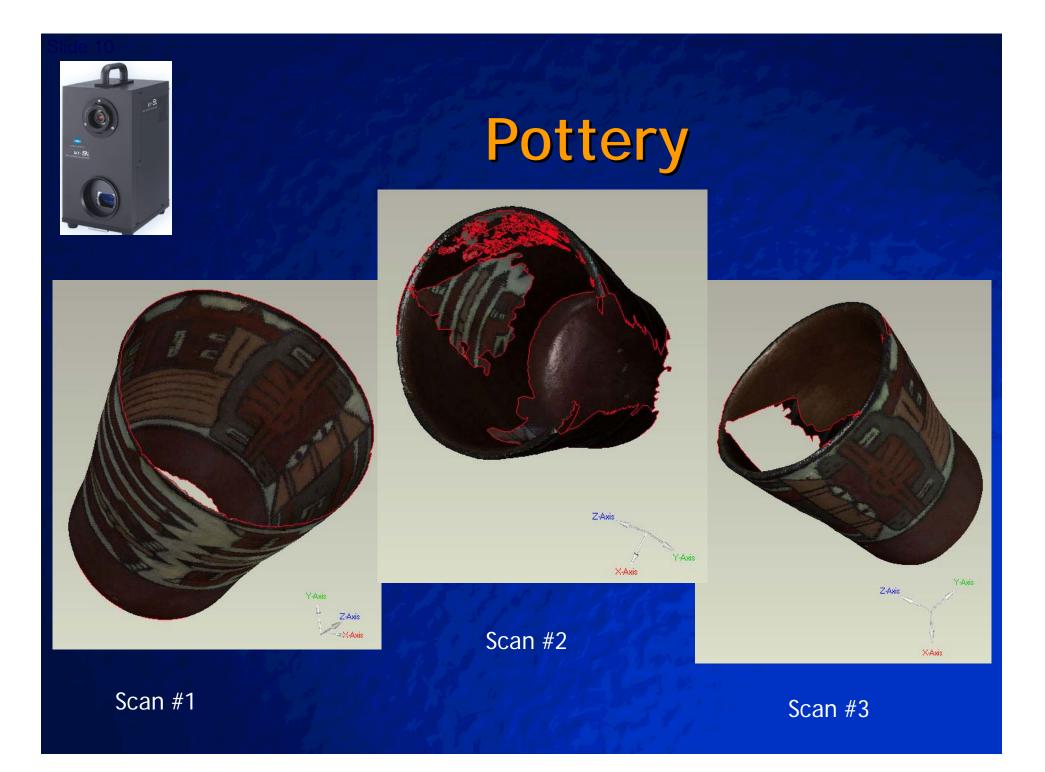


Our Examples



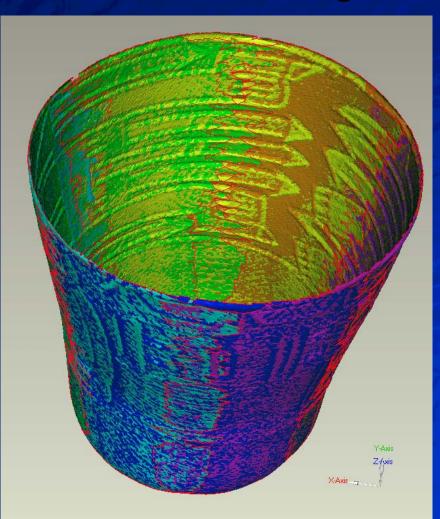








Pottery







Alien







Alien





X-Axis — Y-Axis



Engineering Examples





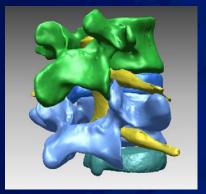


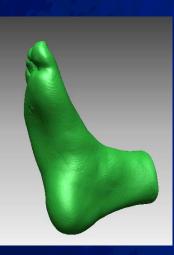






Medical examples













Conclusions

Acquisition systematization - data system design - information design Working methodology experienced personnel - positioning the object - manual processing of the acquired data It is not a Panacea. Hybrid approaches (photogrammetry, laser) based systems)



Thank You For Your Attention

