Digital researchers and data experts

We create digital tools to explore academic research in new ways.

PRACTICAL METHODS in DIGITAL HERITAGE
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**Why do we make digital 3D models?**

- To provoke an emotional or intellectual response to an environment that no longer exists?
- To allow close examination of ‘indestructible’ versions of delicate artefacts?
- To compare items across dispersed collections?
- To make analytical judgements about the topographical qualities of a landscape?
- To ...
Acquisition vs. Creation

(A personal differentiation)

**Acquisition** - Direct scanning or sensing of a physical surface to approximate as closely as appropriate its original forms, textures and appearance.

**Creation** - Manual, interpretative creation of 3D objects using geometric primitives as building blocks to create an indicative representation of an object or environment.

e.g. Photogrammetry is to 3D modelling, as Photography is to Painting
Acquisition vs. Creation

(c) Miguel Bandera, via SketchFab
Acquisition vs. Creation

Amjed Naser Mohsin AL-Hameedawi. (CC BY-NC-ND 4.0)
An entry point to digital 3D?

Wide application across different scales - landscapes, buildings, objects, but not necessarily applicable to very detailed small scale surfaces.

Technically accessible - can be performed with quite basic kit like a mobile phone or an array of DSLRs in controlled conditions.

Simple to learn
(c) CloudVisual
Photogrammetry

(c) Archaeology and Heritage Digital Recording
(c) The Haskin Society
How does photogrammetry work?

Photogrammetry Pipeline:

- Natural Feature Extraction
- Image Matching
- Features Matching
- Structure from Motion
- Depth maps estimation
- Meshing
- Texturing

Alice Vision|Photogrammetry Pipeline
**An ideal setup**

| Controlled, diffuse light, minimising variation in intensity across the subject |
| Clear scale references in the images so accurate measurements can be taken after capture |
| Using the same lens at the same focal length will help to compensate for distortion |
| Using a turntable to ensure regular increments of rotation to ensure good coverage and that the capture process is reproducible |
| RAW image files, preferably in DNG format to avoid any file compression artefacts and retain maximum dynamic range of tones |
Software

- Agisoft Metashape - [https://www.agisoft.com/](https://www.agisoft.com/)
- Reality Capture - [https://www.capturingreality.com/](https://www.capturingreality.com/)
- Meshroom tool (Alice Vision) - [https://alicevision.github.io/](https://alicevision.github.io/)
A less than ideal setup
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<table>
<thead>
<tr>
<th>Limitations and mitigations?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reflective and transparent surfaces - Polarising lenses, Coating Sprays for a matt surface</td>
</tr>
<tr>
<td>Camera settings - ISO, Depth of Field</td>
</tr>
<tr>
<td>White balance - warm vs. cold</td>
</tr>
<tr>
<td>Baked shadows</td>
</tr>
</tbody>
</table>
Try technology in action with a low tech experiment
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