Porto

Thessaloniki

Zagreb

La Sénia

Aradippou

Lowicz

3DF ZEPHYR TUTORIAL

Geodetska škola, Zagreb

Erasmus+

3DF ZEPHYR FREE

PHOTOGRAMMETRY FOR EVERYONE

Erasmus+

STEAMS

- The photogrammetry software
- 3DF Zephyr allows you to reconstruct 3D models from photos automatically.
- The process is entirely automatic, and no coded targets, manual editing or special equipment are needed.

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INTENTION

This tutorial is intended to introduce you to a few simple commands and some concepts in order to create a 3D model, like this:

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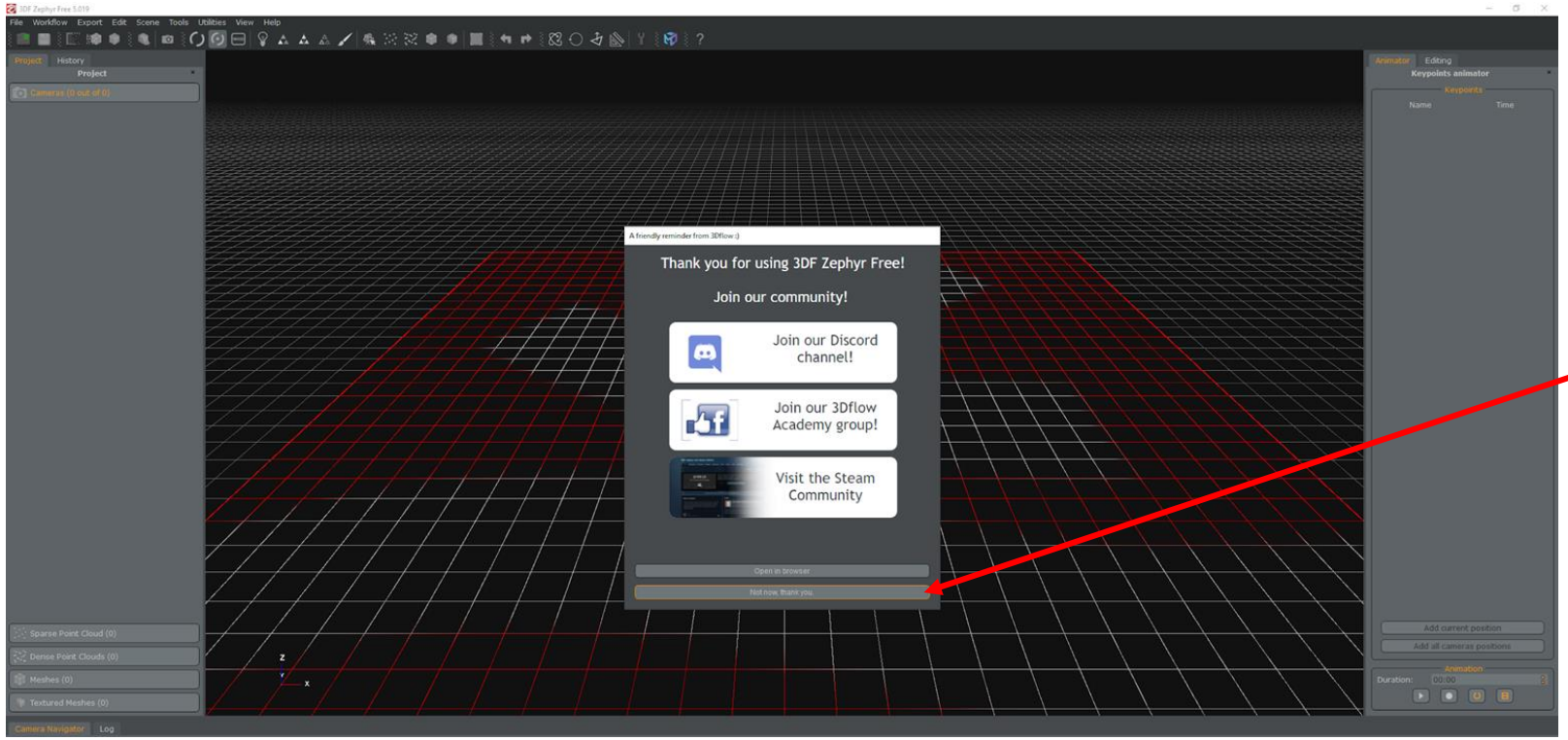
THE MAIN WINDOW (3DF ZEPHYR)

- When opening Zephyr, the interface layout will look like this:



Choose:
Not now, thank you.

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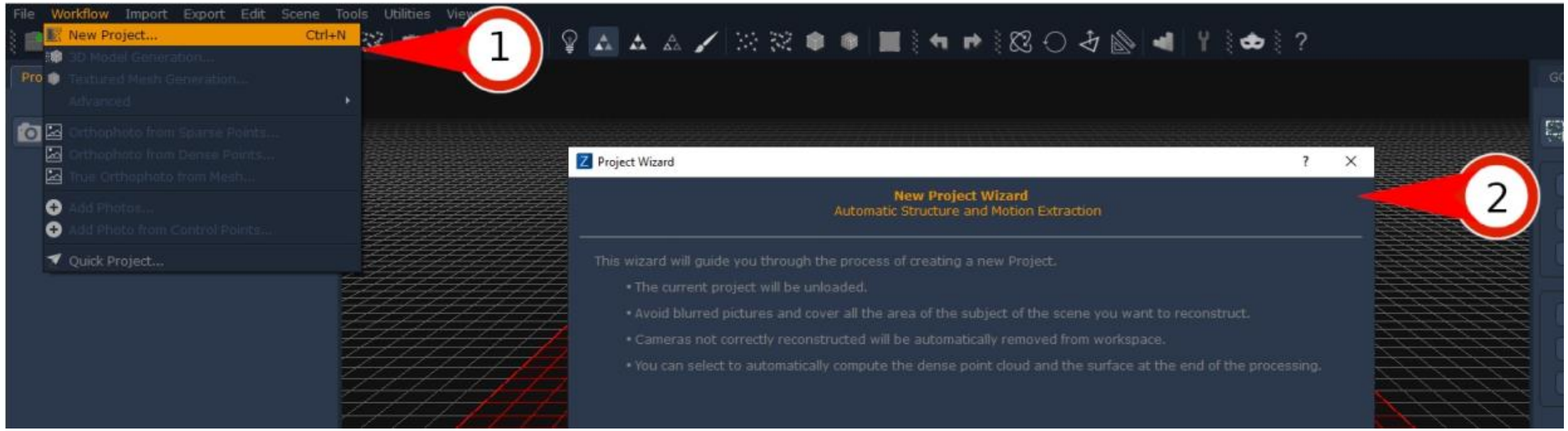
STARTING A NEW PROJECT

- Got the photos? Then you are ready to begin the reconstruction process!
- To create a new project, just click on **Workflow > New Project** (1) .
- The **Project Wizard** (2) screen will appear which will guide you through the process of importing your pictures.



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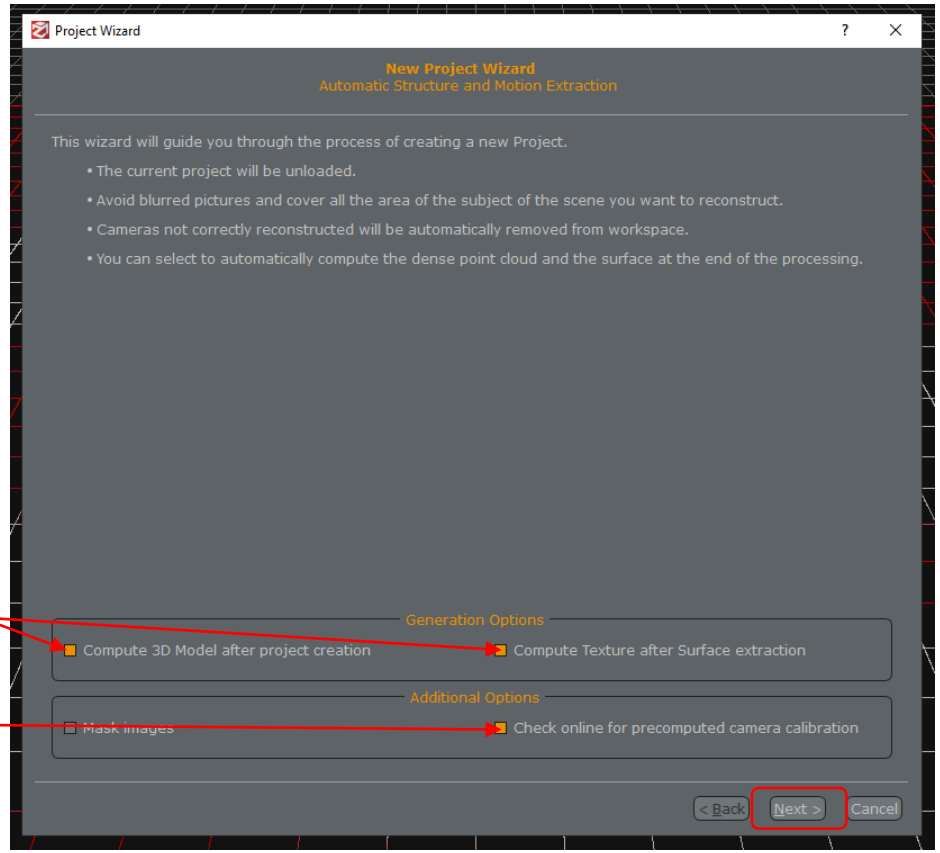
STARTING A NEW PROJECT

In that wizard there are two submenus :
Generation Options
Additional options

1. Turn ON
   - *Compute 3D Model after project creation*
   - *Compute Texture after Surface extacion*
   - *Check online for precomputed camera calibration*
2. Next



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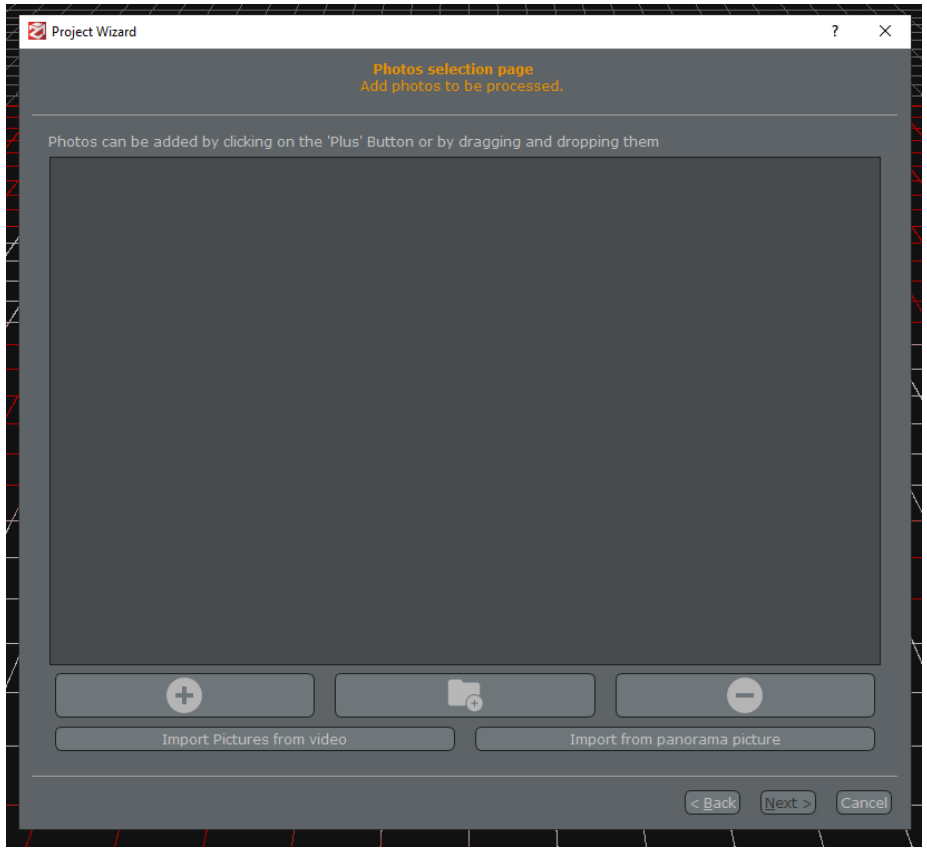
LOAD THE PHOTOS

The next window is the **Photos selection page**, where the user is asked to load the pictures:



- It is possible to drag 'n' drop the files into the window or to click on the **"+" Button** to select a photos directory.
- You can also directly add a specific directory containing the desired pictures.

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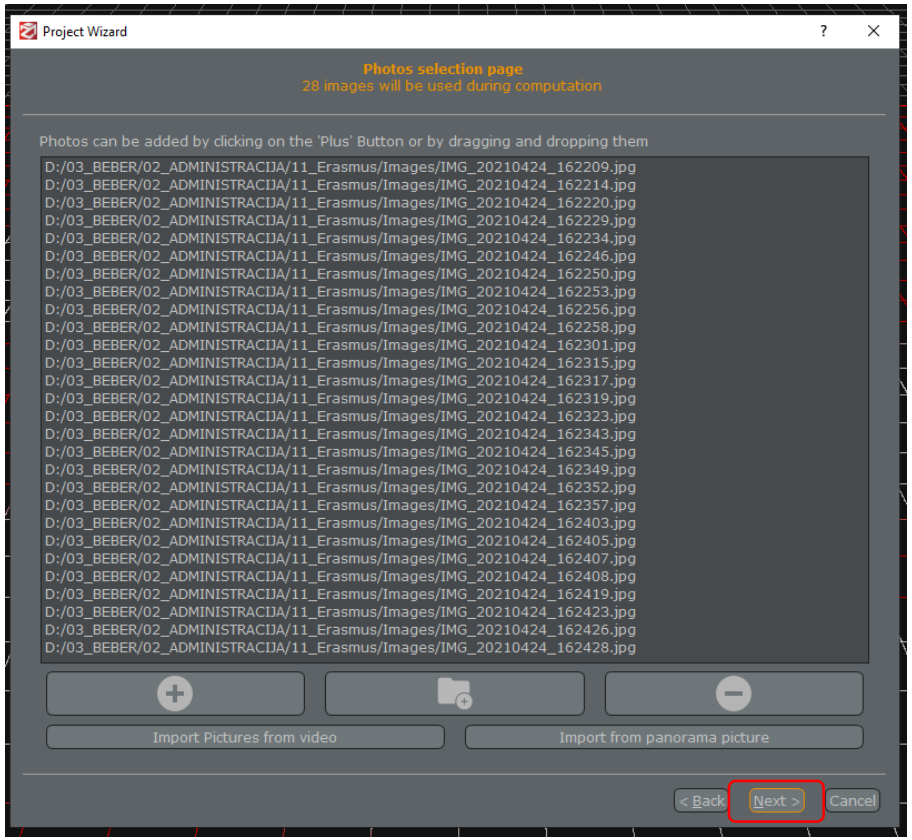
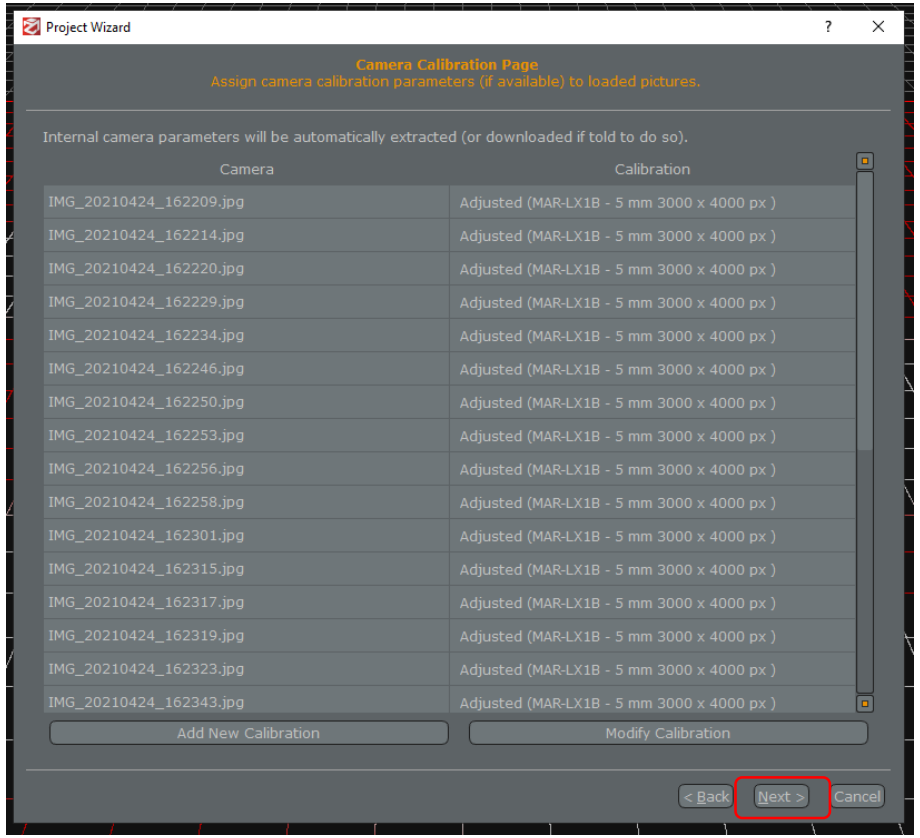
CAMERA CALIBRATION



After loading the images or video files and clicking on **Next** button, you will see the **Camera calibration page**



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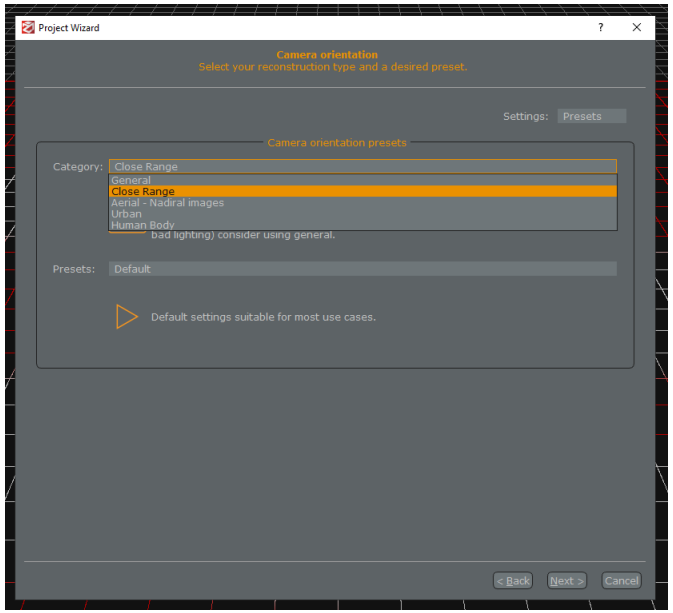
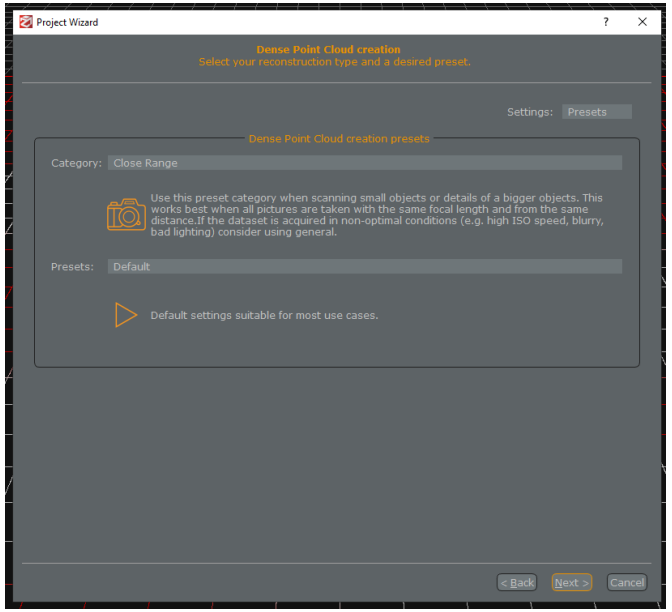
ORIENTATION & POINT CLOUD



Camera Orientation

1. Category: Close Range
2. Presets: Default
3. Next



Dense Point Cloud Orientation

1. Category: Close Range
2. Presets: Default
3. Next

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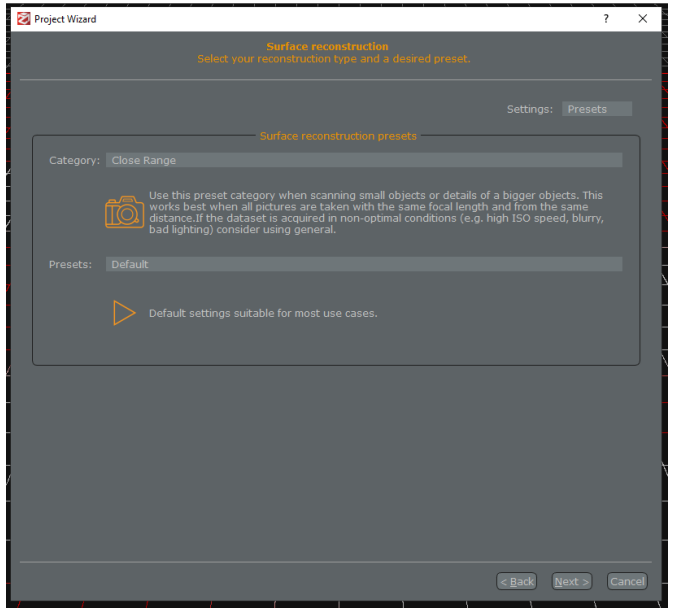
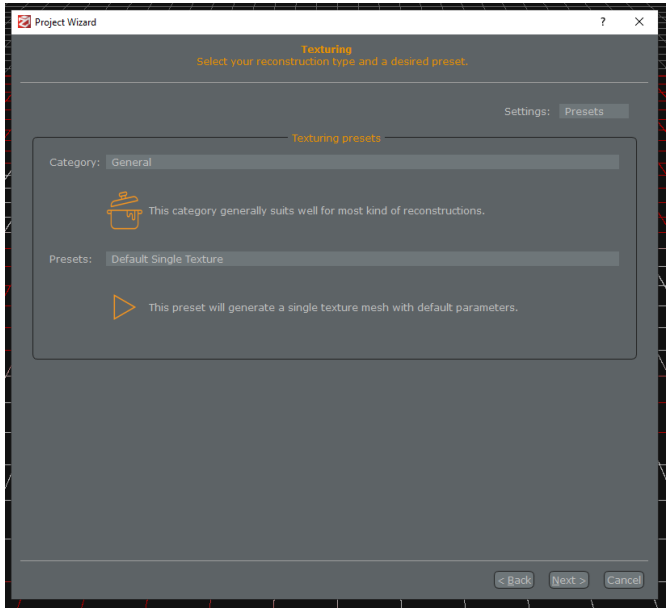
SURFACE & TEXTURING



Surface reconstruction

1. Category: Close Range
2. Presets: Default
3. Next



Texturing

1. Category: General
2. Presets: Default Single Texture
3. Next

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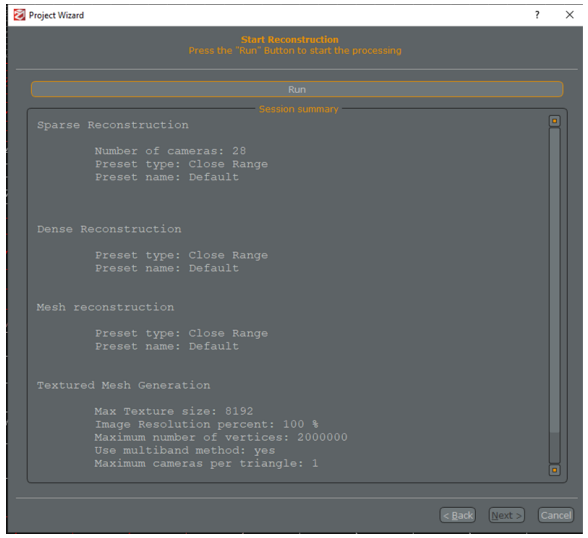
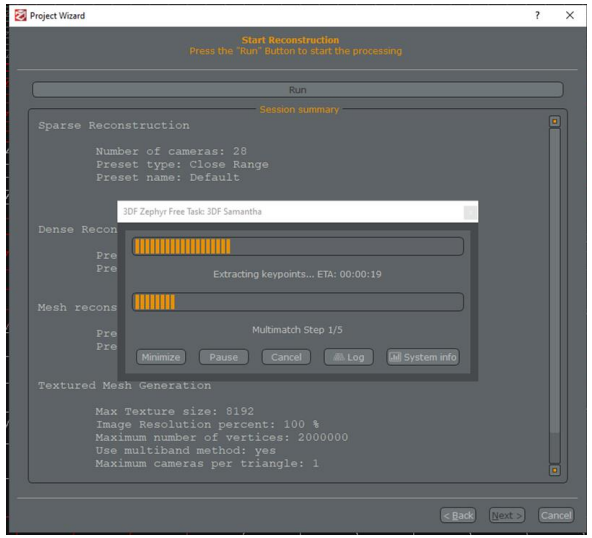
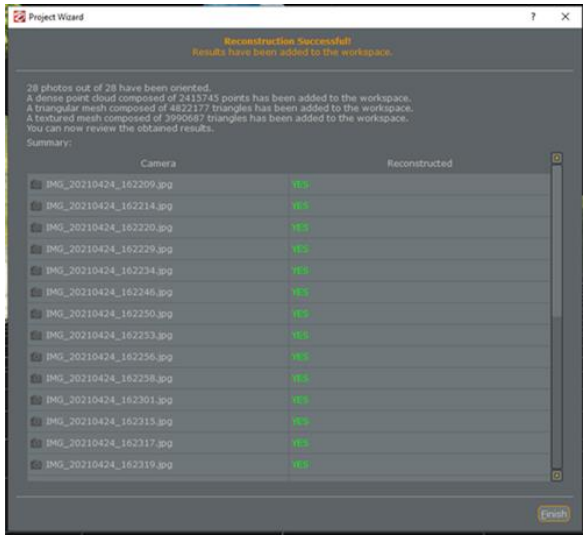
RECONSTRUCTION







Start Reconstruction

1. Run
2. The software computes Point Cloud and creates the Wire Model

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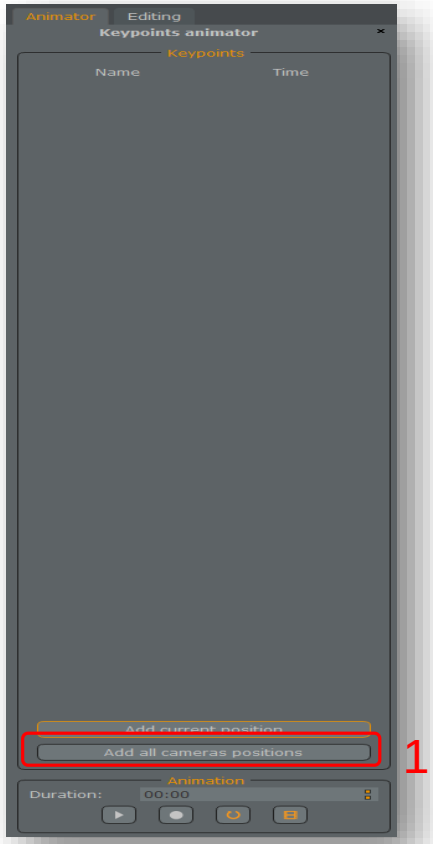
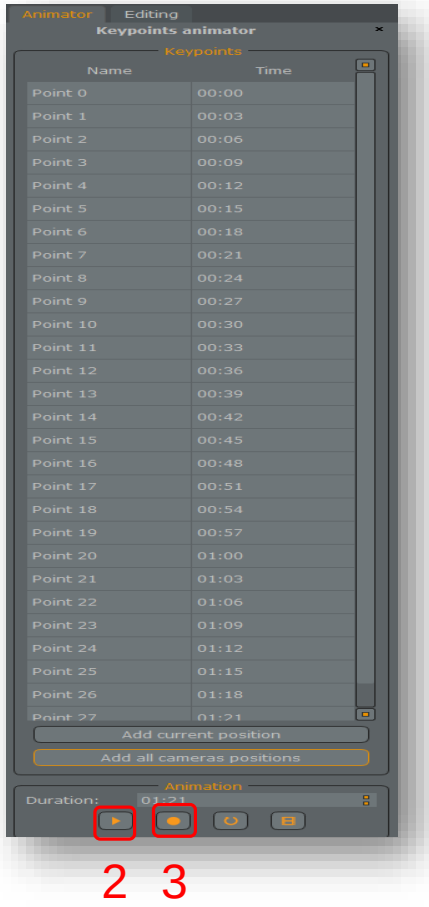
CREATING ANIMATION



Animator

1. Add all cameras positions
2. Play
3. Record



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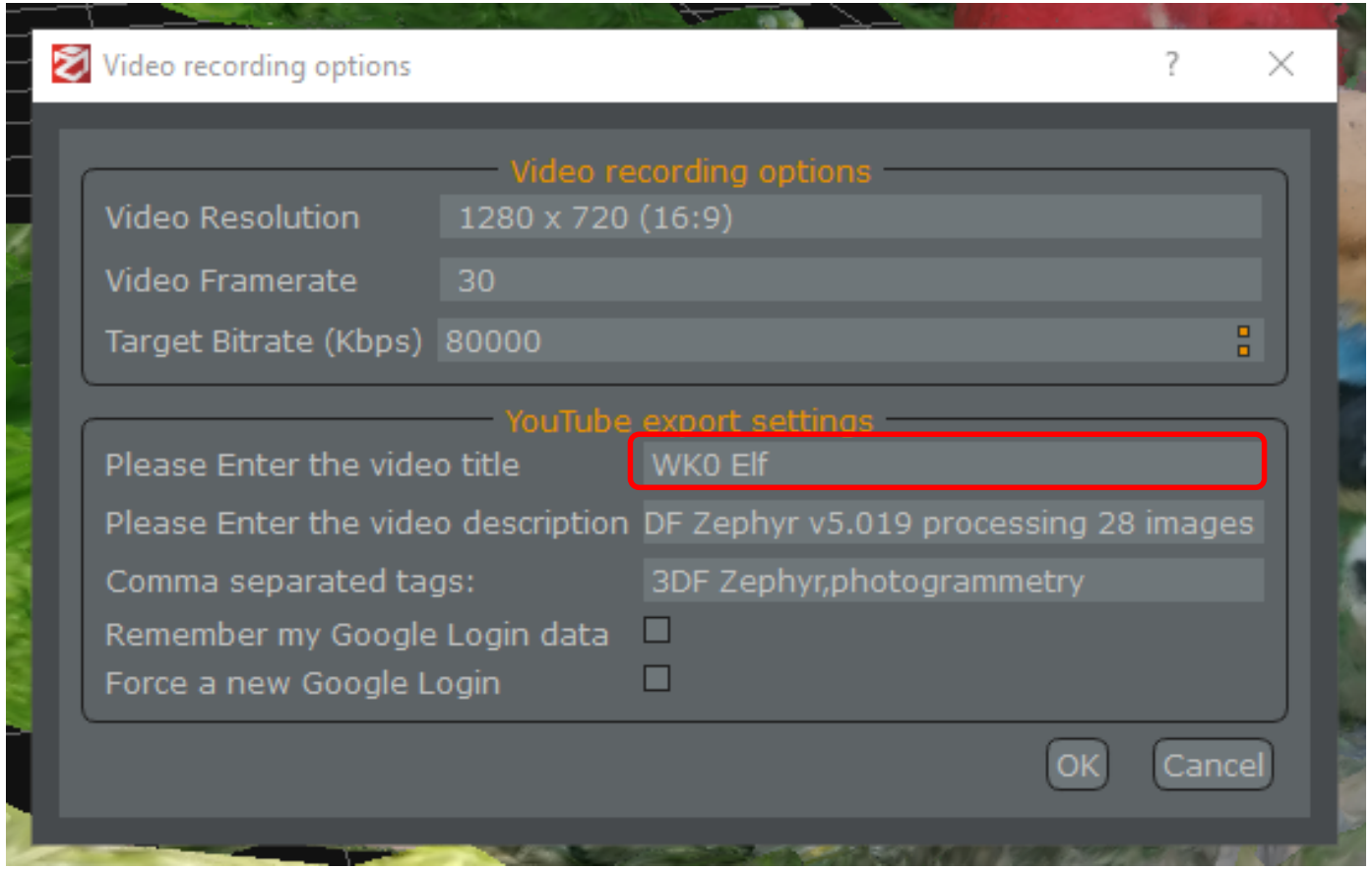
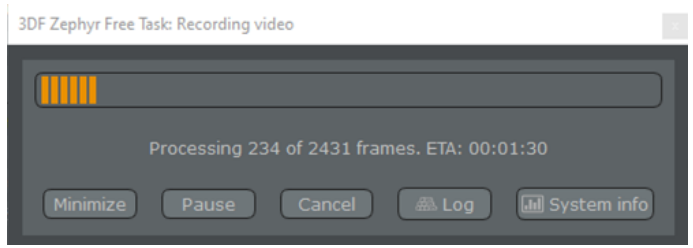
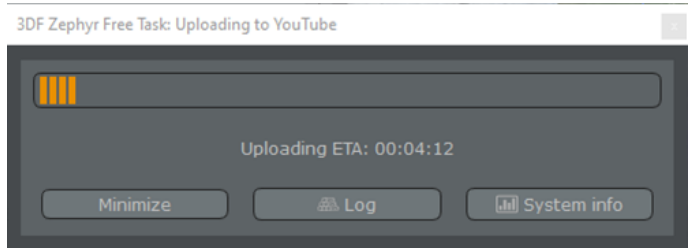
VIDEO RECORDING



1. Please Enter the video title:
   WK NR Name of Statue
2. OK





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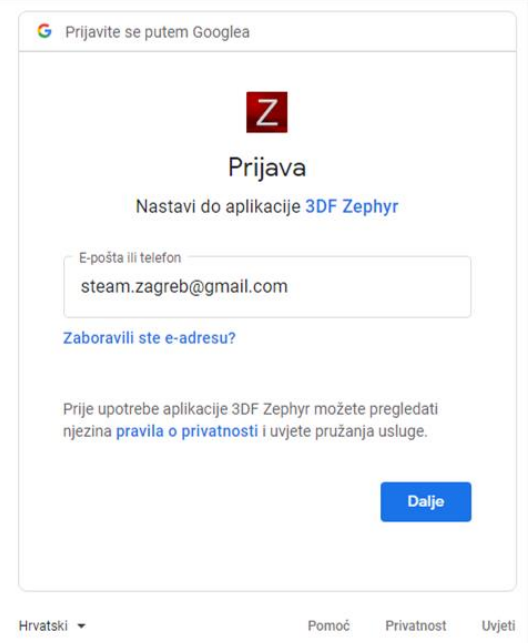
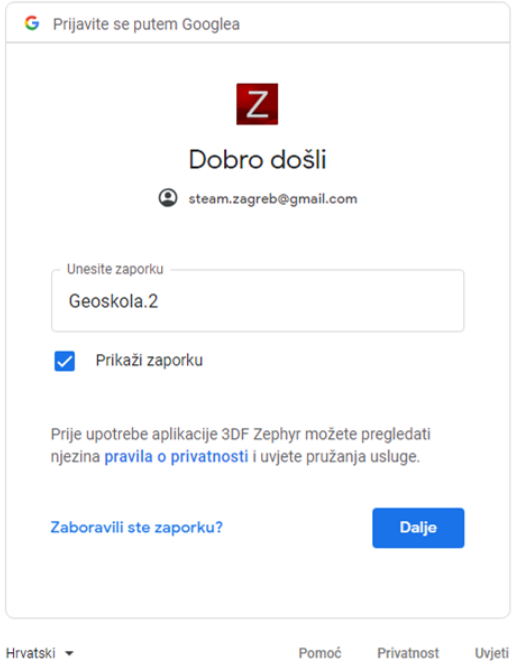
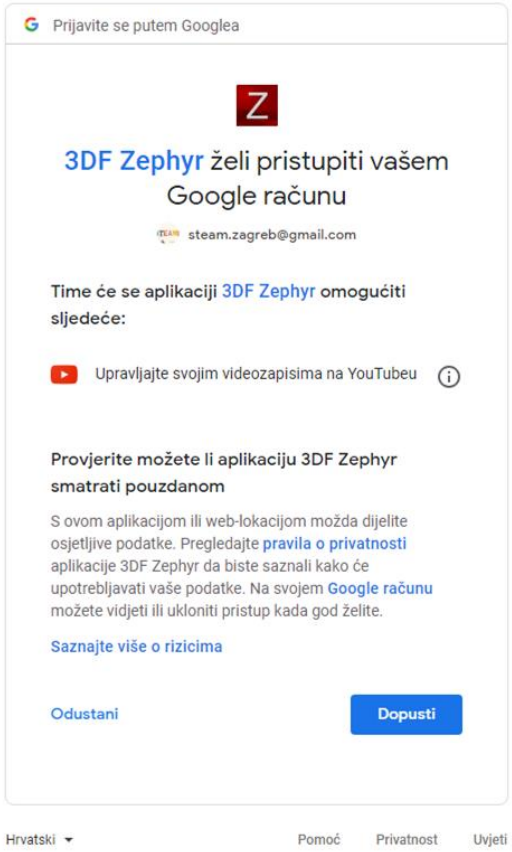
CREATE ACCOUNT BY GMAIL







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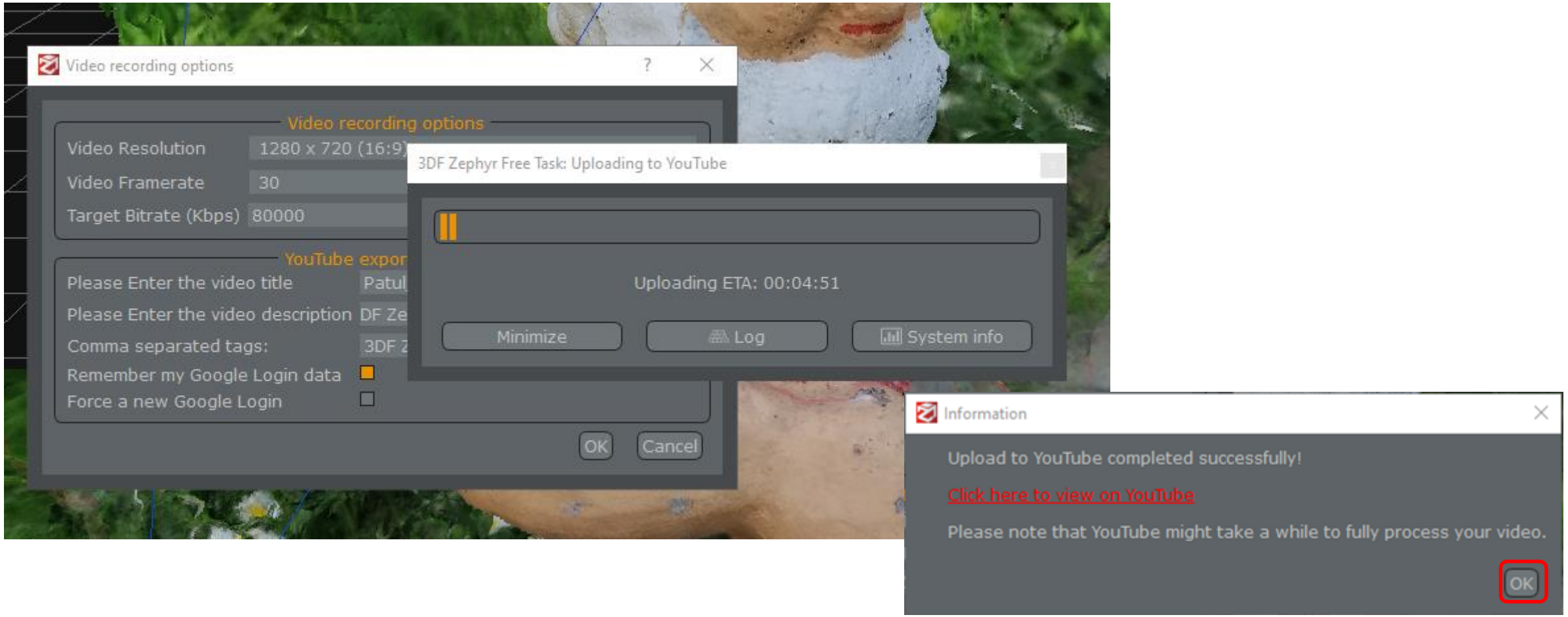
Gmail:
steam.zagreb@gmail.com
Password: *Geoskola.2*

UPLOAD VIDEO TO YOUTUBE



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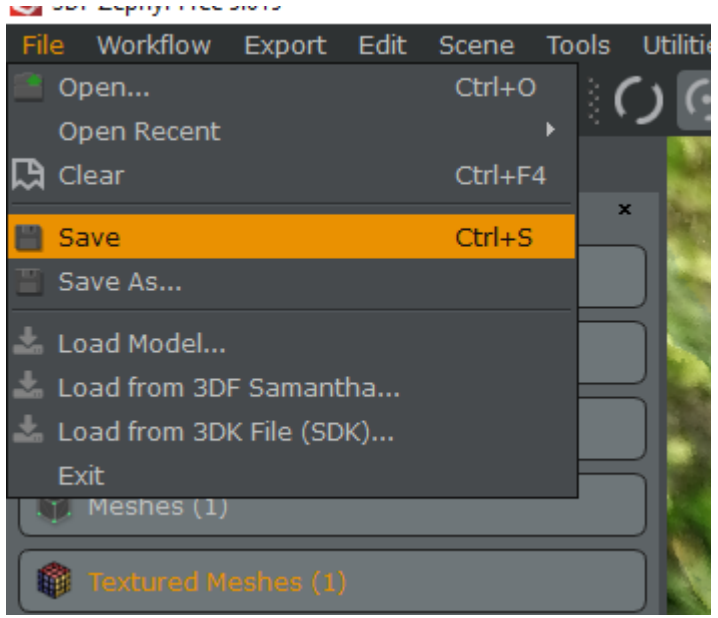
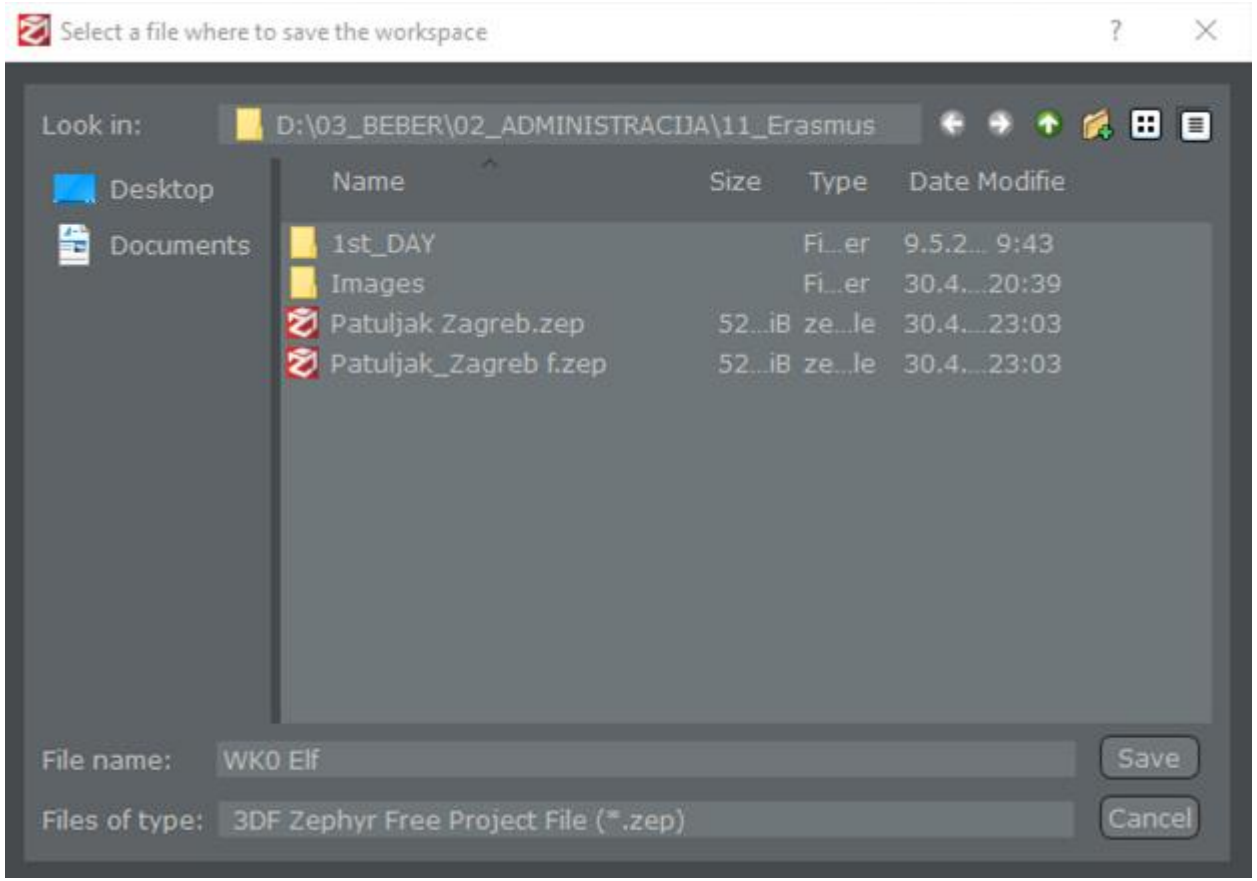
SAVE YOUR PROJECT





Workspace name: *WK NR Name of Statue*

Upload Project File

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REFERENCE LIST

URL 1. 3dflow, https://www.3dflow.net/technology/documents/3df-zephyr-tutorials/, (2021, April 30)

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Thanks!

Croatia team:

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