

University for the Built Environment and Metropolitan Development



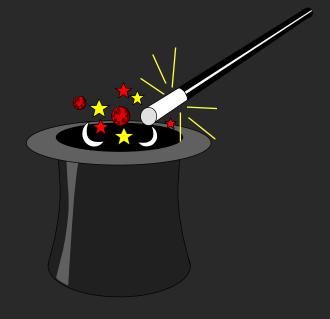
Thomas P. Kersten

3D Point Clouds through Image-Based Low-Cost Systems



Outline of Presentation

- Introduction
- Workflow
- Software Used
- Examples & 3D Comparison
- Conclusions & Outlook



Introduction

- Today, 3D recording of objects by standard techniques
- Alternative solution camera based low-cost systems
- Different requirements for 3D models
 - → reliable, precise, detailed, complete
 - → geometric & visual quality, efficiency, data volume
- Photogrammetry & Computer Vision model the world
- Automation in 3D modelling the dream comes alive?





Workflow



Terrestrial laser scanner ~ € 80,000



Digital SLR camera ~ € 1,000

Workflow



Photogrammetric Object Recording

Image Orientation & Camera Calibration

Status

Manual

Semi-auto

Automatic

Dense Image Matching, 3D Meshing & Texture Mapping 3D Point Clouds by Dense Image Matching

3D Meshing & Texture Mapping

3D Transformation / Scaling

3D CAD Modelling

Texture Mapping

Interactive Visualisation

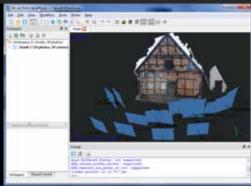
Video Sequences Video Sequences Interactive Visualisation



- Open-source Software Bundler & PMVS2
- Open-source Software VisualSFM
- Webservice Microsoft Photosynth
- Webservice Autodesk Photofly | 123D Catch (beta)
- Low-cost software Agisoft PhotoScan



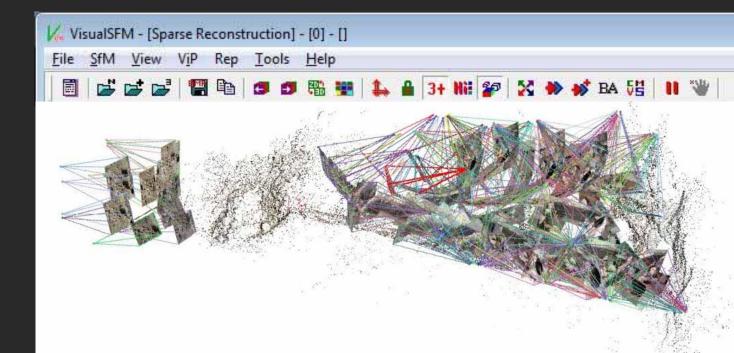




- Bundler/PMVS2 (University of Washington, Seattle)
- Command-line based open-source software
- Automatic workflow with HCU graphical user interface
- Structure from Motion Algorithm (SIFT / RANSAC)& Dense Image Matching

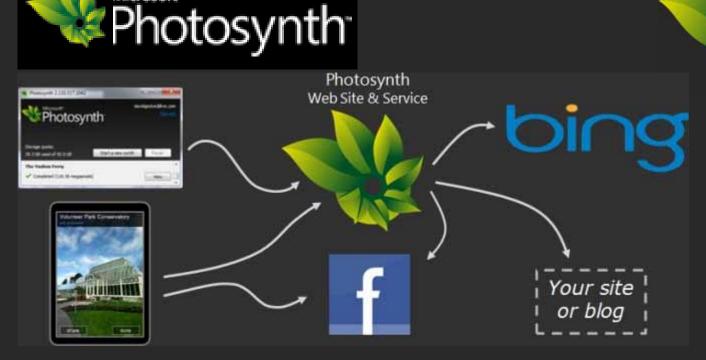
Camera DB	Bundler
MeshLab	PMVS
E:\photos\2011\110317_osterinsel\photogrammetry_poike_moai\ JPEG directory	
maxPhotoDimension = 5000 ▼	Start

- Visual SFM (University of Washington, Seattle)
- Structure from Motion on Graphics Processing Unit
- Multicore bundle block adjustment
- Dense Image Matching by CMVS/PMVS2



- Webservice Microsoft Photosynth
- Capture your world in 3D

http://photosynth.net



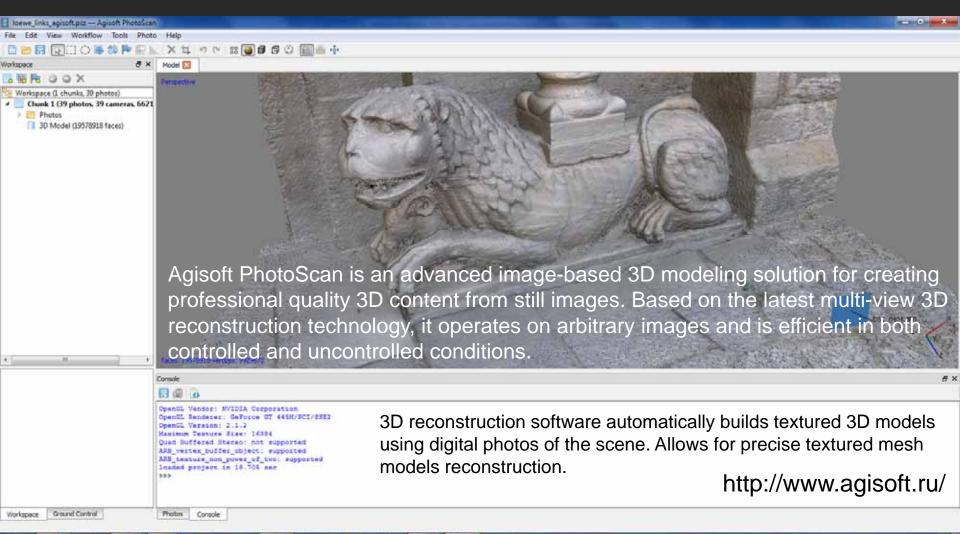
Photosynth is a powerful set of tools for capturing and viewing the world in 3D. You can share these views with your friends on Facebook, publish them to Bing Maps, or embed them in your own Web site

Webservice – Autodesk Photofly | 123D Catch (beta)





Agisoft PhotoScan (Standard / Professional edition)









"Photo Scene Editor" of the town house in Bad Segeberg (Camera Nikon D90 with 18mm lens)

































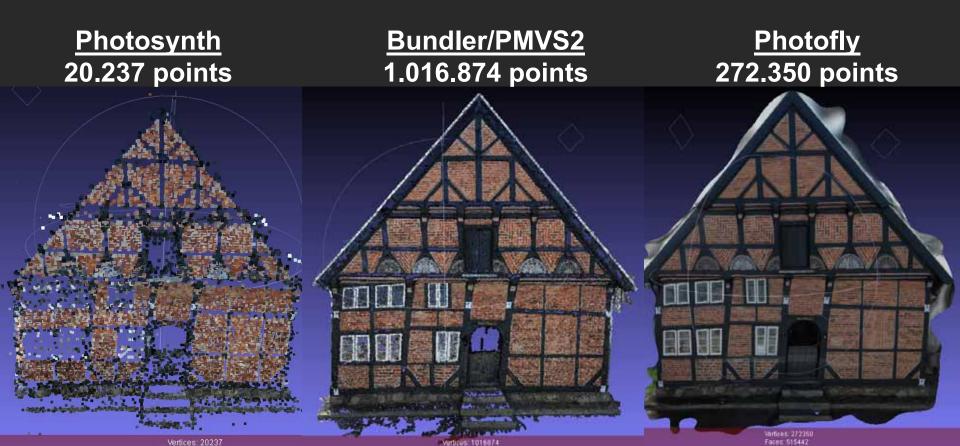


- Object Town house Bad Segeberg (front façade) from 1539/1606
- 19 images with Nikon D90 (4288 x 2848) using 20mm lens
- 3D comparison with laser scanning data from IMAGER 5006h





- Object Town house Bad Segeberg (front façade)
- Automatic generated point clouds & 3D meshes



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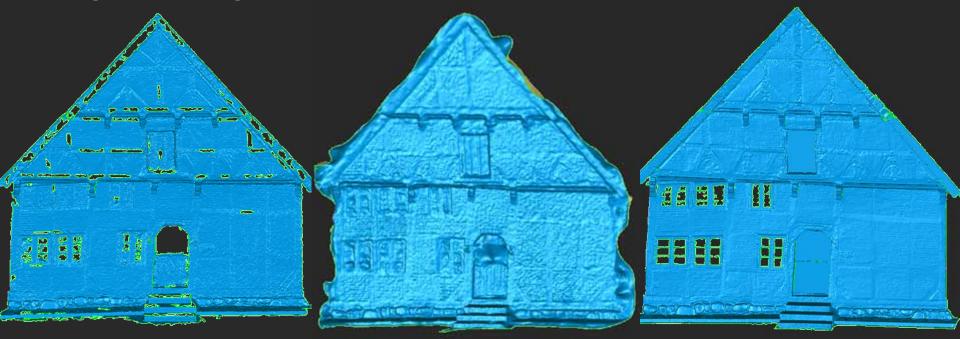


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Bundler/PMVS2
900.000 triangles
5mm grid spacing

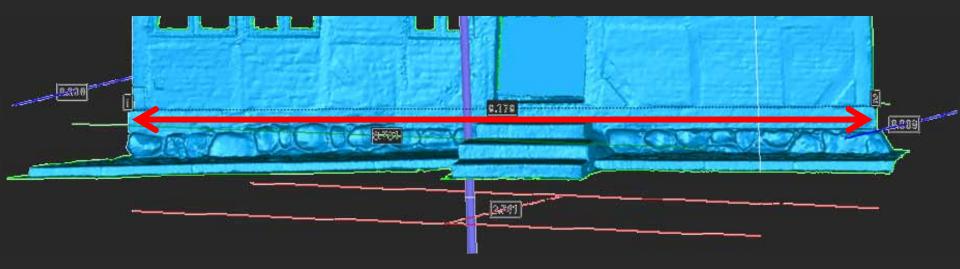
Photofly 500.000 triangles

IMAGER 5006h2 Million triangles





- Object Town house Bad Segeberg
- Scaling of image-based data using distances in Geomagic
- Registration with ICP Image-based data vs. range-based data



Object – Town house Bad Segeberg

■ 3D comparison – <u>Bundler/PMVS2</u> vs. IMAGER 5006h

Green object parts < 3mm

3D deviation [m]

Max. dev. -0.517 / +0.323

Av. dev. -0.007 / +0.004

Std. dev. 0.018



-0.0300

Object – Town house Bad Segeberg

3D comparison – <u>VisualSFM</u> vs. IMAGER 5006h

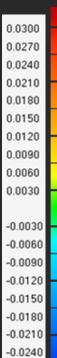
Green object parts < 3mm



Max. dev. -0.529 / +0.519

Av. dev. -0.014 / +0.011

Std. dev. 0.039



-0.0270 -0.0300

Object – Town house Bad Segeberg

3D comparison – Autodesk Photofly vs. IMAGER 5006h

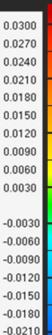
Green object parts < 3mm

3D deviation [m]

Max. dev. -0.530 / +0.530

Av. dev. -0.037 / +0.018

Std. dev. 0.077



-0.0240 -0.0270 -0.0300

Object – Town house Bad Segeberg

3D comparison – Agisoft PhotoScan vs. IMAGER 5006h

Green object parts < 3mm

3D deviation [m]

Max. dev. -0.530 / +0.530

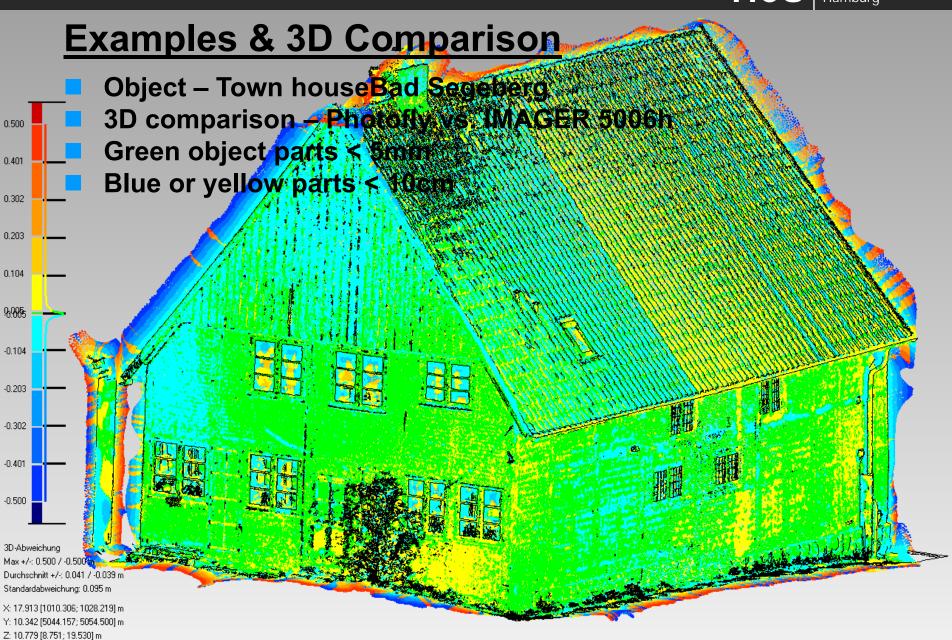
Av. dev. -0.075 / +0.080

Std. dev. 0.134

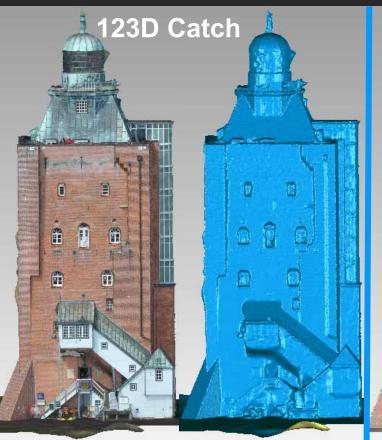
0.0300 0.0270 0.0240 0.0210 0.0180 0.0150 0.0120 0.0090 0.0060 0.0030

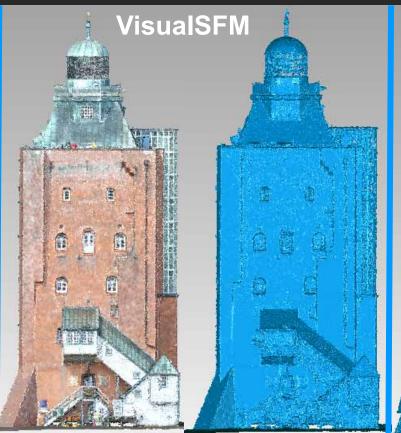
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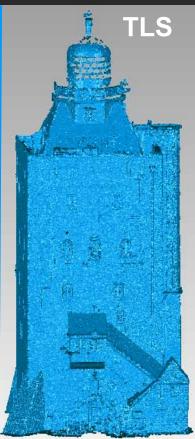
-0.0270 -0.0300



- Object Lighthouse Neuwerk (Hamburg)
- Fotos Helicopter Nikon D3 (85 mm) | 94 images
- Fotos Ground Nikon D40 (18 mm) | 24 images

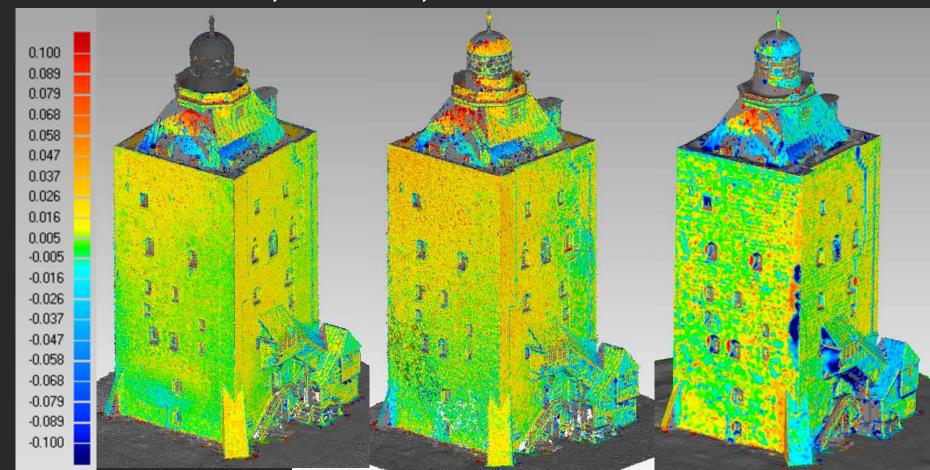


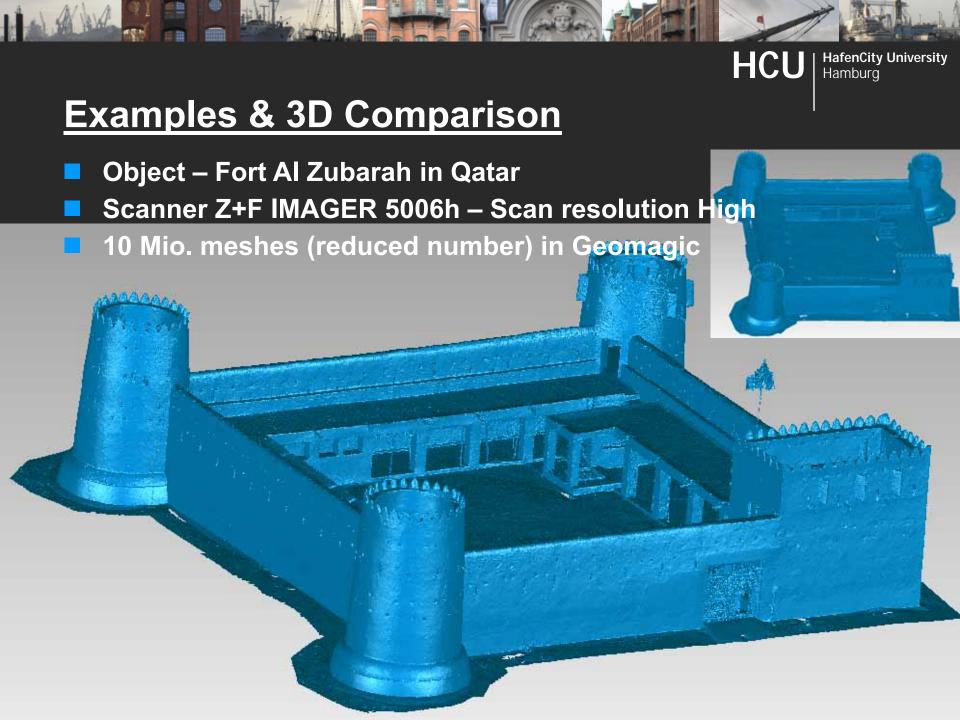




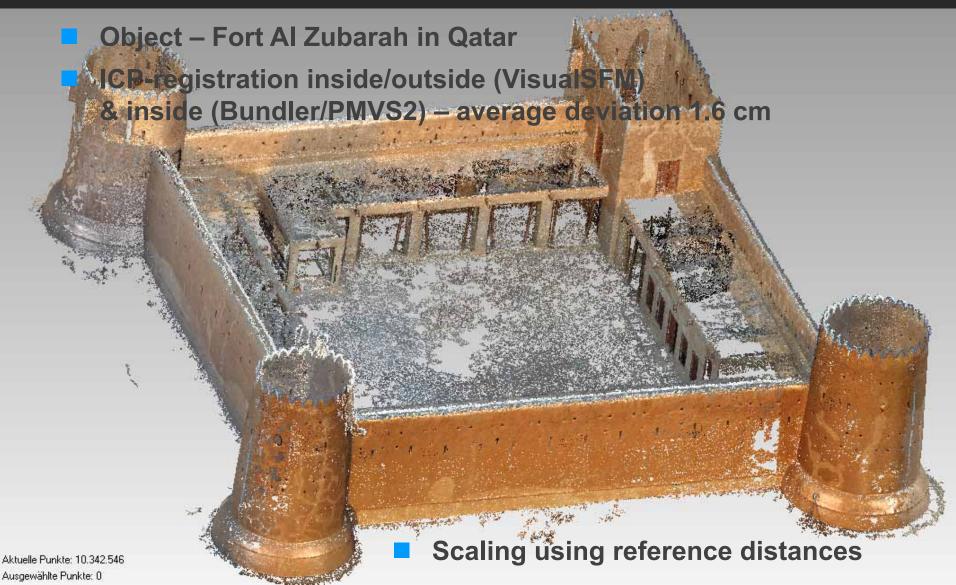


- Object Lighthouse Neuwerk (Hamburg)
- 3D comparison meshes vs. reference data (Trimble GS101) Bundler/PMVS2, VisualSFM, 123D Catch Beta

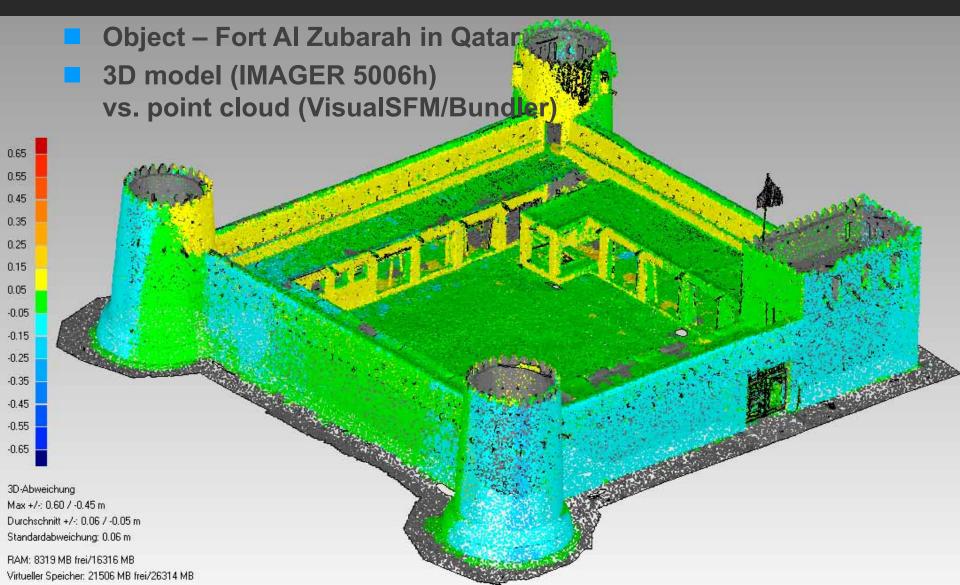


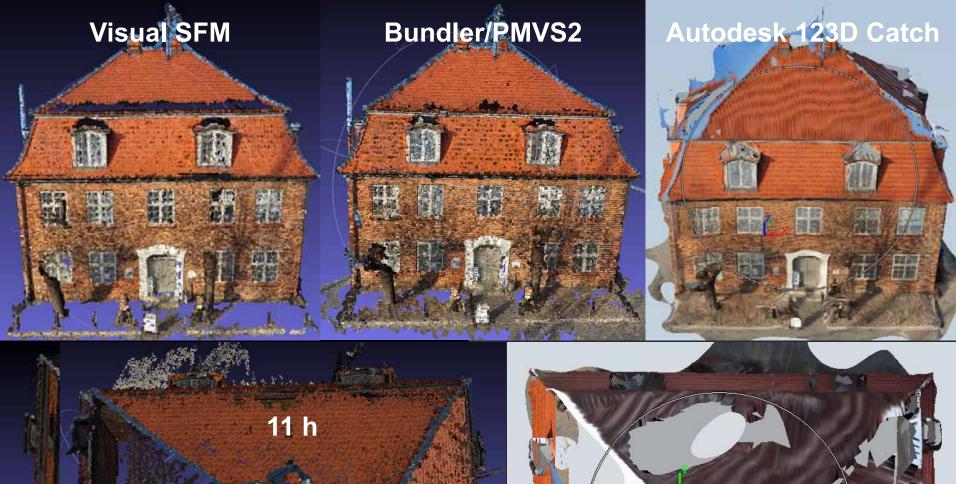














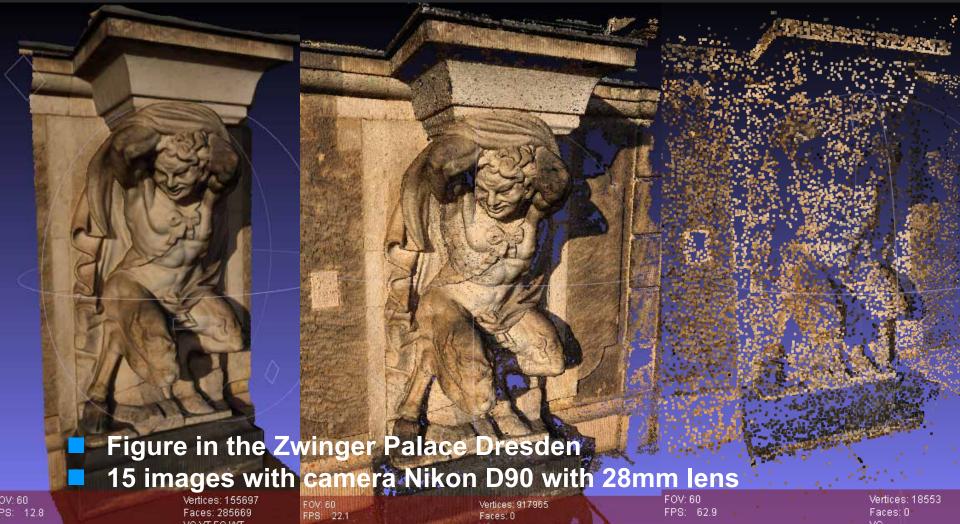




Autodesk Photofly

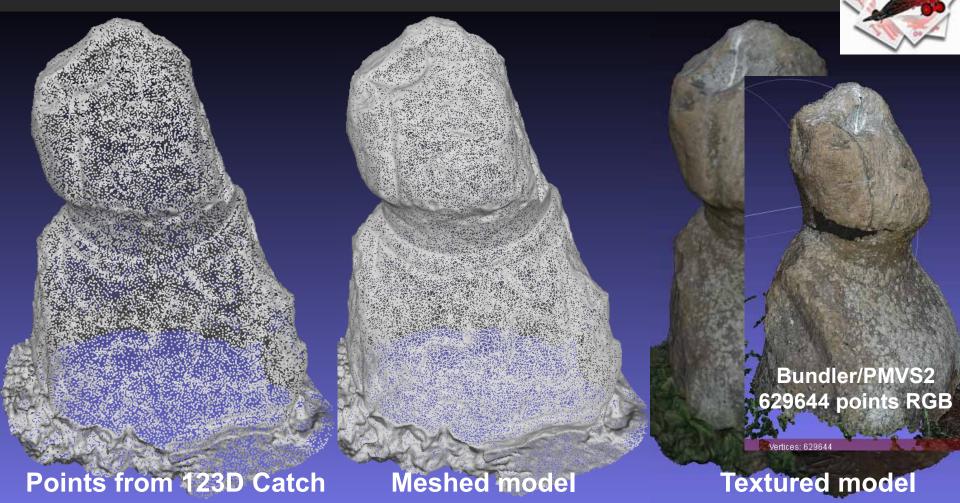
Bundler/PMVS2

Microsoft Photosynth





- Small moai from Poike (Easter Island)
- 27 images with Nikon D70 (3008 x 2000) using 35mm lens





- Moai Vaihu 3D comparison terrestrial laser scanning system vs. image-based system
- 51 photos Nikon D70 (1458 x 2193) with 35mm lens
- Generation of 3D meshes with Geomagic

IMAGER 5006 (2009) 700.000 meshes Bundler/PMVS2 (2011) 1.6 Million meshes 123D Catch Beta (2011) 445.000 meshes

HafenCity University Hamburg

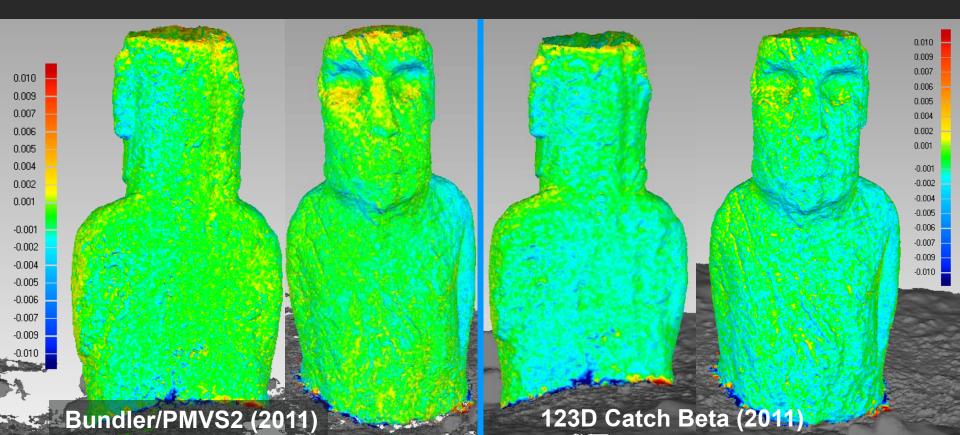




■ Moai Vaihu – 3D comparison range-based vs. image-based systems

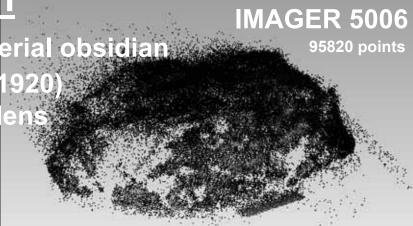
Average deviation 0.8mm Maximum deviation 44.5mm

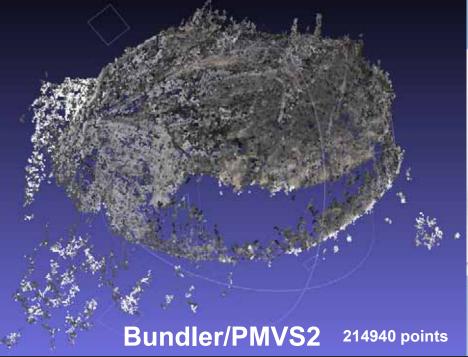
Average deviation 1.4mm Maximum deviation 44.5mm





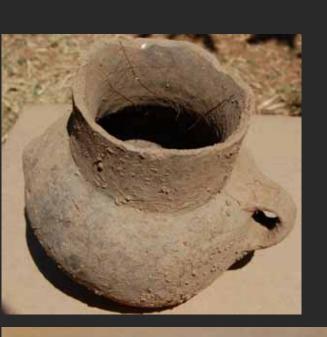
- Eye of a moai (Easter Island) material obsidian
- Cameras Pentax Optio X (2560 x ' & Nikon D80 (3872 x 2592) / 50mm I
- Laser scanning & bundler/PMVS2 failed noisy point cloud

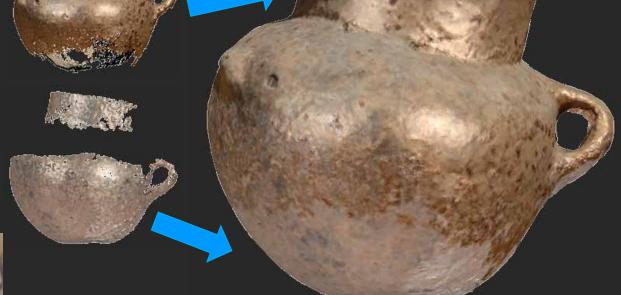


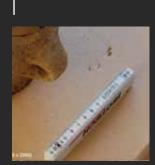




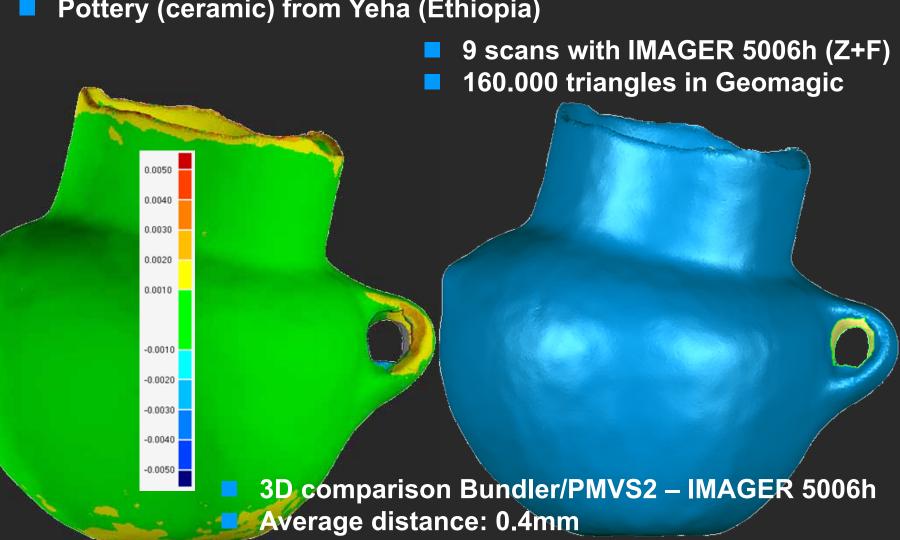
- Pottery (ceramic) from Yeha (Ethiopia), ca. 20cm height & 15cm diameter
- Camera Nikon D40 (3008 x 2000) with 34mm lens
- Bundler/PMVS2 two parts (top 54 images & bottom 30 images)





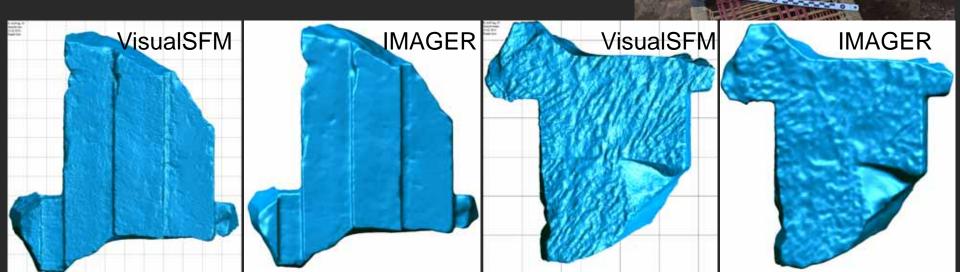


Pottery (ceramic) from Yeha (Ethiopia)



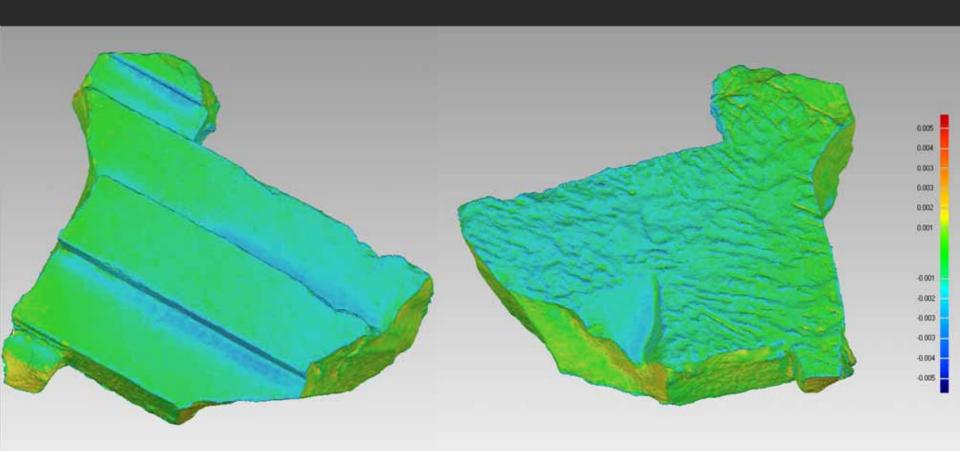
- Architectural fragments from Yeha (Ethiopia)
- Nikon D90 (Nikkor 24mm lens) 33 photos front | 25 photos rear
- VisualSFM ca. 110 min + ca. 90 min ≈ 3.5 min/photo

- Results from matching show more details
 - scanned data is more smoothed





- Architectural fragments from Yeha (Ethiopia)
- 3D comparison VisualSFM vs. IMAGER 5010
- Most parts better < 1mm</p>



Conclusions & outlook

- Camera based object recording fast & flexible & low cost
- Quality factors photo scale, illumination & object texture
- Quality of points clouds from dense matching comparable to TLS
- Quality of points clouds from dense matching for CAD modelling
- High computer performance necessary for desktop processing
- Data processing using GPU necessary for fast results ⇒ future
- Web services save user's resources but data privacy?
- Increasingly more software packages available on the market
- Further investigations in quality control with reference data



