

sample & hold

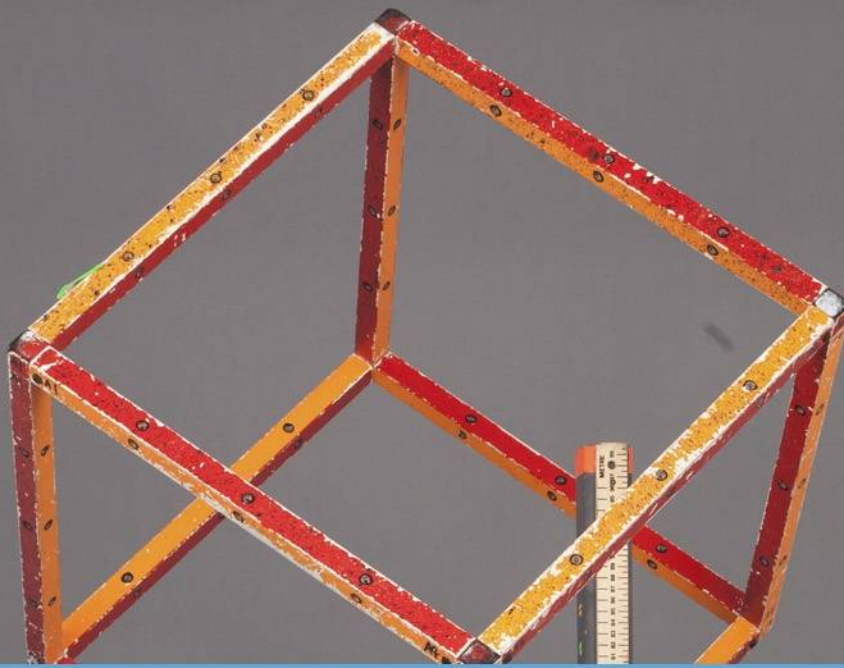
body 3D scanning overview





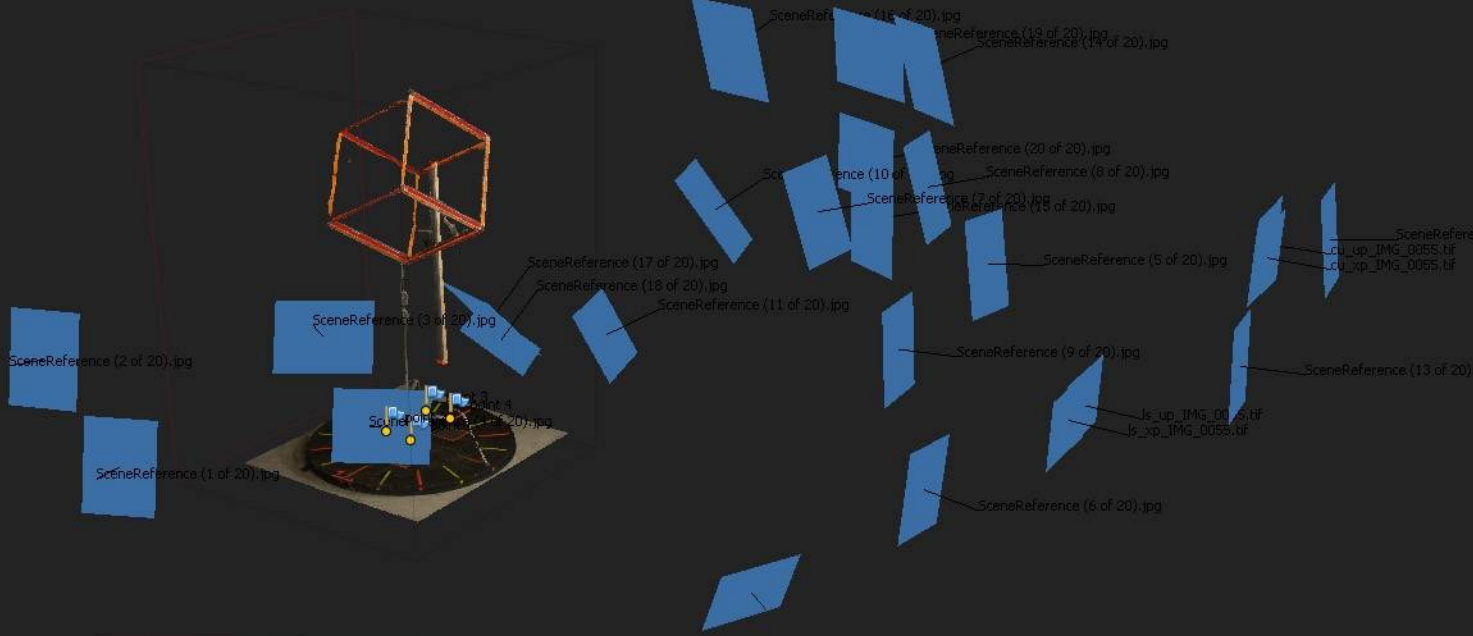
We use structured light 3D scanning technology to capture all of our body 3D scans. We believe this gives us a robust and high quality solution - over the years we learned that no scanning job is exactly the same, so we use technology that will have no problem with dark clothing, hair, complex costumes, hard surfaces etc. We pride ourselves in delivering clean, high resolution data quickly and professionally.



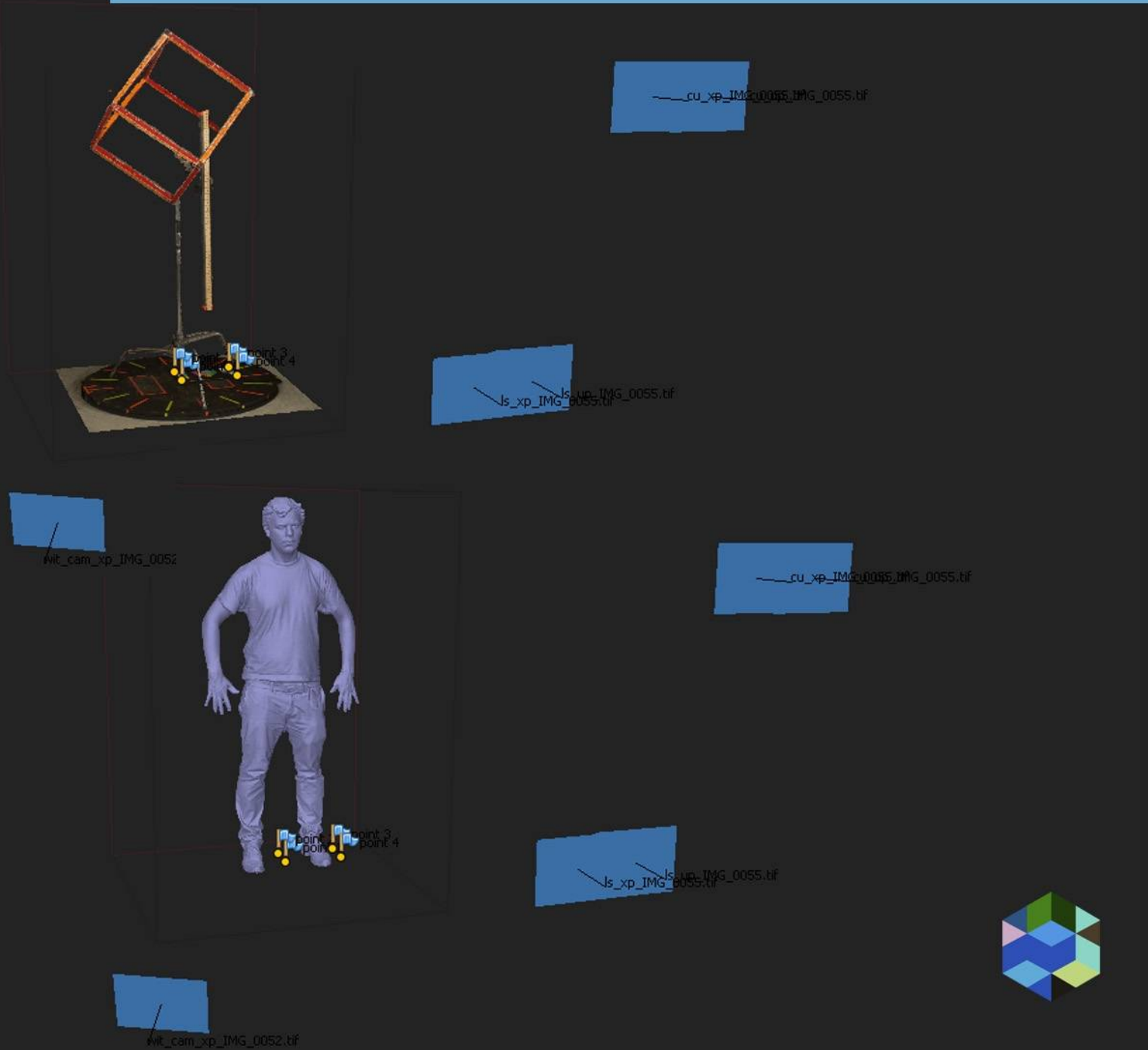


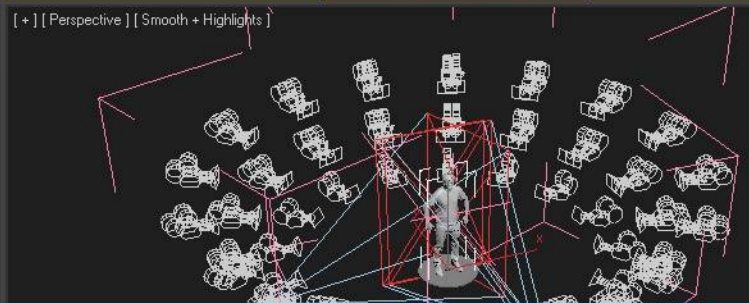
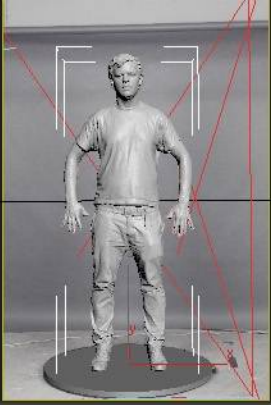
we also calibrate multiple DSLR cameras when body 3D scanning



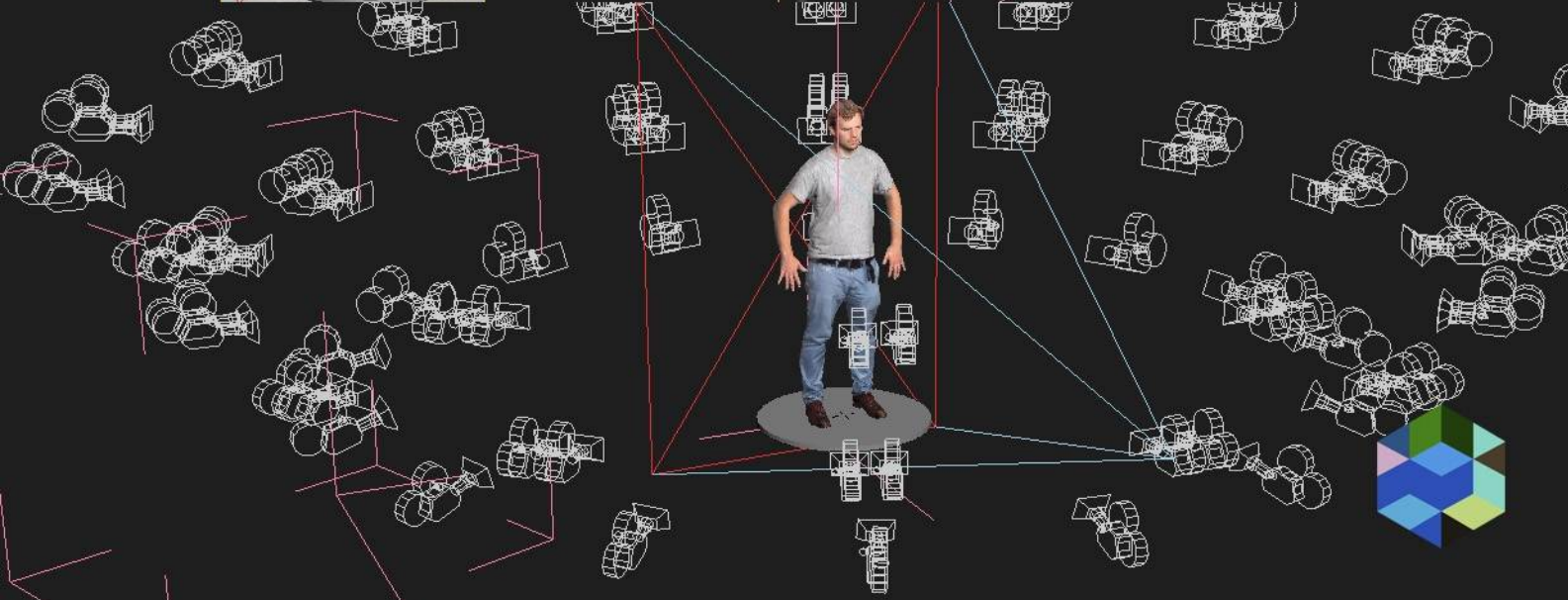
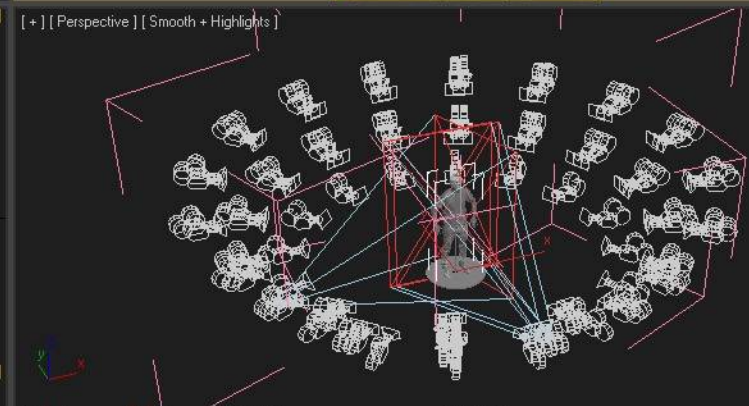
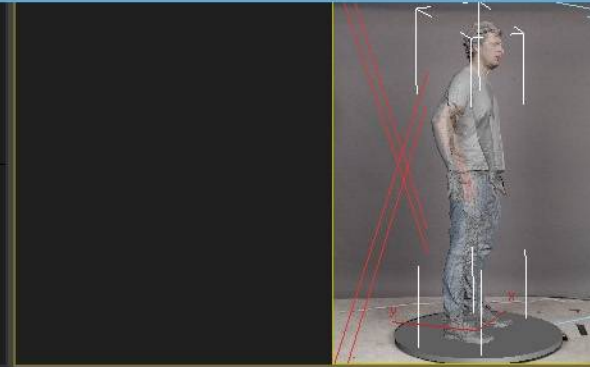


which gives us camera positions from which to project colour data back onto the 3D geometry





greatly enhancing the ease and accuracy of colour texture projection





whilst retaining the ability to capture simultaneous cross polarised photography





standard service

360 body 3D scan without colour





standard service

capture complex costumes and poses

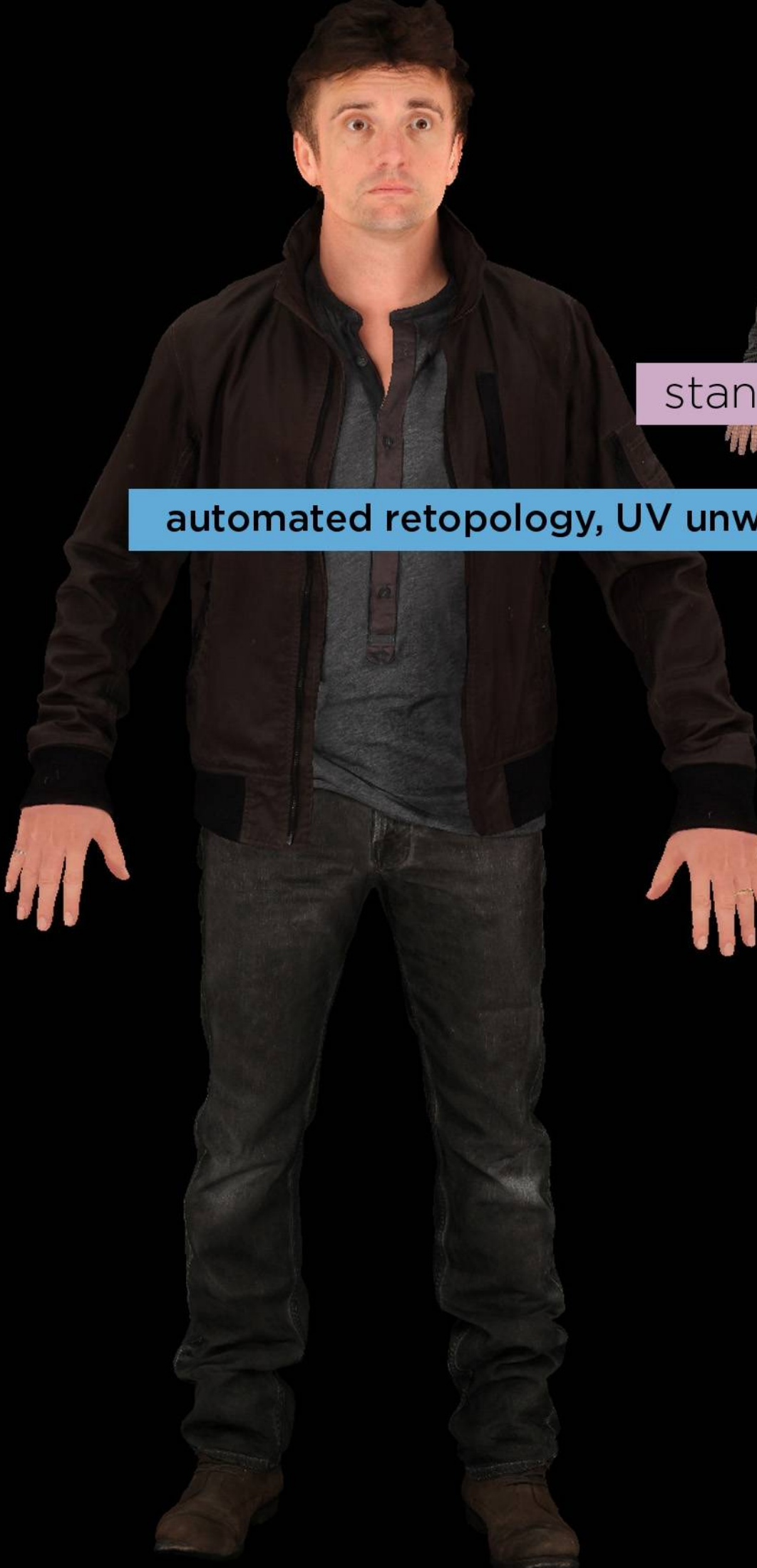




standard + service

360 body 3D scan in full colour





standard + service

automated retopology, UV unwrap, diffuse map





premium service

high resolution 360 body 3D scan without colour

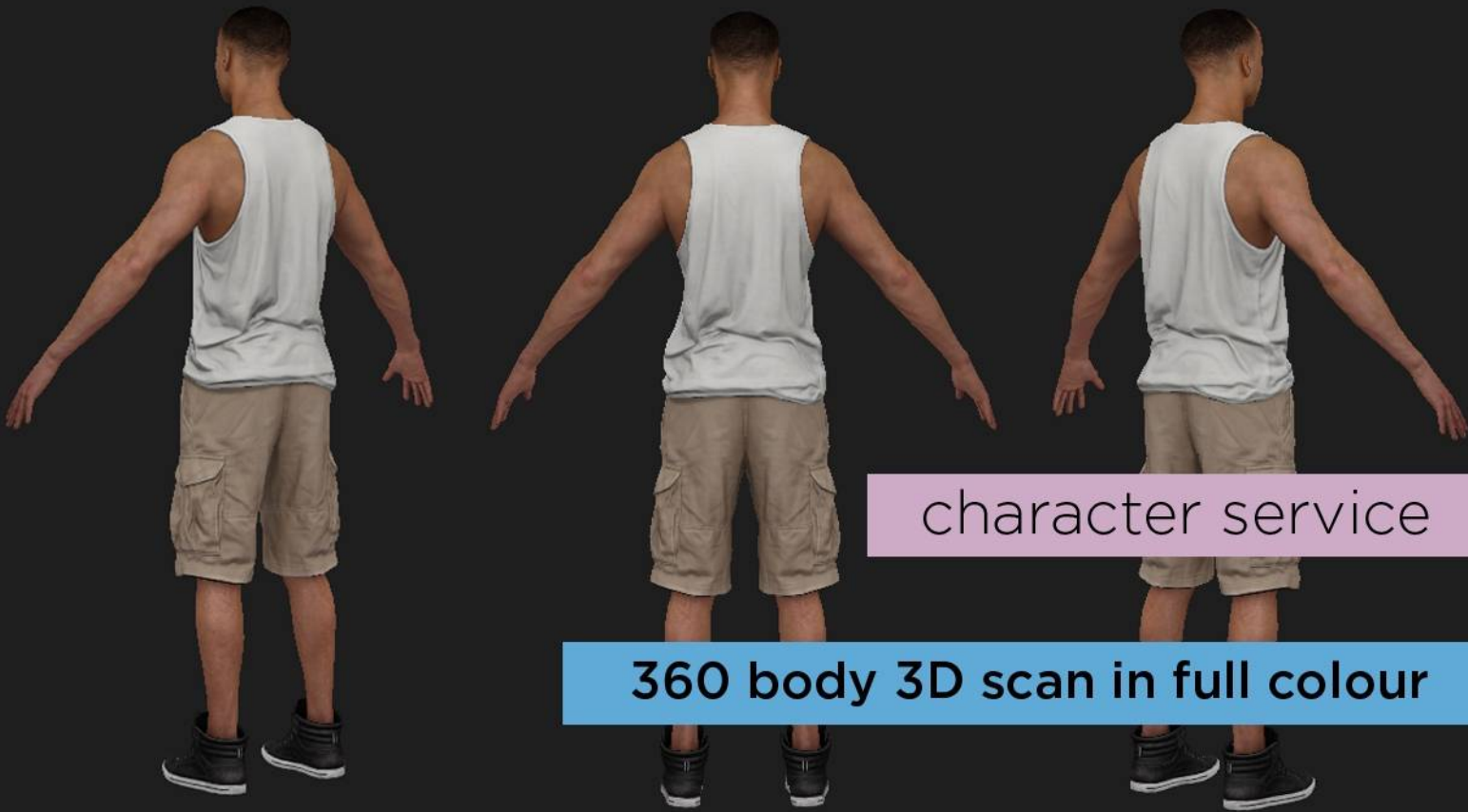




premium service

additional head, hands and shoe 3D scans attached





character service

360 body 3D scan in full colour





character service

high detail digital sculpt to enhance the 3D scan



A 3D wireframe model of a man in a suit, rendered in yellow lines on a black background. The model is shown from the waist up, with arms outstretched, and from the waist down, showing legs and shoes. The wireframe is composed of a grid of lines, highlighting the topology of the character.

character service

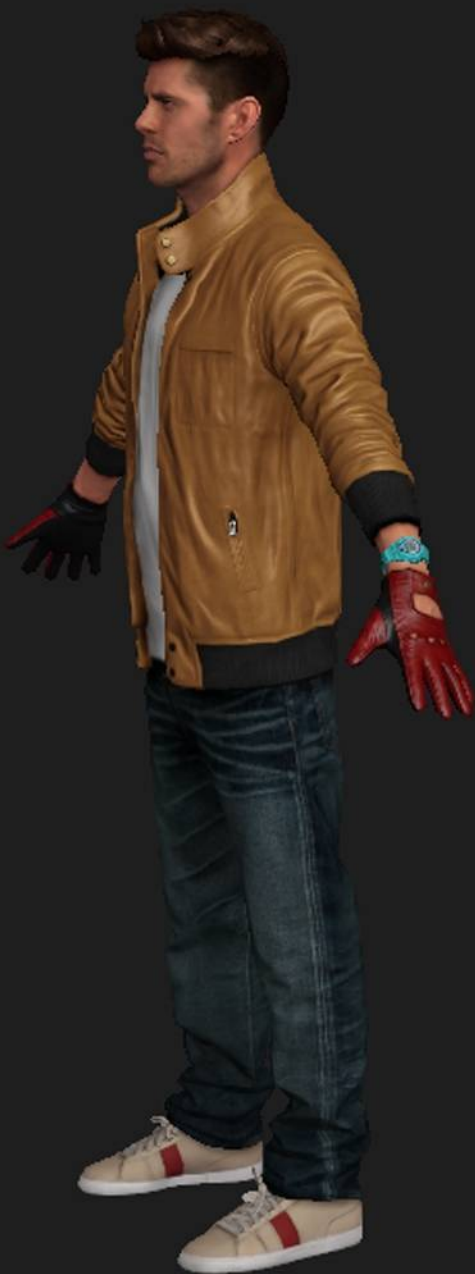
hand built topology to match client specifications





character service

UV unwrap, diffuse and displacement/normal maps



overview

	'standard'	'standard +'	'premium'	'character'
Number of triangles	8 million	8 million	12 million	12 million
Average edge length	0.8mm	0.8mm	0.6mm	0.6mm
Capture time	8 x 1 sec	8 x 2sec	34 x 1 sec	34 x 2 sec
water tight mesh	Yes	Yes	Yes	Yes
3D data format	OBJ, STL	OBJ	OBJ, STL	OBJ
Colour data	No	Yes	No	Yes
Retopologised quad mesh	No	Auto	No	Yes
UV unwrap	No	Auto	No	Yes
Displacement/Normal map	No	No	No	Yes



sample & hold

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