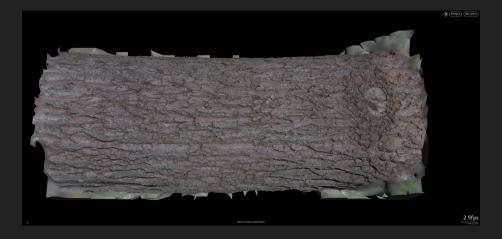
# Lidar & Photogrammetry

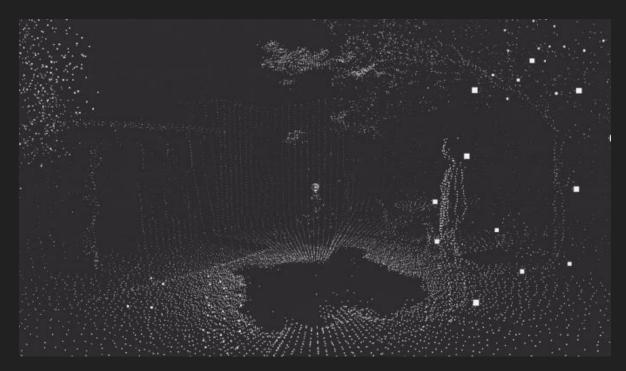
**Andrew Sumner** 

## My Background

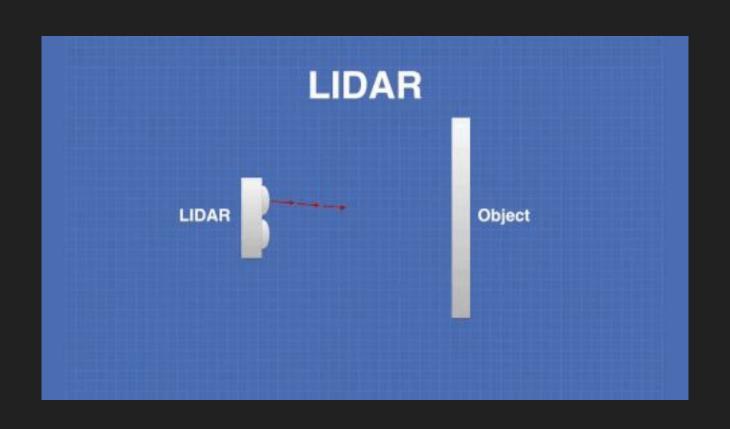
- Tech Artist at Purdue Envision Center
- CGT major Visual Effects
- Specialization in pipeline and production
- Often caught taking photos of trees



## What is lidar?

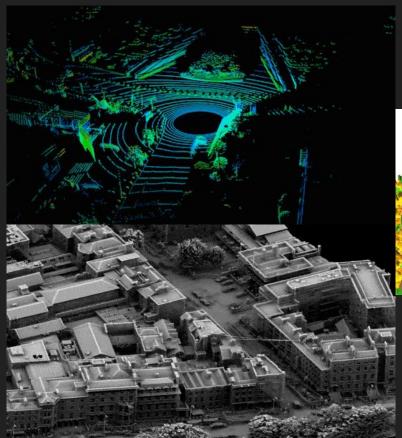


Light Detection And Range sensors



### **Use Cases**

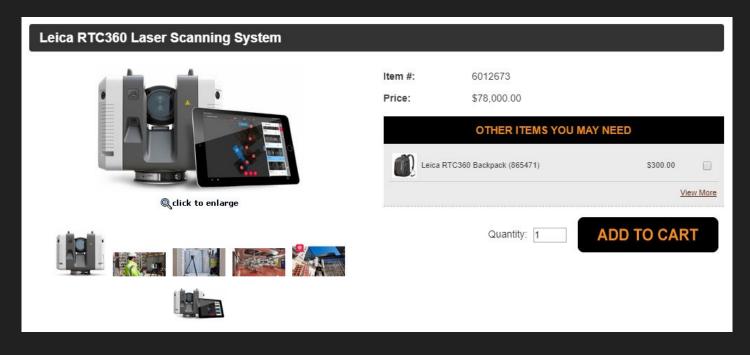
- Driverless Vehicles
- Land Management
- Data Science
- Virtual Environments
- Visual Effects





#### Cost

Balance between speed, accuracy, and range of motion







## Scanse ~\$800

- 360 sweeping Lidar kit
- 3D printed body
- Raspberry Pi
- Affordable for home use



## https://skfb.ly/6MHZw



#### Workflow<sup>1</sup>

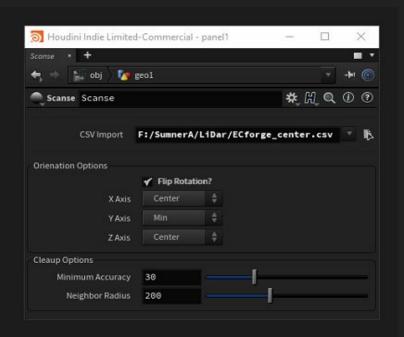
- Physical capture
- 2. Point cloud editing CloudCompare
- 3. Export .ply, .asc, .las
- 4. Upload to Sketchfab Adjust point size in 3D Settings
- 5. View in VR Supports cardboard, vive, rift, daydream

Unity & Unreal: Free plugins for point cloud rendering as particle sprites

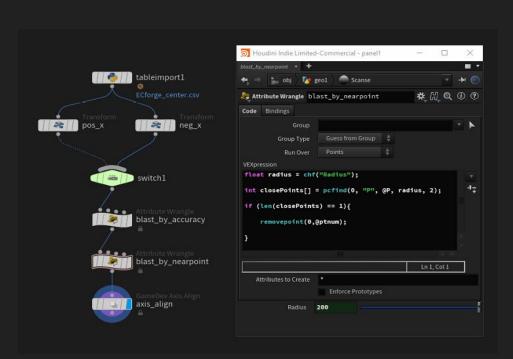
#### Scanse Capturing Tips

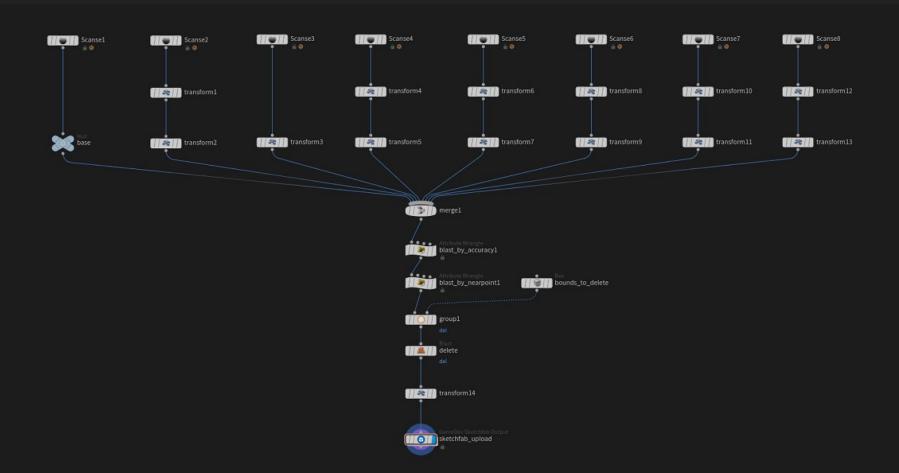
- Capture as many scans in the space as you can
- Aim for large overlap of defining features to merge scans
- Slowest scan is best quality
- Reflective surfaces don't scan well
- Adopt a naming convention for your files (gridxy1 etc)
- Filter out as much low signal strength as you can

#### Houdini - Custom Tools

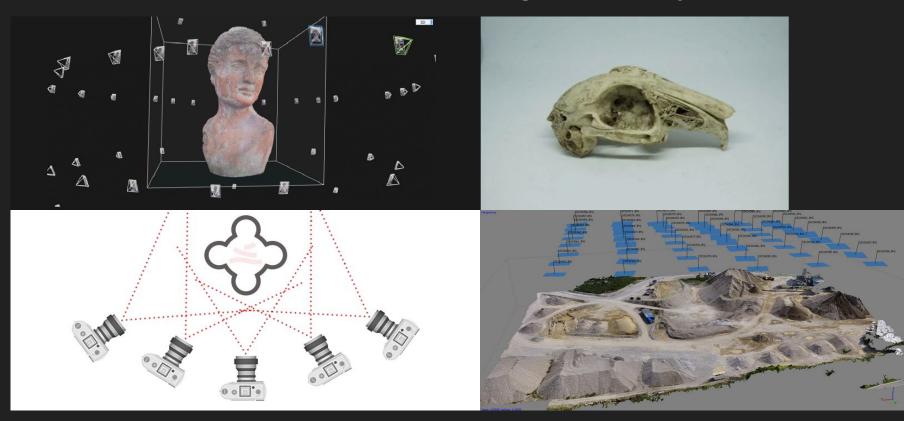




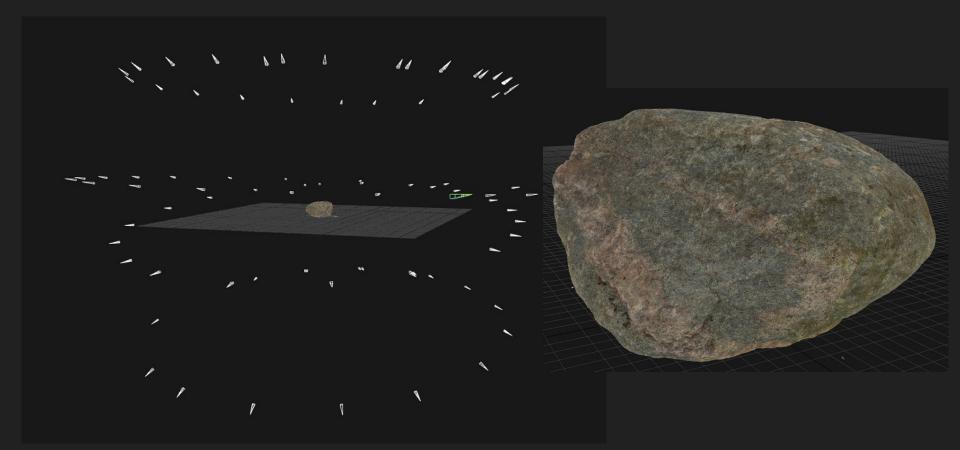




## Alternative: Photogrammetry



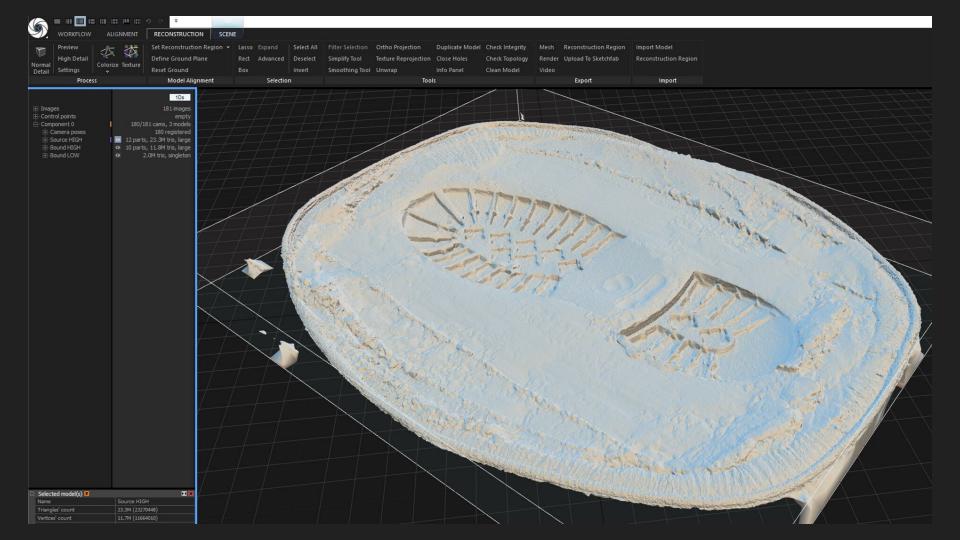


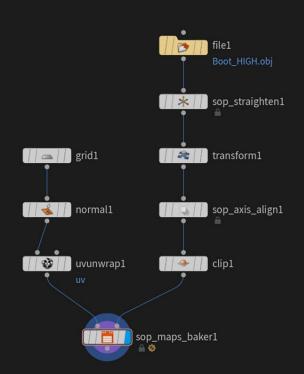


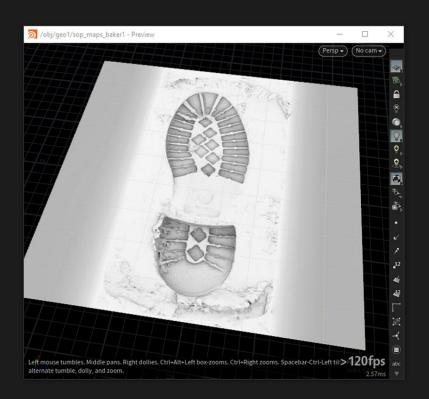
## https://skfb.ly/6NJqW













## Questions?

Contact: sumnera@purdue.edu