Table of Contents

Edit point of cloud

- File > Open project… – select bundle.rd.out then the list.txt file when prompted
- Hit CTRL + L to show the layers panel
- Right click layer > Delete current mesh
- Import mesh – import VirtualSFM point cloud (models/option-0000.ply)
- Delete unwanted points

Create the mesh

- Filters > Normals, Curvatures and Orientation > Compute normals for point sets
- Change 'Neighbour num' to 1000
- Remeshing, Simplification and Reconstruction > Surface Reconstruction: Poisson
- Set Octree Depth to 11
- File > Export Mesh

Transfer color attributes

- File > Open project – select bundle.rd.out then the list.txt
- Hit CTRL + L / Delete current mesh
- File > Import mesh – import the edited mesh created earlier
- File > Import mesh – import the original point cloud (models/option-0000.ply)
- Filters > Sampling > Vertex Attribute Transfer – set the original file as source mesh and edited file as target mesh and check Transfer Color. Click Apply.

Generate stills from video

```
c:\programs\stream\ffmpeg -i input.mp4 -vf fps=3 -qscale:v 2 image-%%03d.jpg
```

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