3D Scanning

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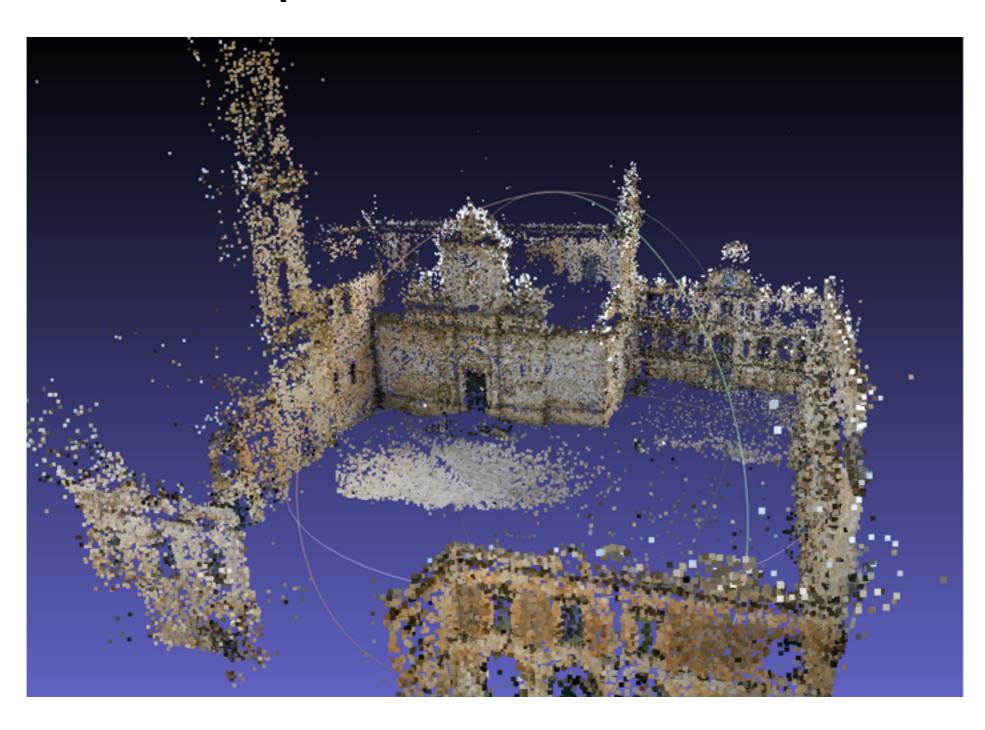
What is 3D Scanning?

3D scanning is the process of *measuring* 3D information; and it is the very first step when creating a complete 3D model.

3D Scanning Outputs

- Each device outputs measure 3D information differently. The main outputs are:
 - 3D sparse points
 - Range maps
 - 3D volumes

3D Scanning Outputs: Sparse Points



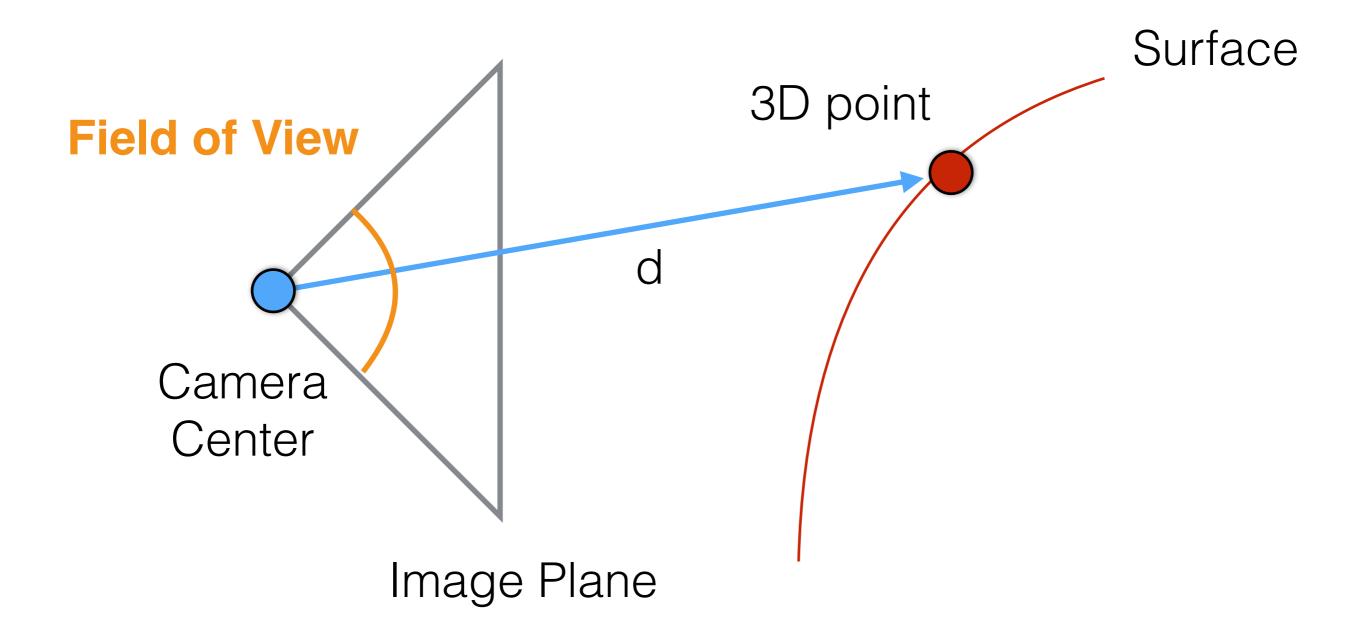
3D Scanning Outputs: Sparse Points

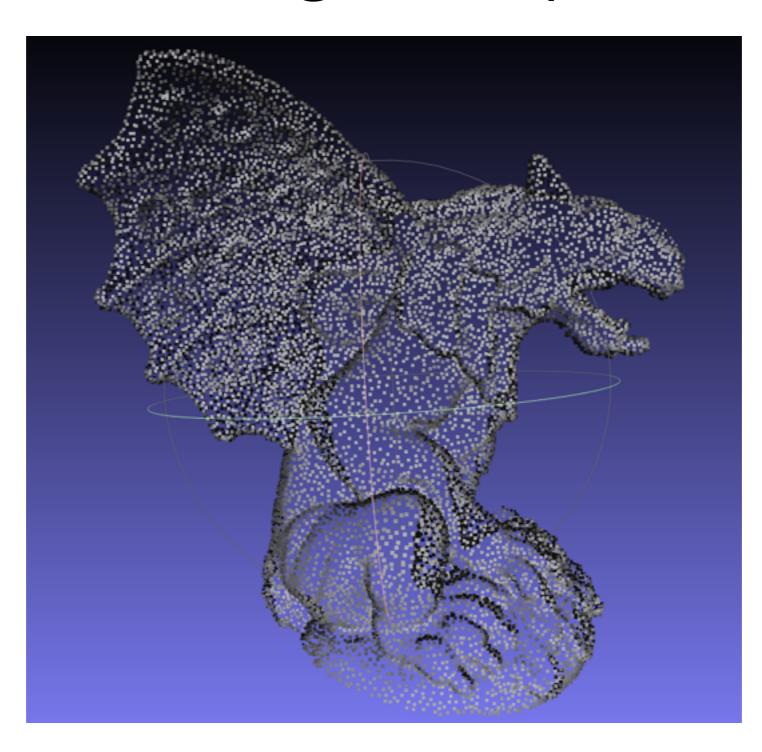
- Each point can have attributes:
 - An RGB color
 - •
- Metadata: position and orientation of the origin, and scale



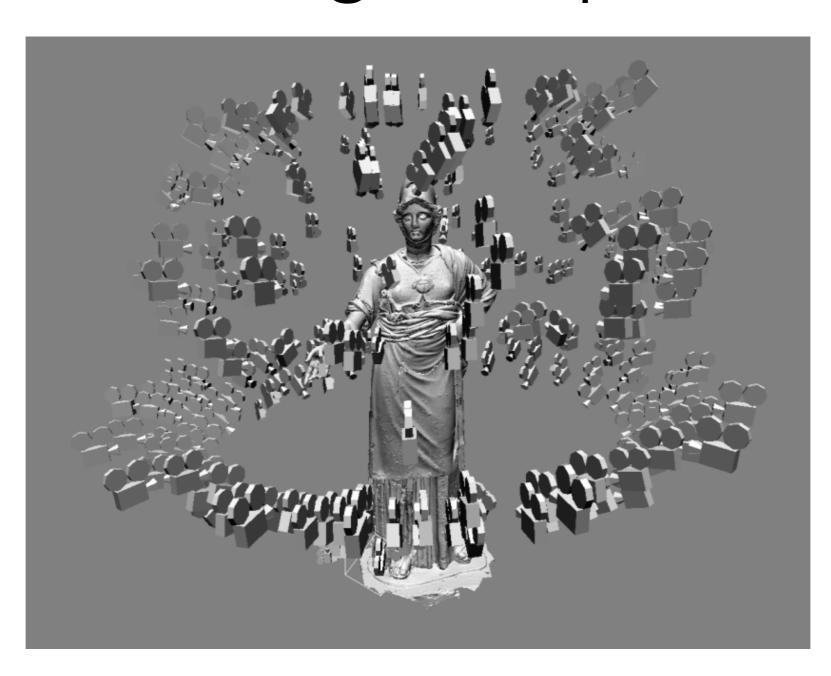
Each pixel in the image encodes the distance between the surface and center of the camera

- Metadata:
 - Camera extrinsics: position and rotation
 - Camera intrinsics: field of view, size of pixels in mm
 - Scale of distances
- From Metadata:
 - we can obtain 3D points!

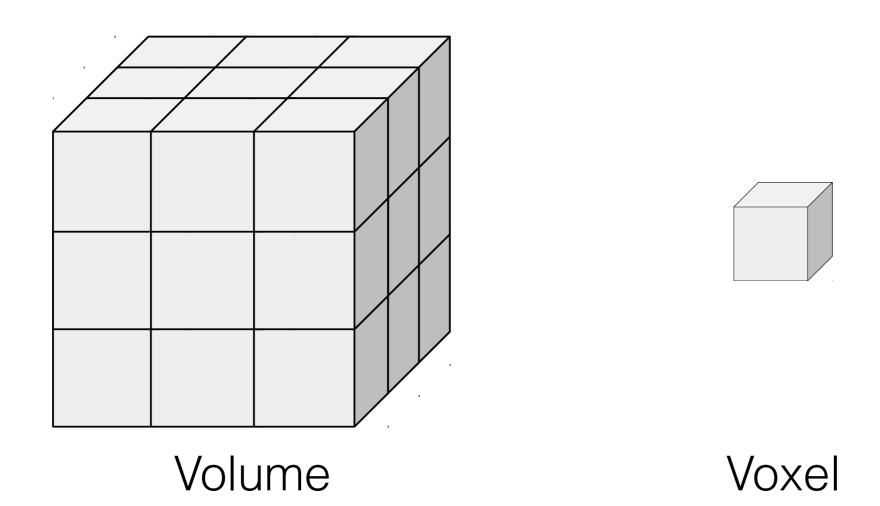




- A range map is already a 3D model... but it will be surely incomplete
- A single acquisition IS NOT enough to reconstruct an entire object
- Multiple shots are needed...
 - How many?
 - Which ones to choose?

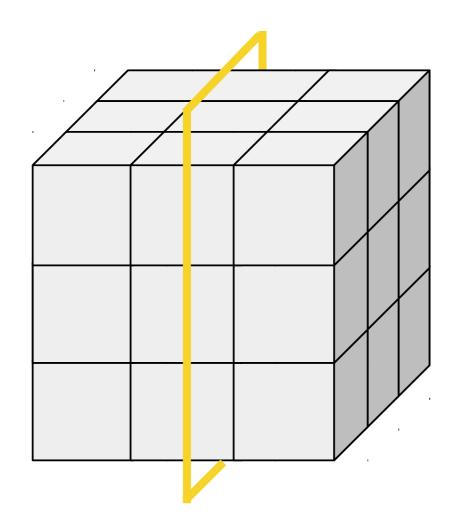


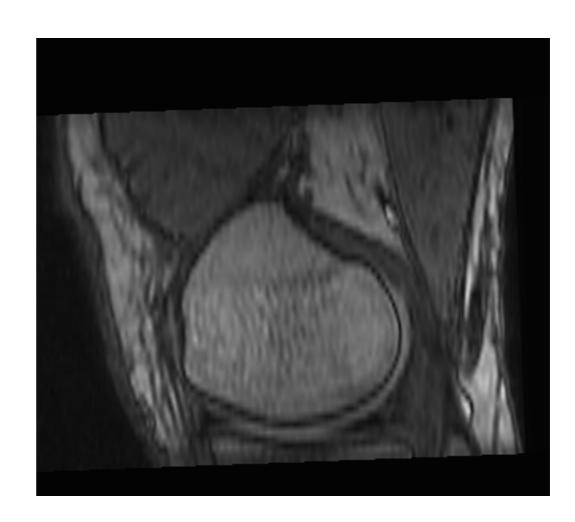
- 3D space is discretized into a regular grid or *volume*
- Each cube in the grid is called voxel (volume pixel) or a cube encodes a value in the range [0, 1].



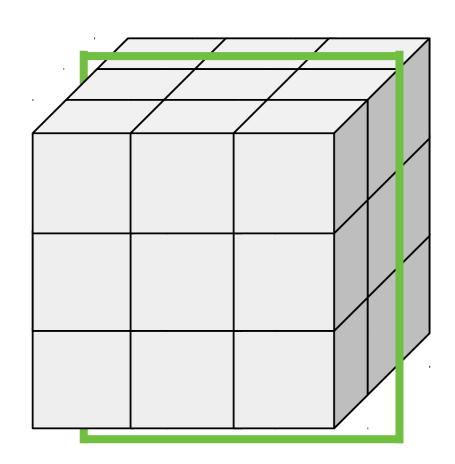
- Metadata:
 - size of the pixel in mm for each slice
 - distance in mm between a slice and another
 - scale of the normalized values (typically encoded as 16-bit values)

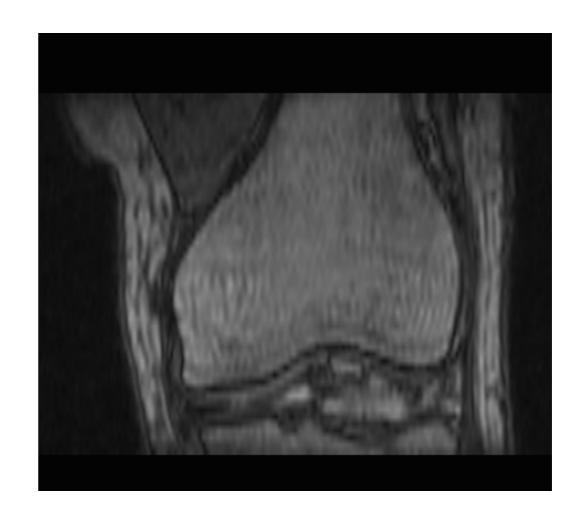
 A sagittal plane is an anatomical plane that divides the body into right and left parts



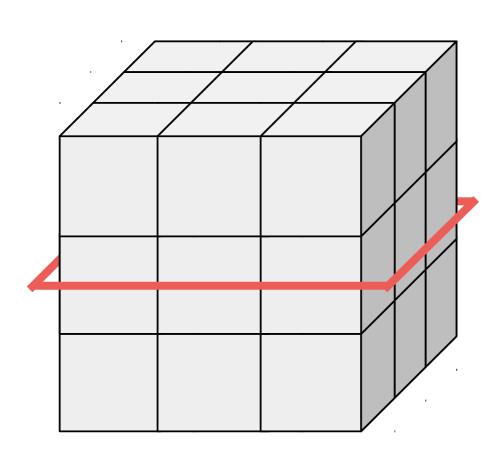


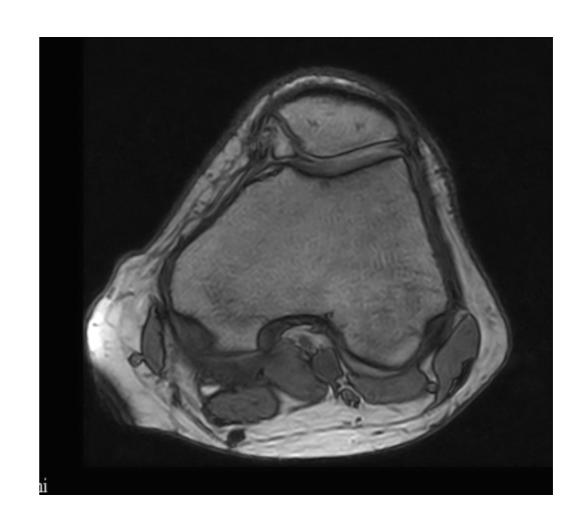
 A coronal plane is an anatomical plane that divides the body into ventral and dorsal parts

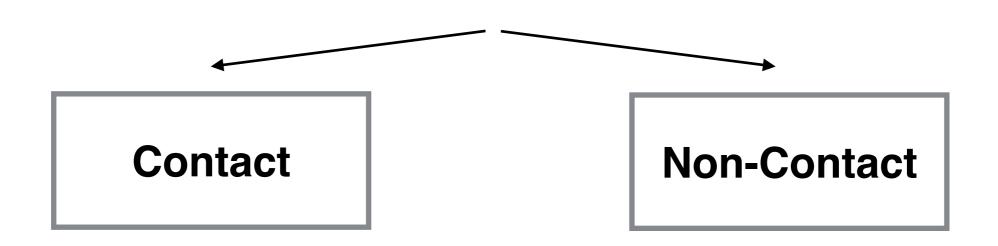


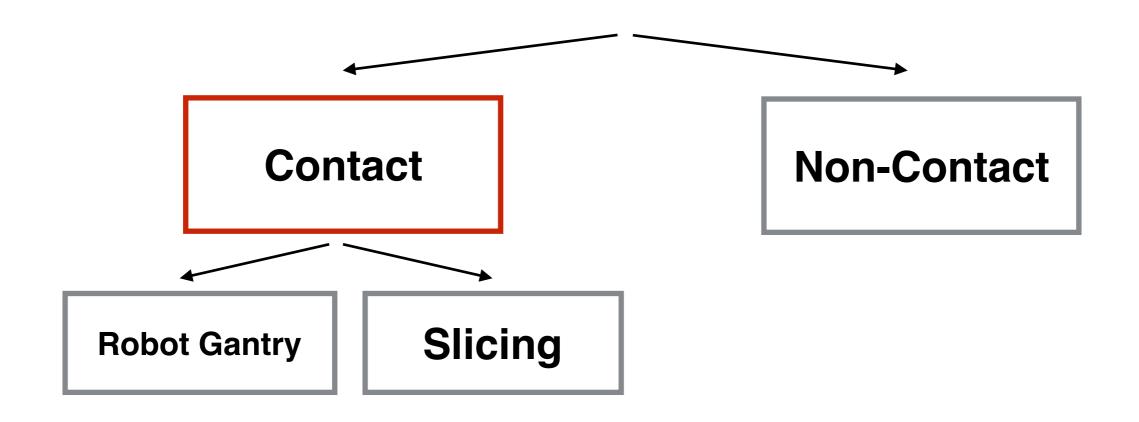


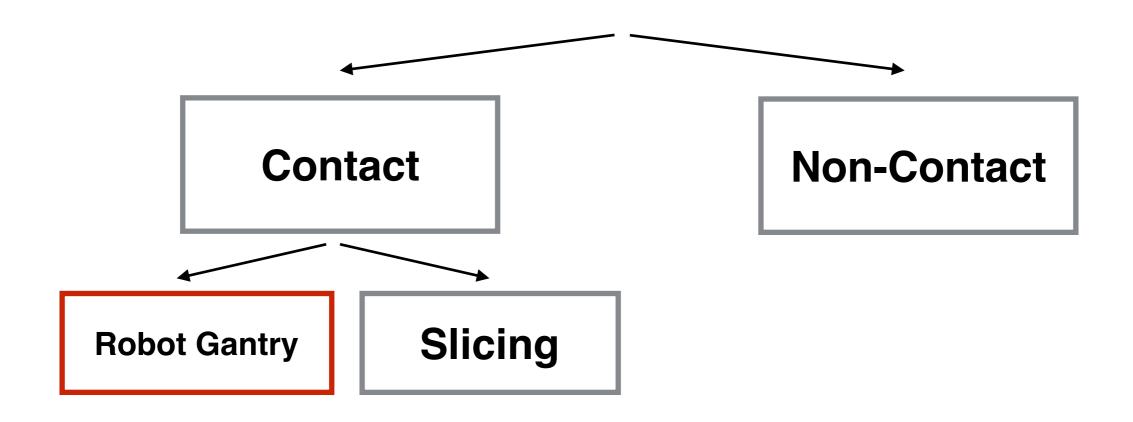
 An axial plane is an anatomical plane that divides the body into superior and inferior parts











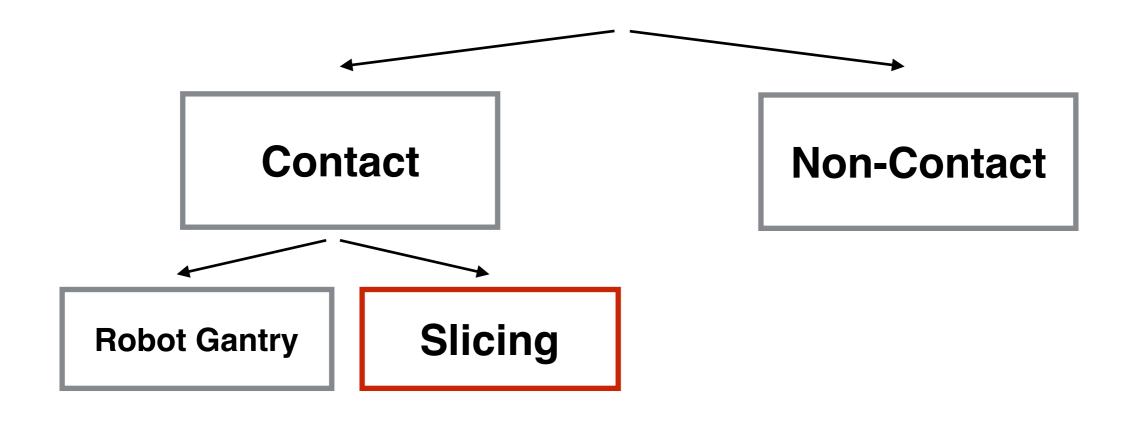
3D Scanning Taxonomy: Robot Gantry



Object is "probed" at different locations

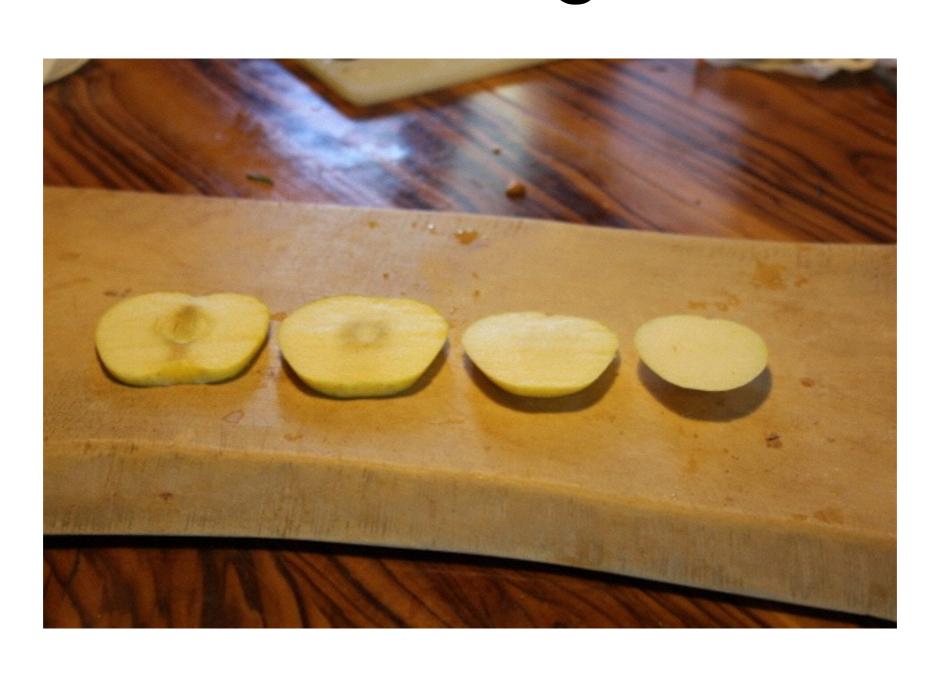
3D Scanning Taxonomy: Robot Gantry

- Highly accurate (micron)
- Moderate-high costs: \$2,000 \$15,000
- Slow scanning; labor intensive!
- Ideal for: rigid and non-fragile objects
- Uses: manufacturing control, art/design, reverse engineering
- Output data: sparse 3D points

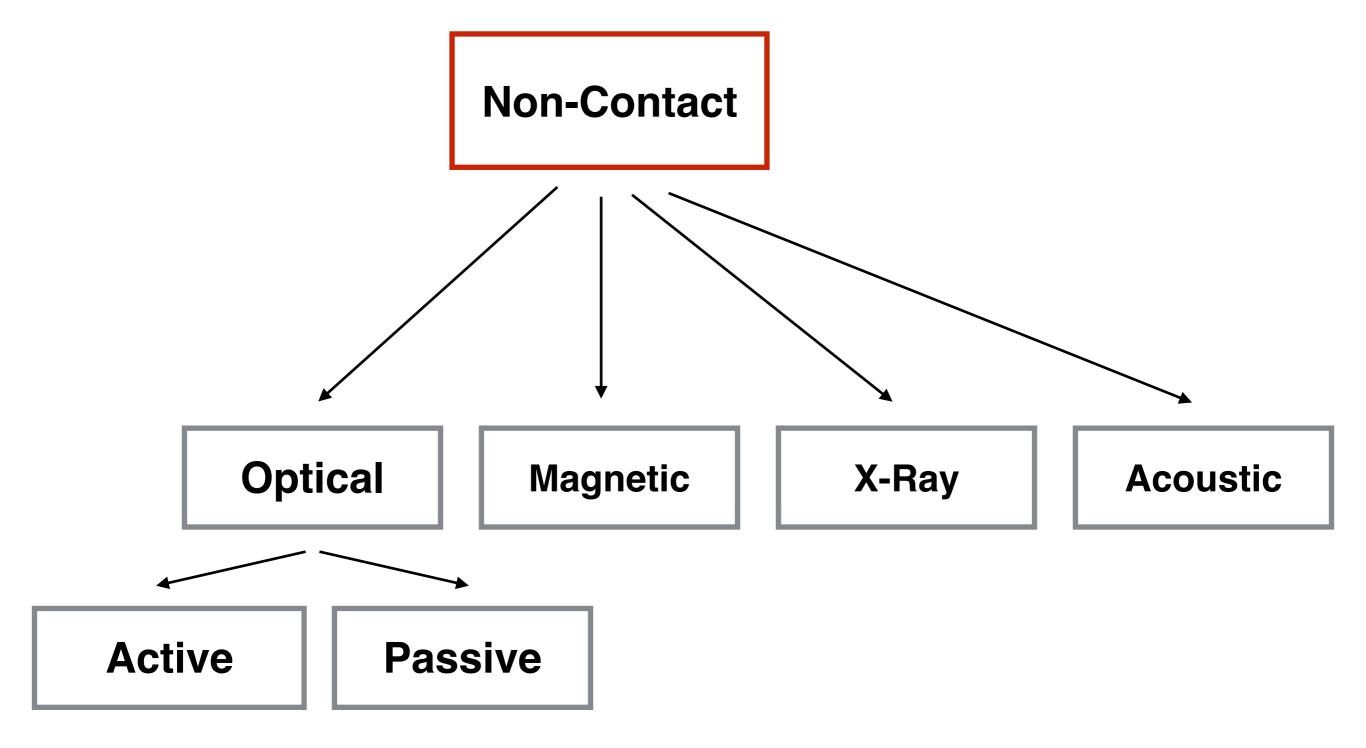


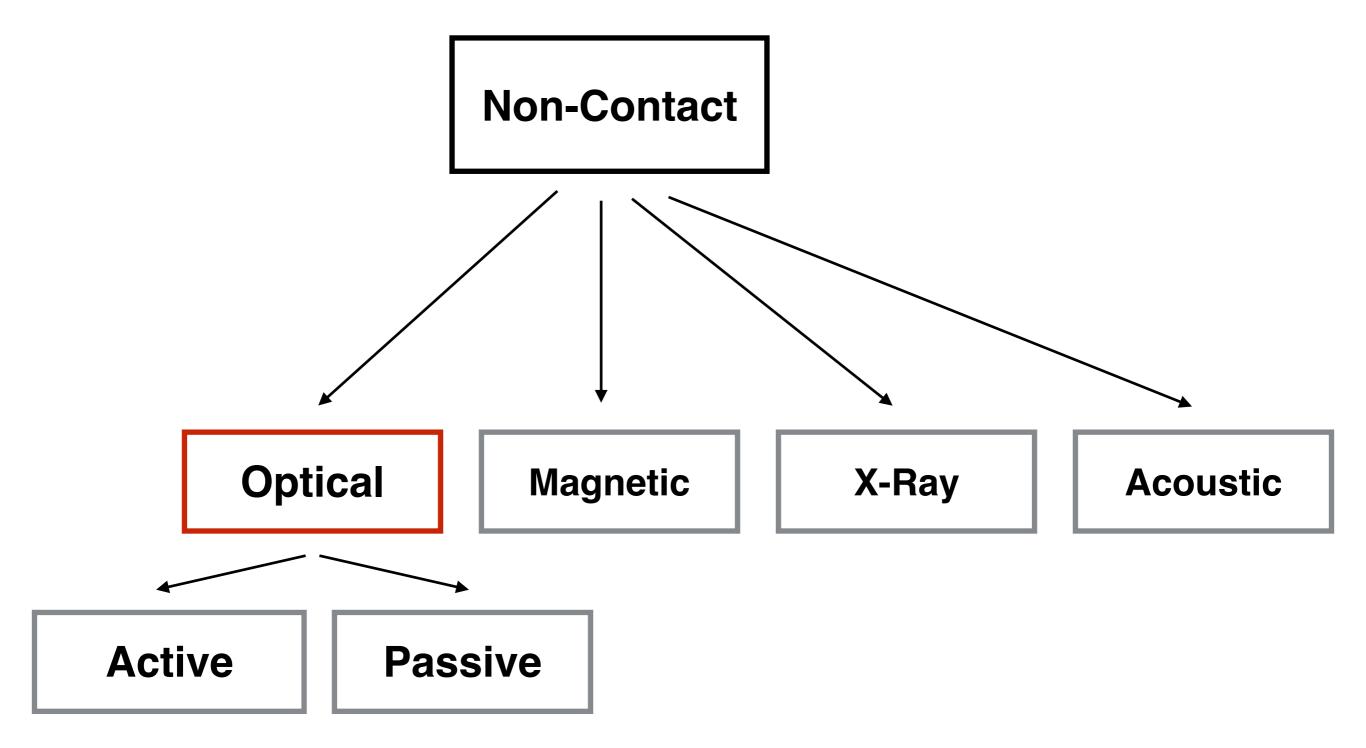


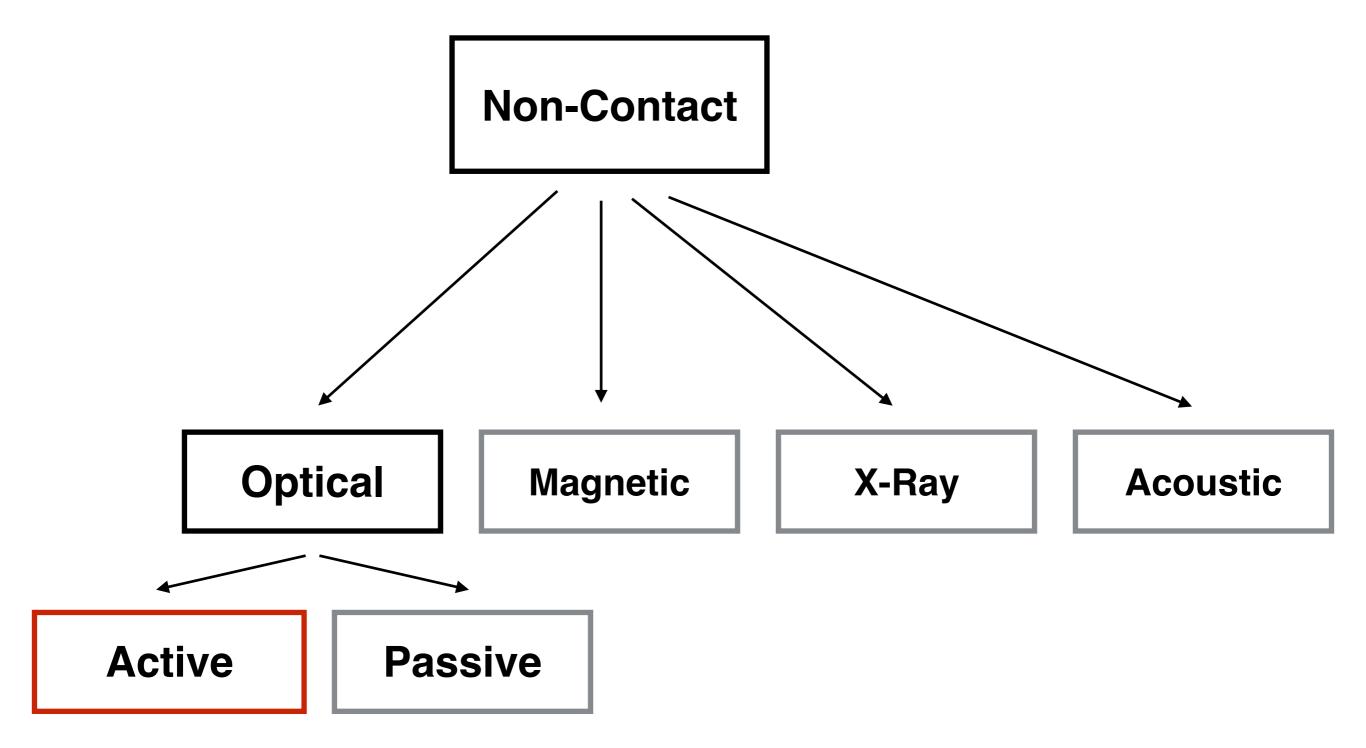




- It can be accurate and precise; if slicing is automatic
- Slow scanning
- Ideal for:
 - rigid and non-deformable objects
 - breakable objects
- Uses: biology, reverse engineering
- Output data: a 3D volume (in this case we can have a per voxel color)



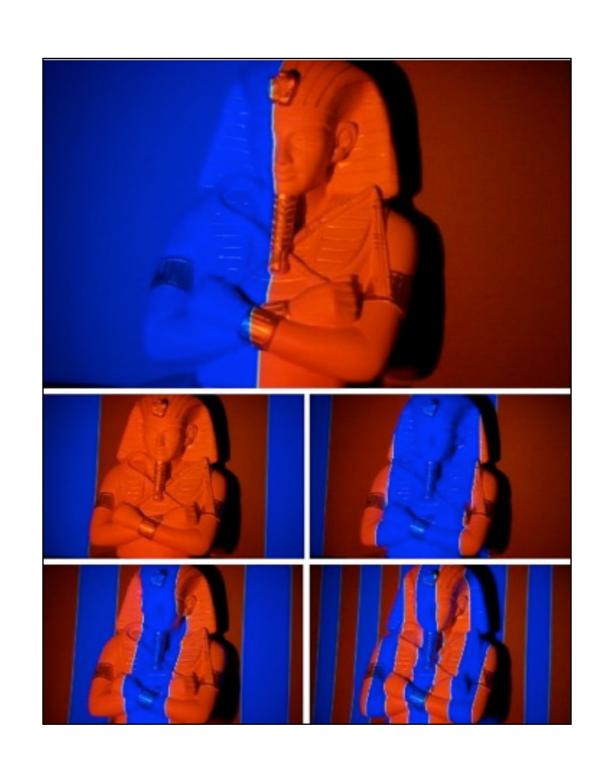




3D Scanning Taxonomy: Optical - Active

- Main blocks:
 - A calibrated camera
 - A light source —> that's why it's active!







Breuckmann GmbH

Cost: €70,000-80,000

Accuracy: 0.1 mm

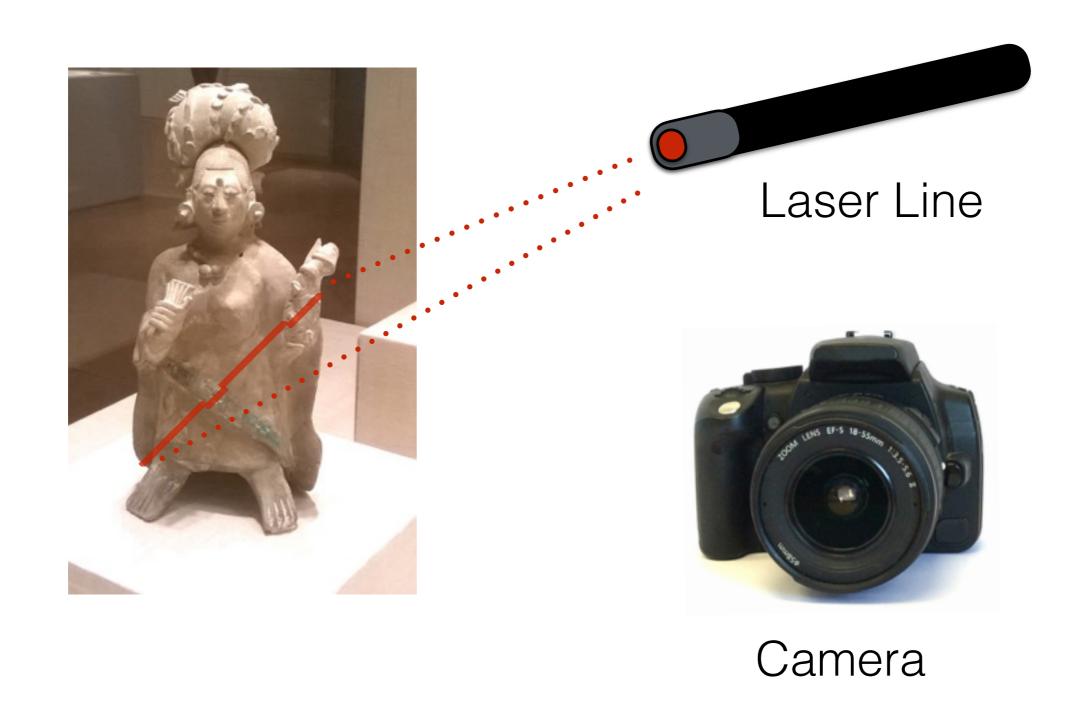


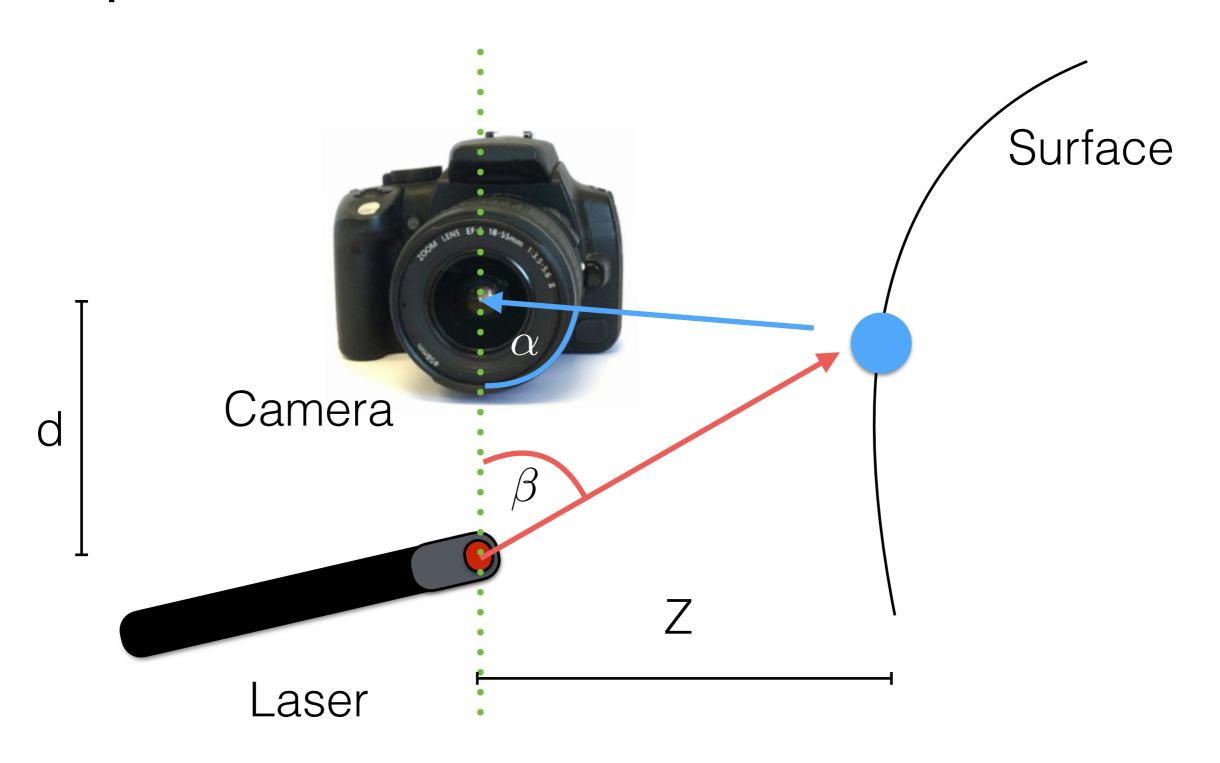
Microsoft Kinect v1

Cost: €100

Accuracy: 2-5 mm

3D Scanning Taxonomy: Optical - Active: Laser-based









Konica Minolta Range 7

Cost: \$80,000

Accuracy: 40 micron



Konica Minolta Vivid 910

Cost: \$15,000 (second hand)

Accuracy: 0.2-0.3mm

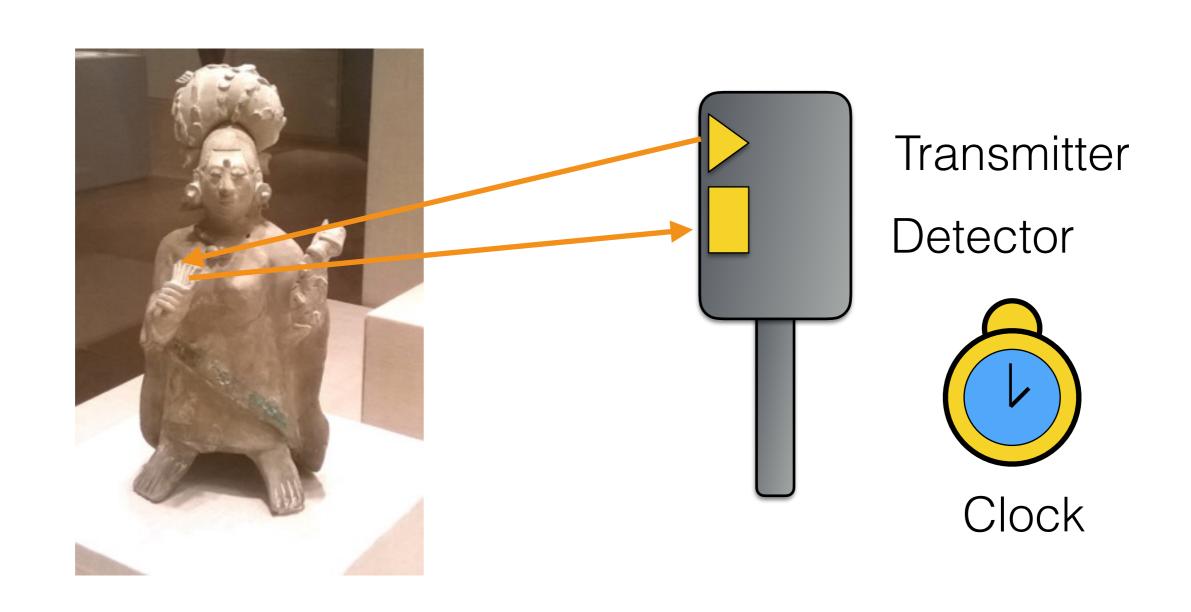


NextEngine

Cost: \$2,000

Accuracy: 0.2-0.5mm

3D Scanning Taxonomy: Optical - Active: Time-of-flight



3D Scanning Taxonomy: Optical - Active: Time-of-flight



Microsoft Kinect v2

Cost: €200

Accuracy: 2-5 mm

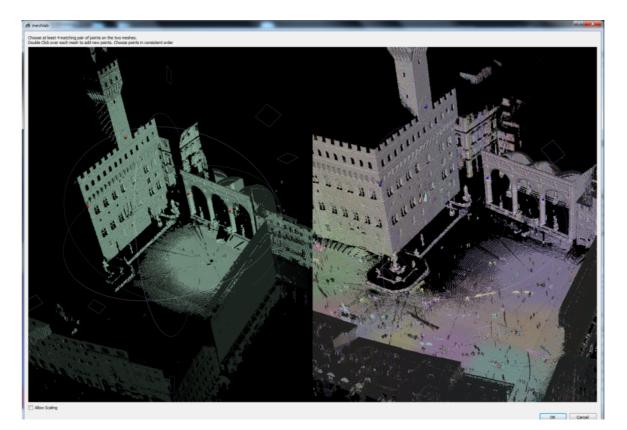
It is meant for **small** environments: 2-3m radius

3D Scanning Taxonomy: Optical - Active: Time-of-flight



Cost: €50,000 - 100,000

Accuracy: 5-10 mm

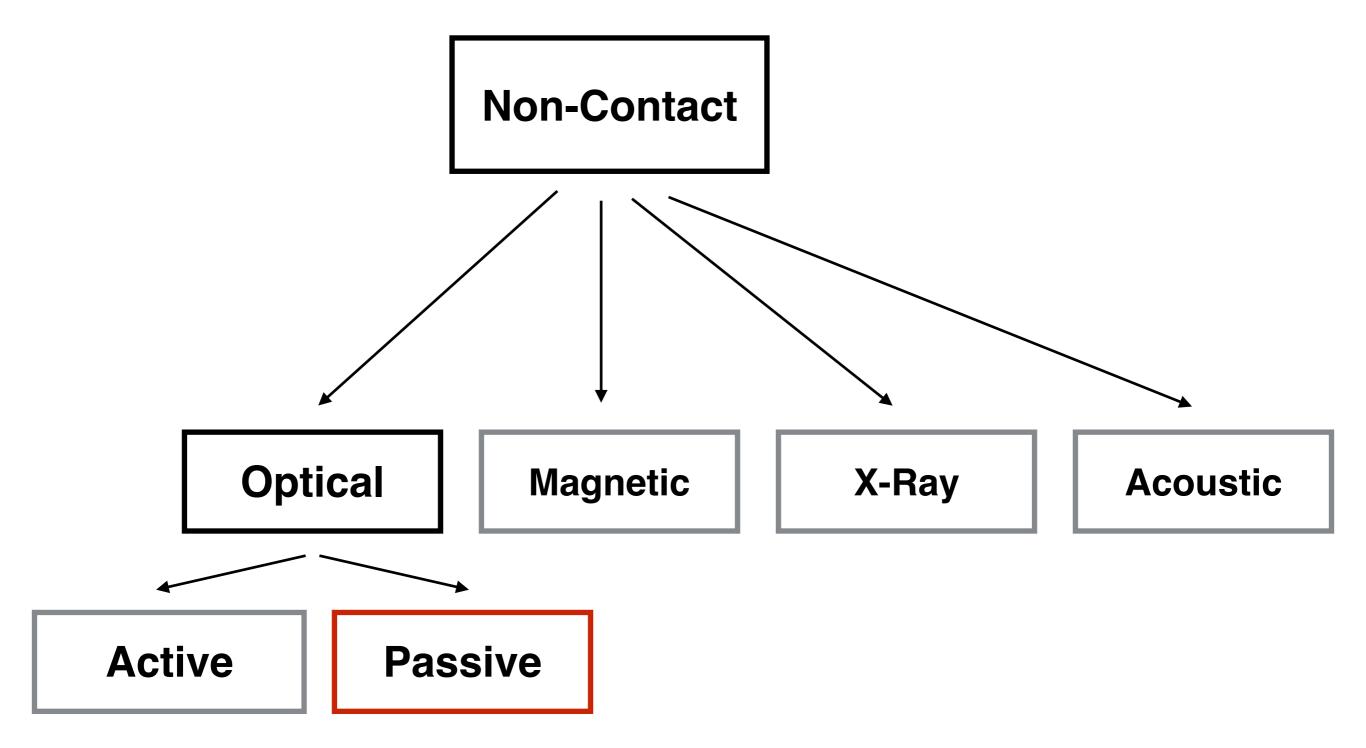


It is meant for *large* environments: 1-30m radius

3D Scanning Taxonomy: Optical - Active

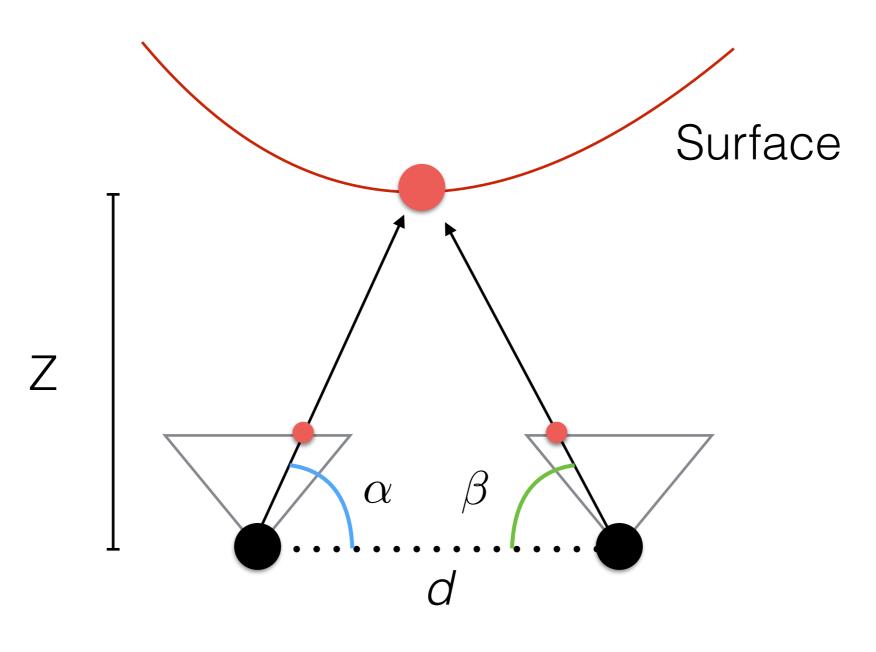
- It can be accurate and precise
- Ideal for: rigid object with diffuse optical properties;
 i.e., it does not work well for specular surfaces and dark materials
- Uses: reverse engineering, cultural heritage, metrology (if calibrated), body scanning, etc.
- Costs: from \$200 to \$100,000
- Output data: a range map

3D Scanning Taxonomy



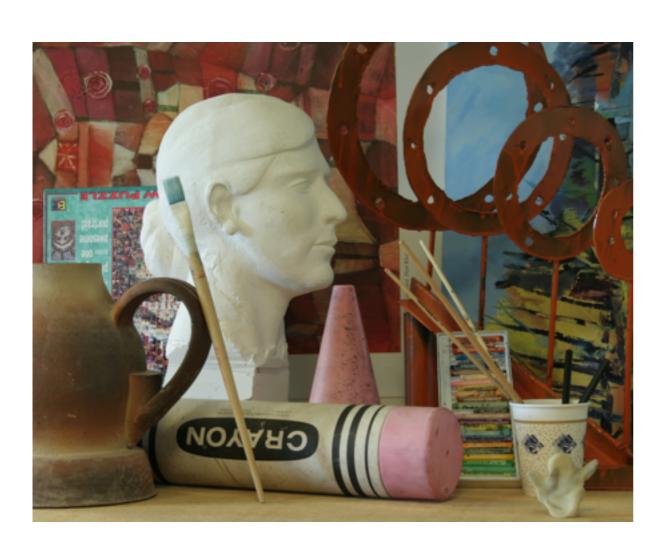
- Main blocks:
 - One ore more calibrated camera(s)
 - No control on lighting —> that's why it's passive!

- It is based on the same principle of human stereo vision:
 - two cameras that captures the real-world from two slightly different positions
- Our brains does it automatically though



Left Camera

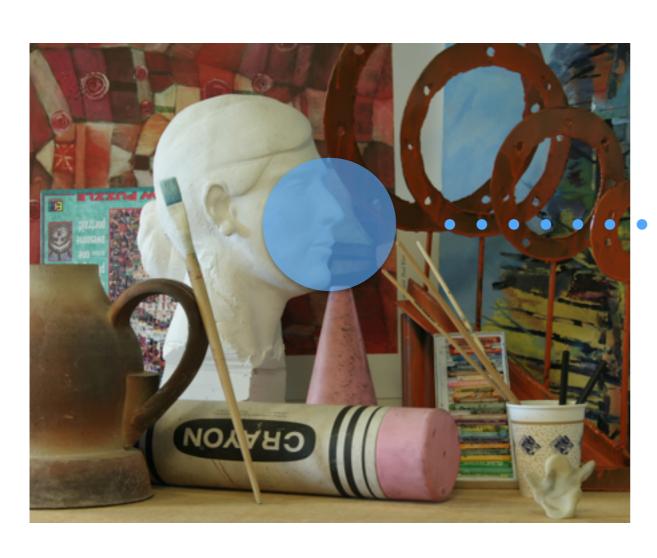
Right Camera





Left Camera

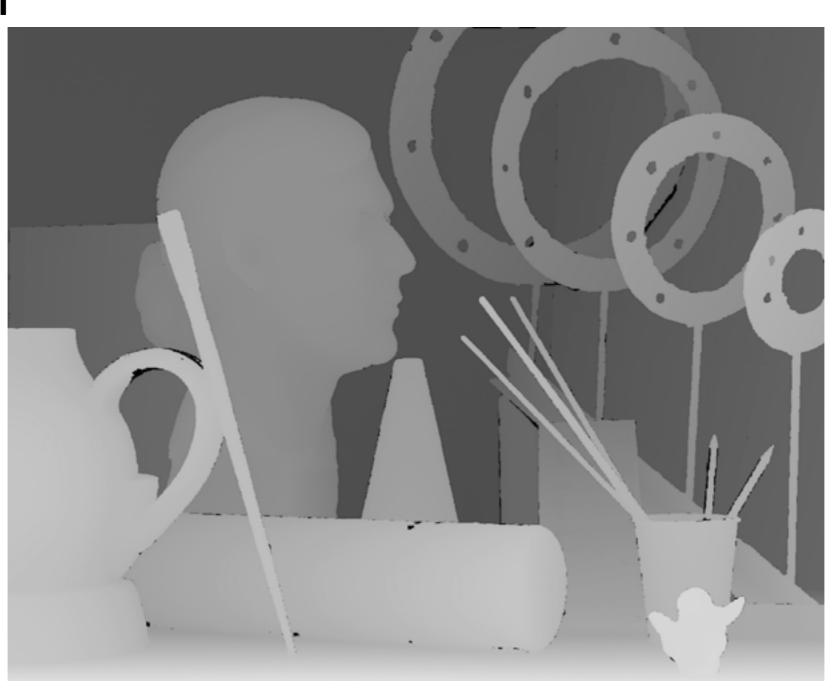
Right Camera

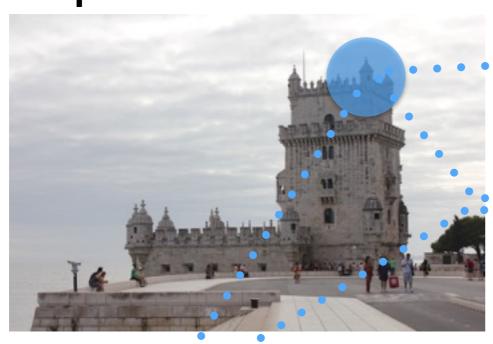


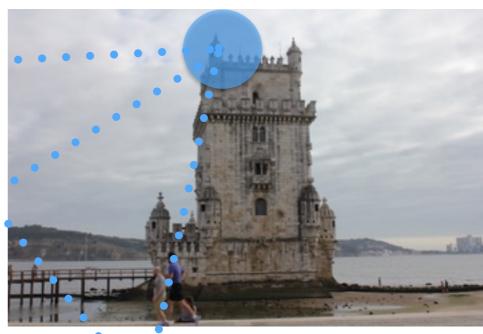


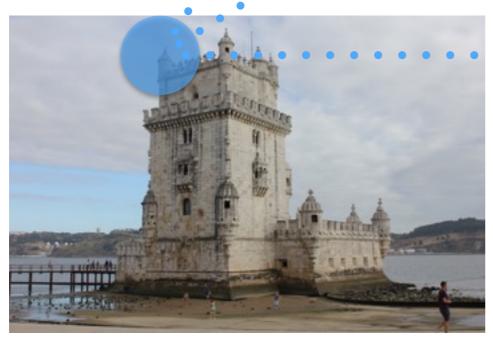
Left Camera

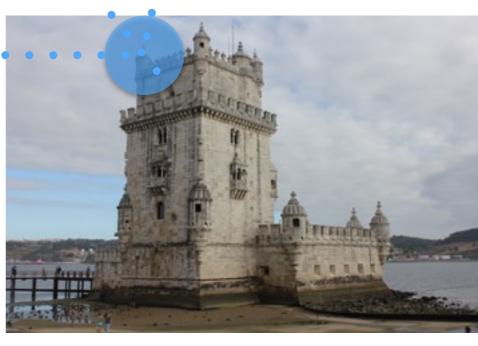
Right Camera





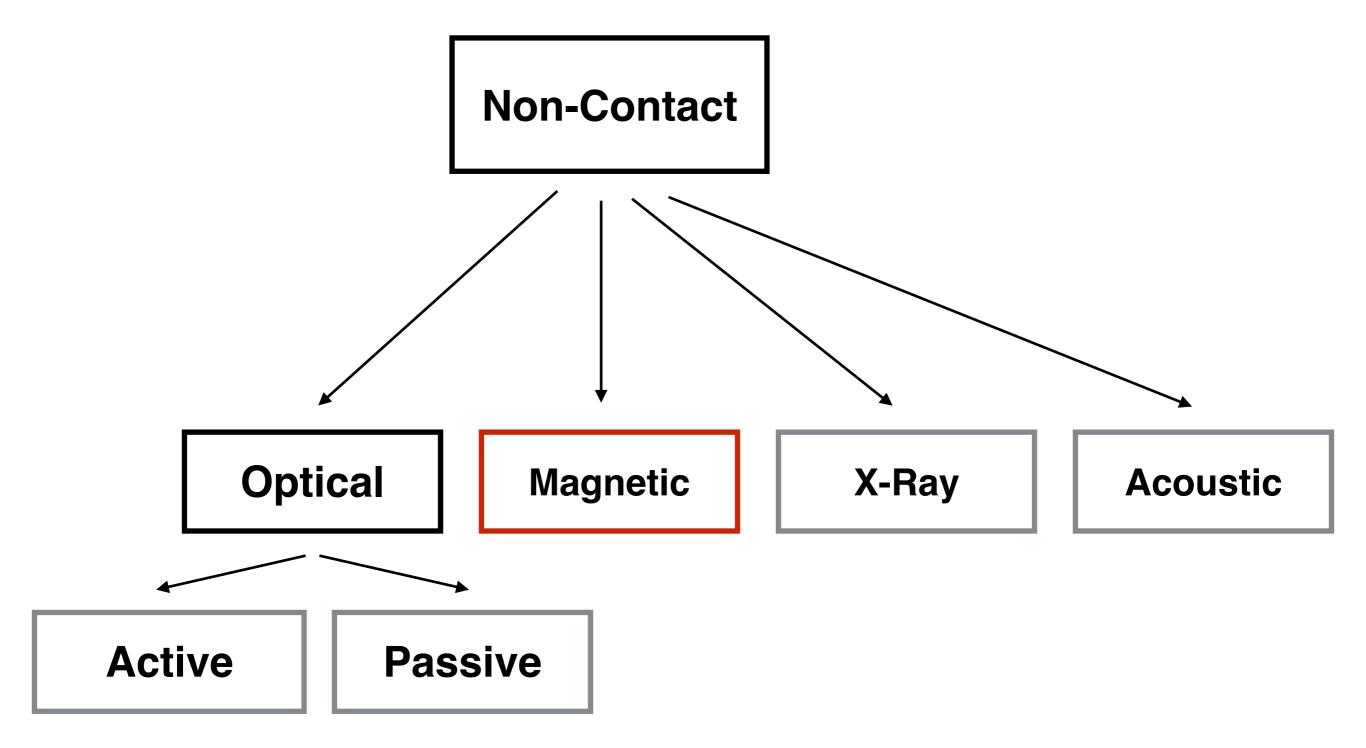




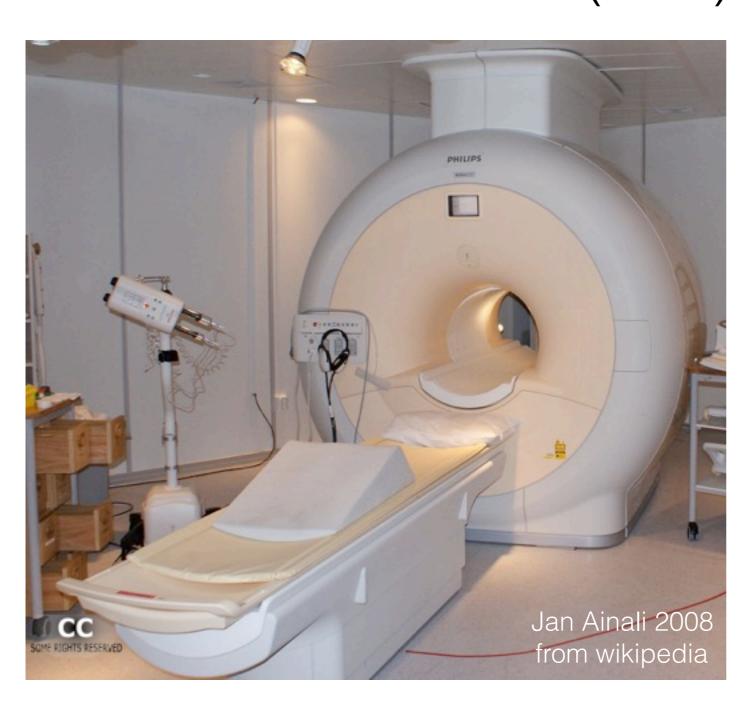


- It can be accurate and precise
- Many images are required
- Ideal for: objects with diffuse optical properties
- Uses: reverse engineering, cultural heritage, body capturing, metrology (if calibrated)
- Output data: sparse 3D points or range maps

3D Scanning Taxonomy



3D Scanning Taxonomy: Magnetic - Magnetic Resonance Imaging (MRI)

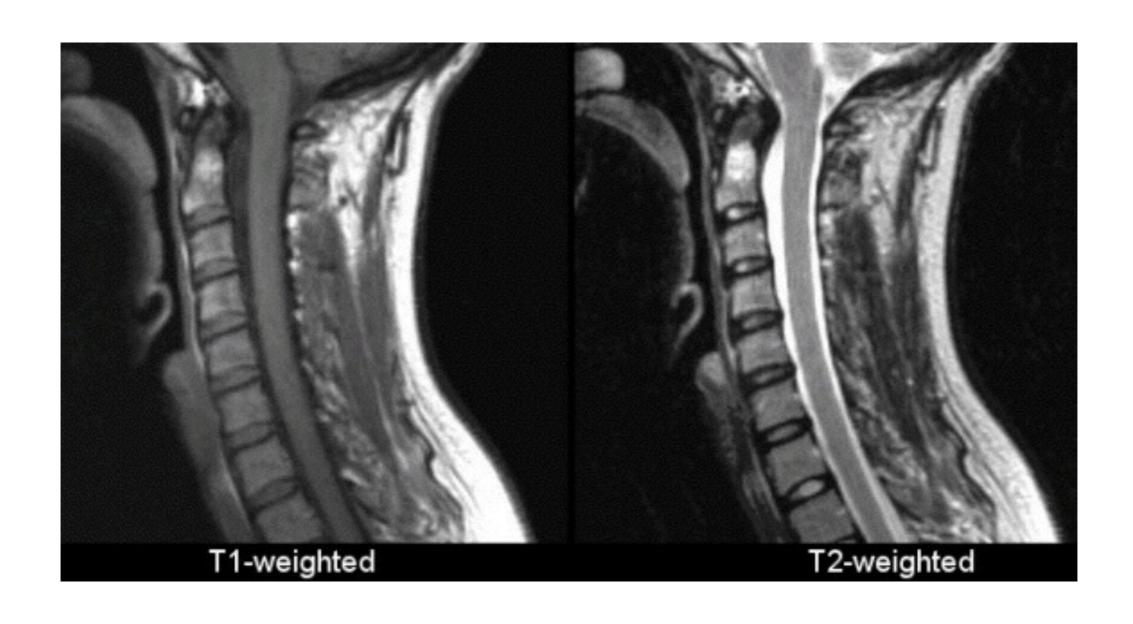


Hydrogen atoms in our body are made to emit a radio signal (using a magnetic field) that is detected by the scanner.

Philips MRI Scanner

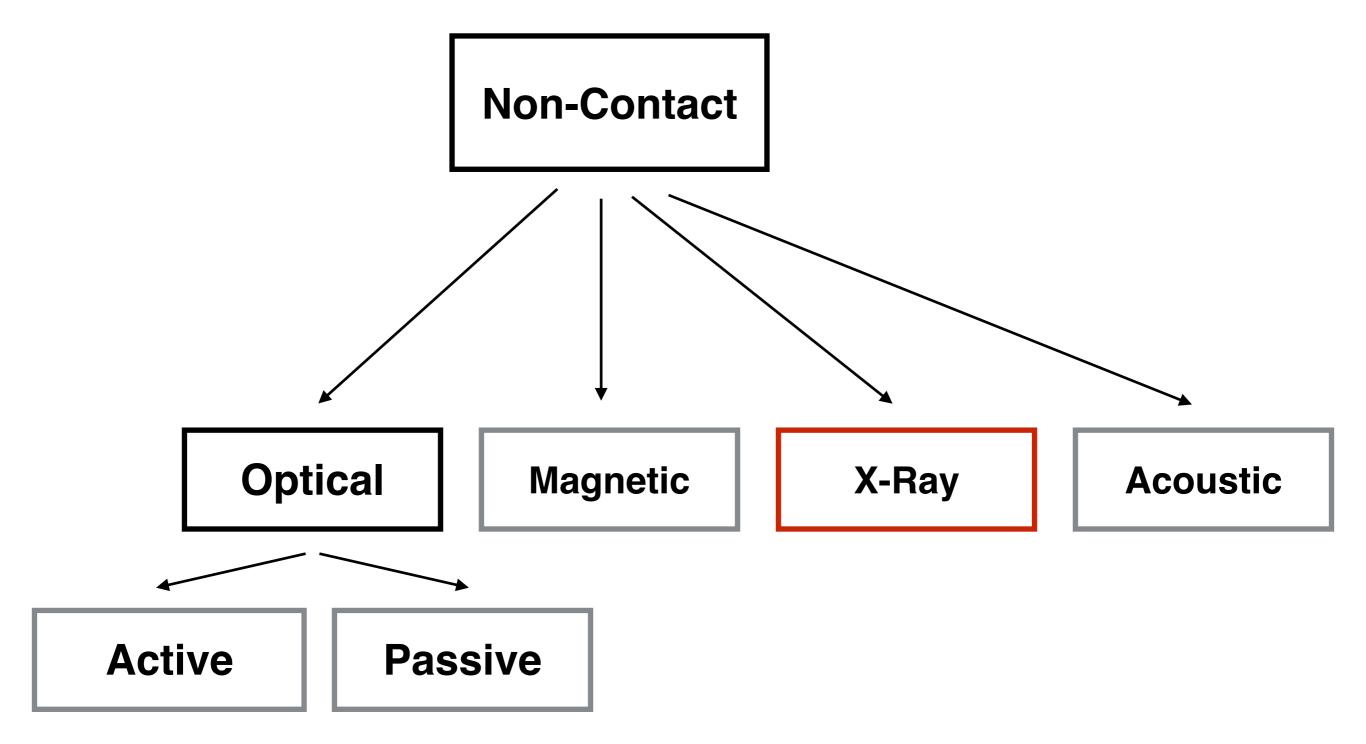
- T1 weighted images are generated by using short (15ms and 500ms) time to echo (TE) and time of repetition (TR)
- T2 weighted images are generated by using long (>80ms and >2000ms) TE and TR (also less noise than T1)
- TE is the time between the initial pulse and the echo
- TR is the time between two excitation pulse

- T1: tissues with high fat content (e.g., white matter) appear bright and compartments filled with water appears dark:
 - ideal for showing anatomy features
- T2: compartments filled with water (e.g. CSF compartments) appear bright and tissues with high fat content (e.g. white matter) appear dark:
 - ideal for highlighting pathologies (more water!)



- No hazard, but it requires no metal implant in the patient's body
- It takes long time for a scan; e.g., 15-30 mins
- Costs: they start at \$1 million
- Ideal for: soft tissues, ligaments, tendons, etc.
- Uses: medical imaging, and cultural heritage
- Output data: a 3D volume

3D Scanning Taxonomy



3D Scanning Taxonomy: X-Ray - Computer Tomography (CT)



CT works by taking X-ray images from different angles to produce cross-sectional images

GE LightSpeed CT scanner

3D Scanning Taxonomy: X-Ray - CT

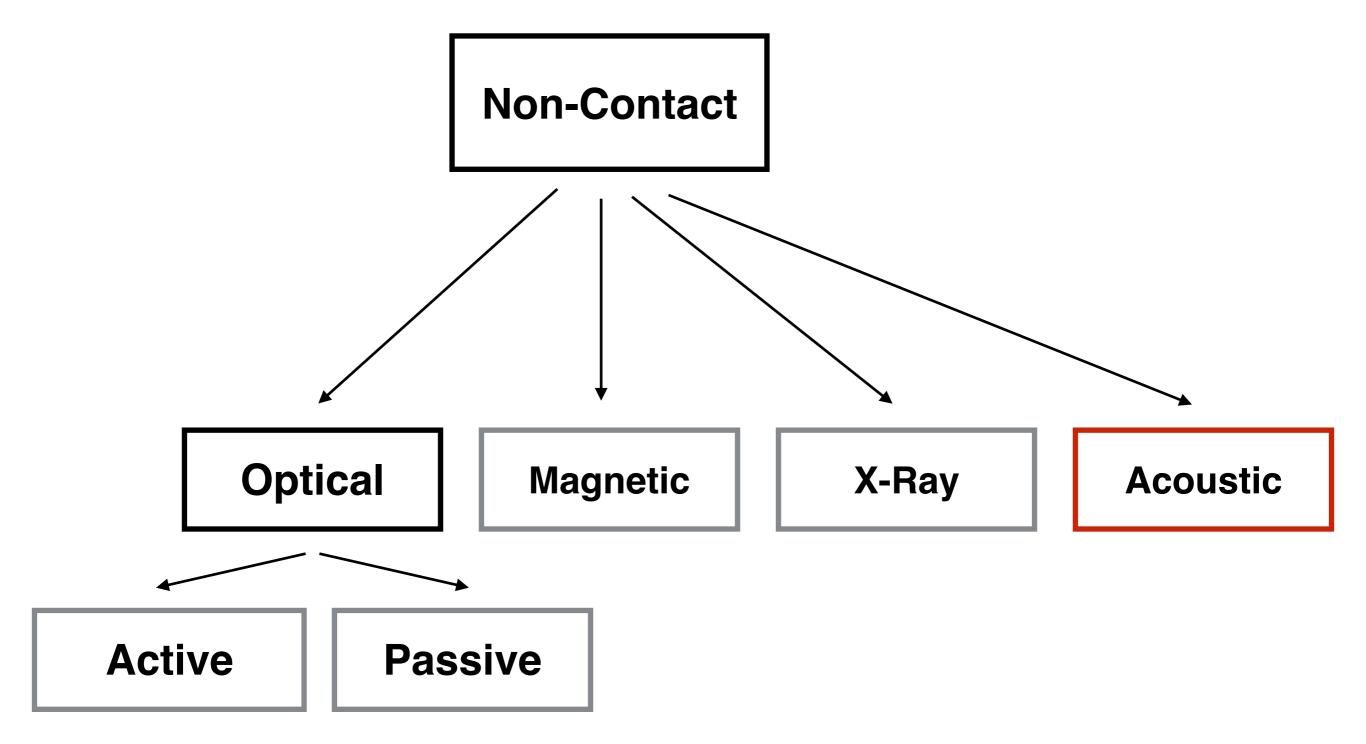
- Hazard for the patient
- It takes long time; e.g., 30 secs 5 mins
- Costs: they start at \$85,000 \$500,000
- Ideal for: bones (Ca absorbs X-rays), lungs (contain gas; lower absorption than tissues), chest, and ER (for time)
- Uses: medical imaging, and cultural heritage
- Output data: a 3D volume

3D Scanning Taxonomy: X-Ray - CT

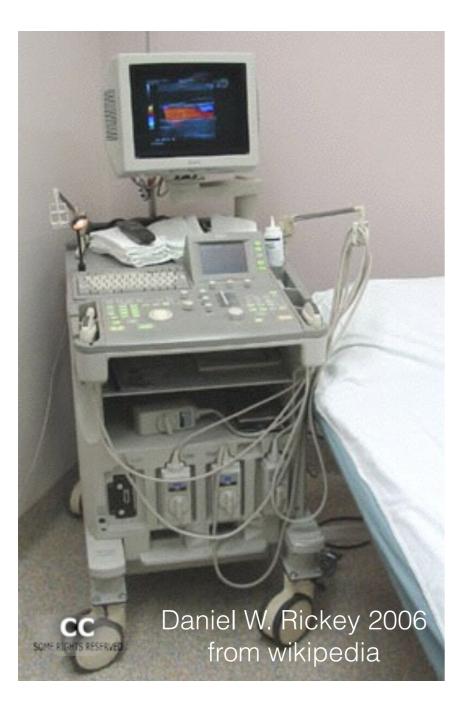




3D Scanning Taxonomy



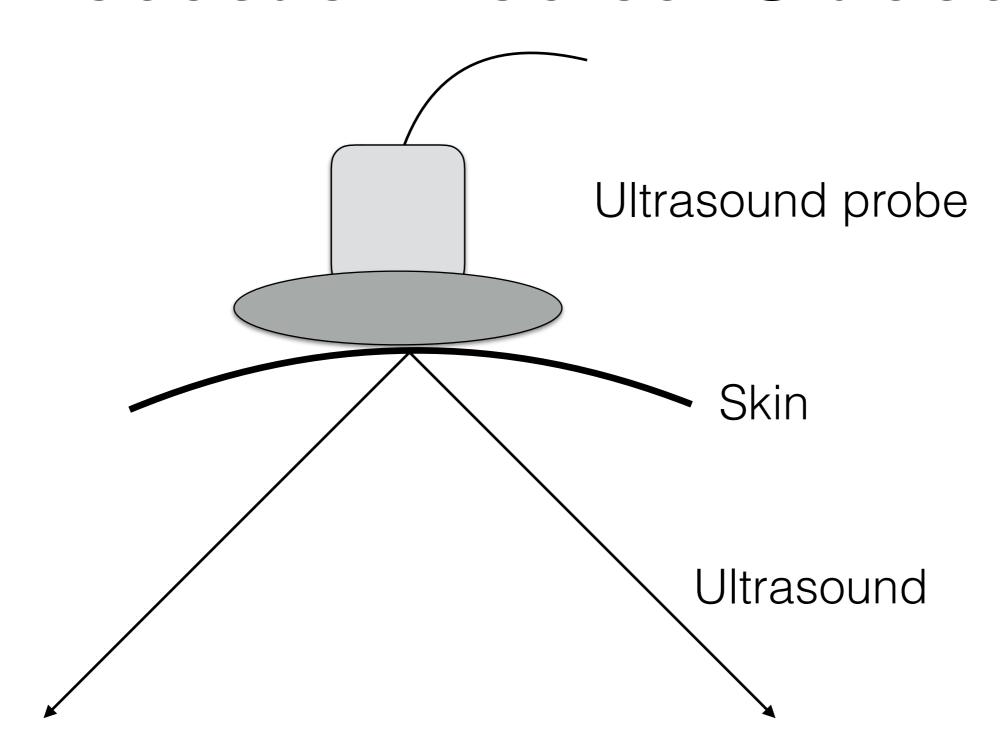
3D Scanning Taxonomy: Acoustic: Medical Ultrasound



A probe sends pulses of ultrasounds (>20,000Hz)

The sound echoes off the tissue; with different tissues reflecting varying degrees of sound

3D Scanning Taxonomy: Acoustic: Medical Ultrasound



3D Scanning Taxonomy: Acoustic

- It is real-time!
- Quality-wise it can have speckle; i.e., granular noise
- Ideal for: medical imaging of soft tissues (tendons, muscles, joints, internal organs, etc.); especially during pregnancy. It can not penetrate bones
- Output data: a 3D volume (limited to a pyramid)

Acknowledgements

- Some images and text are based on work by:
 - Dr. Matteo Dellepiane:
 - http://vcg.isti.cnr.it/~dellepiane/
 - Dr. Marco Callieri:
 - vcg.isti.cnr.it/~callieri/
 - Wikipedia