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Capturing scenarios	5 Equipment	2 30-day trial and demo mode	3 Activation procedure	3 2. Capturing scenarios	[Show full text] Choosing a Photogrammetry Workflow for Cultural Heritage Groups heritage Article To 3D or Not 3D: Choosing a Photogrammetry Workflow for Cultural Heritage Groups	Hafizur Rahaman * and Erik Champion School of Media, Creative Arts, and Social Inquiry, Curtin University, Perth, WA 6845, Australia * Correspondence: hafi[email protected]; Tel.: +61-8-9266-3339 Received: 22 May 2019; Accepted: 28 June 2019; Published: 3 July 2019 Abstract: The 3D reconstruction of real-world heritage objects using either a laser scanner or 3D modelling software is typically expensive and requires a high level of expertise. Image-based 3D modelling software, on the other hand, offers a cheaper alternative, which can handle this task with relative ease. There also exists free and open source (FOSS) software, with the potential to deliver quality data for heritage documentation purposes. However, contemporary academic discourse seldom presents survey-based feature lists or a critical inspection of potential production pipelines, nor typically provides direction and guidance for non-experts who are interested in learning, developing and sharing 3D content on a restricted budget. To address the above issues, a set of FOSS were studied based on their offered features, workflow, 3D processing time and accuracy. Two datasets have been used to compare and evaluate the FOSS applications based on the point clouds they produced. The average deviation to ground truth data produced by a commercial software application (Metashape, formerly called PhotoScan) was used and measured with CloudCompare software. 3D reconstructions generated from FOSS produce promising results, with significant accuracy, and are easy to use. We believe this investigation will help non-expert users to understand the photogrammetry and select the most suitable software for producing image-based 3D models at low cost for visualisation and presentation purposes. [Show full text] Method For Production of 3D Interactive Models Using Method For Production of 3D Interactive Models Using Photogrammetry For Use in Human Anatomy Education Zachary J. Burk and Corey S. Johnson Corresponding Author: [email protected] HAPS Educator. Vol 23 (2), pp. 457-63. Published August 2019. Burk ZJ and Johnson CS (2019). Method For Production of 3D Interactive Models Using Photogrammetry For Use in Human Anatomy Education. HAPS Educator 23 (2): 457-63. Method For Production of 3D Interactive Models Using Photogrammetry For Use in Human Anatomy Education Zachary J. Burk,BS and Corey S. Johnson, PhD* Department of Biology, University of North Carolina at Chapel Hill, USA *Corresponding author [email protected] Abstract Despite a shift to use digital resources to supplement traditional anatomy education, institutions often rely upon external sources of digital materials. Such three-dimensional (3D) animations rarely resemble the anatomical models or cadaveric specimens used in the students' laboratories. Photogrammetry is a technique that generates an interactive three-dimensional model from a series of photographs. This study developed a simple and inexpensive method for using photogrammetry to produce interactive models that can be used by the anatomy educator. Only cell phone cameras were used, and the authors had no previous experience with photogrammetry. Such photo- realistic interactive models of cadaveric specimens or plastic anatomical models may allow learners to review and recall anatomical structures seen in the laboratory on any web-enabled device. Key words: anatomy education, digital anatomy, photogrammetry Introduction Undergraduate human anatomy courses are taught For many students, however, the available cadaver in a variety of educational institutions from two-year dissection software or 3D model may bear little community colleges, to four-year colleges, to universities. [Show full text] Agisoft Metashape User Manual Professional Edition, Version 1.7 Agisoft Metashape User Manual: Professional Edition, Version 1.7 Agisoft Metashape User Manual: Professional Edition, Version 1.7 Publication date 2021 Copyright © 2021 Agisoft LLC Table of Contents Overview	v How it works	v About the manual	vi 1. Installation and Activation	1 System requirements	1 GPU	2 30-day trial and demo mode	3 Activation procedure	3 2. Capturing scenarios	[Show full text] Gpu-Accelerated Applications GPU-ACCELERATED APPLICATIONS hpc-gpu-apps-catalog-1633552-print-layout-r2.indd 1 4/5/21 10:18 AM Test Drive the World's Fastest Accelerator - Free! Take the GPU Test Drive, a free and easy way to experience accelerated computing on GPUs. You can run your own application or try one of the preloaded ones, all running on a remote cluster. Try it today. www.nvidia.com/gputestdrive hpc-gpu-apps-catalog-1633552-print-layout-r2.indd 2 4/5/21 10:18 AM GPU-ACCELERATED APPLICATIONS Accelerated computing has revolutionized a broad range of industries with over six hundred applications optimized for GPUs to help you accelerate your work. CONTENTS 1 Computational Finance 58 Research: Higher Education and Supercomputing NUMERICAL ANALYTICS 2 Climate, Weather and Ocean Modeling PHYSICS 2 Data Science and Analytics SCIENTIFIC VISUALIZATION 5 Artificial Intelligence 63 Smart Spaces DEEP LEARNING AND MACHINE LEARNING 66 Tools and Management 12 Public Sector and National Government 71 Agriculture 14 Design for Manufacturing/Construction: 71 Business Process Optimization CAD/CAE/CAM CFD (MFG) CFD (RESEARCH DEVELOPMENTS) COMPUTATIONAL STRUCTURAL MECHANICS DESIGN AND VISUALIZATION ELECTRONIC DESIGN AUTOMATION INDUSTRIAL INSPECTION 27 Media and Entertainment ANIMATION, MODELING AND RENDERING COLOR CORRECTION AND GRAIN MANAGEMENT COMPOSITING, FINISHING AND EFFECTS (VIDEO) EDITING (MAGE & PHOTO) EDITING ENCODING AND DIGITAL DISTRIBUTION ON-AIR GRAPHICS ON-SET, REVIEW AND STEREO TOOLS WEATHER GRAPHICS 42 Medical Imaging 45 Oil and Gas 46 Life Sciences BIOINFORMATICS [Show full text] Marko Tandefelt CV 2020 English Marko Tandefelt Parasense y-tunnus 3113365-8 Tel. +358 400 722 310 [email protected] www.parasense.fi Finnish/EU and U.S. dual citizenship, Finnish/EU and U.S. Driver's License EDUCATION • Master's Degree in Interactive Telecommunications, New York, 2000 New York University, Tisch School of the Arts, Maurice Kanbar Institute of Film and Television, Interactive Telecommunication Program (ITP), Graduation with highest honors. GPA 3.916/4.00 • Bachelor of Music in Music Technology, New York, 1996 New York University, Steinhardt School of Education, Music Technology Program. Graduation with Highest Summa Cum Laude Honors. GPA 3.966/4.00 • Diploma, 1993 Center for the Media Arts (CMA), School of Audio Engineering. Graduation with Highest Honors. • High School Diploma, 1989 Käpylän Itälukio / Nyk. Eiran Aikuiskukio, Helsinki. 1989. LONGTIME PROFESSIONAL MEMBERSHIPS, ASSOCIATIONS ACM Association of Computer Machinery AES Audio Engineering Society IEEE Institute of Electric and Electrical Engineers SIGGRAPH ACM Special Interest Group on Computer Graphics SMPTE Society of Motion Picture and Television Engineers SPIE International Society for Optics and Photonics Pi Kappa Lambda National Music Honors Society lifetime membership, nominated by NYU WORK EXPERIENCE FINLAND: 2016 on: • PARASENSE Tmi: Multisensory immersive interactive design consultancy in Helsinki, working on a wide range of projects for artists, galleries, organizations and government: February 2020 - present. - ArtLab: Concept designer and AV & Technology consultant in a competition winning ArtLab biodiversity performance project for the Forest Ministry, Nature's Concert Hall. Supported by Kone Foundation. 2020- 2021. - Workshop design and teaching for TAIKE/Finnish Ministry of Education and Culture's "immersive Animation for Oodi" workshop, 2nd time, 2020-2021. [Show full text] Agisoft Metashape User Manual Professional Edition, Version 1.5 Agisoft Metashape User Manual: Professional Edition, Version 1.5 Agisoft Metashape User Manual: Professional Edition, Version 1.5 Publication date 2019 Copyright © 2019 Agisoft LLC Table of Contents Overview	v How it works	v About the manual	v 1. Installation and Activation	1 System requirements	1 GPU	2 30-day trial and demo mode	3 Activation procedure	3 2. Capturing scenarios	[Show full text] Agisoft Metashape User Manual Professional Edition, Version 1.6 Agisoft Metashape User Manual: Professional Edition, Version 1.6 Agisoft Metashape User Manual: Professional Edition, Version 1.6 Publication date 2020 Copyright © 2020 Agisoft LLC Table of Contents Overview	v How it works	v About the manual	vi 1. Installation and Activation	1 System requirements	1 GPU	2 30-day trial and demo mode	3 Activation procedure	3 2. Capturing scenarios	[Show full text] Agisoft Metashape User Manual Standard Edition, Version 1.6 Agisoft Metashape User Manual: Standard Edition, Version 1.6 Agisoft Metashape User Manual: Standard Edition, Version 1.6 Publication date 2020 Copyright © 2020 Agisoft LLC Table of Contents Overview	v How it works	v About the manual	vi 1. Installation and Activation	1 System requirements	1 GPU	2 30-day trial and demo mode	3 Activation procedure	3 2. Capturing scenarios	[Show full text] This tutorial demonstrates how to generate your first orthomosaic and/or DEM with Agisoft Metashape Professional without the use of Ground Control Points (GCPs). Open: in English in Russian This tutorial illustrates how to produce your first georeferenced orthomosaic and/or DEM of high quality with Agisoft Metashape Professional, providing that you have ground control points (GCPs) data. Open: in English in Russian This tutorial illustrates how to use markers as control points for referencing and as check points for accuracy validation in Agisoft Metashape Professional. Open: in English This tutorial shows how to create your first 3D model of an object with Agisoft Metashape. Open: in English in Russian This tutorial illustrates how to perform different types of the measurements based on the Digital Elevation Model in Agisoft Metashape Professional. Open: in English This tutorial illustrates how to use automatic and manual dense cloud classification instruments in Agisoft Metashape Professional. Open: in English This tutorial describes the main principles of automated mission planning feature for the complex structures based on the simple overhead flight in Agisoft Metashape Professional. Open: in English This tutorial illustrates processing of the satellite imagery with accompanying RPC data in Agisoft Metashape Professional. Open: in English This tutorial illustrates the use of coded targets and scale bars in Agisoft Metashape Professional. Open: in English Dataset This tutorial describes common workflow related to the reflectance calibration of multispectral image data acquired using Parrot Sequoia or MicaSense RedEdge cameras. Open: in English This tutorial shows how spherical panoramas can be generated using Agisoft Metashape for images taken from the same point. Open: in English Dataset Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. 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