

A rapid 3D target modeling tool

Static 3D is a powerful software tool capable of generating 3D models and measurement data - from static objects and environments - using still imagery. Measurement points can be manually selected in the images, or automatically identified using markers. Manually selecting points in the images allows the operator to retroactively derive measurement data from the images, even if markers were not placed.

Key benefits

- High precision 3D modeling
- Easy to use, intuitive
- Time efficient
- Cost-effective
- Retroactive measurements
- Various export formats (DDXF, ASCII, CSV files, CAD software export, ...)
- Compatible with all major HS cameras

From images to results

From loading a set of images, identifying the markers of interest using a wide range of tracking algorithms to presenting the derived data - Static 3D software offers a straightforward workflow. Menu bars, tool bars and key bindings all provide a easy access to features and functions. The user interface is fully synchronized: any change of parameters or set-up will directly effect all parts of the 3D modeling session, updating results, graphs and tables.





Complete solution

- Static 3D software USB dongle license
- Calibrated Canon EOS6D DSLR Camera & Lens
- Calibrated scale ruler
- Markers
- User manual
- Rugged carrying case

Set up & Operation

Using the calibrated camera, the operator captures a series of images of a target object or environment to be measured.

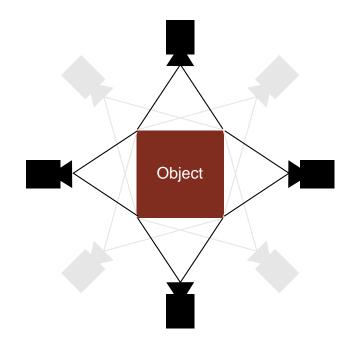
Setup requirements:

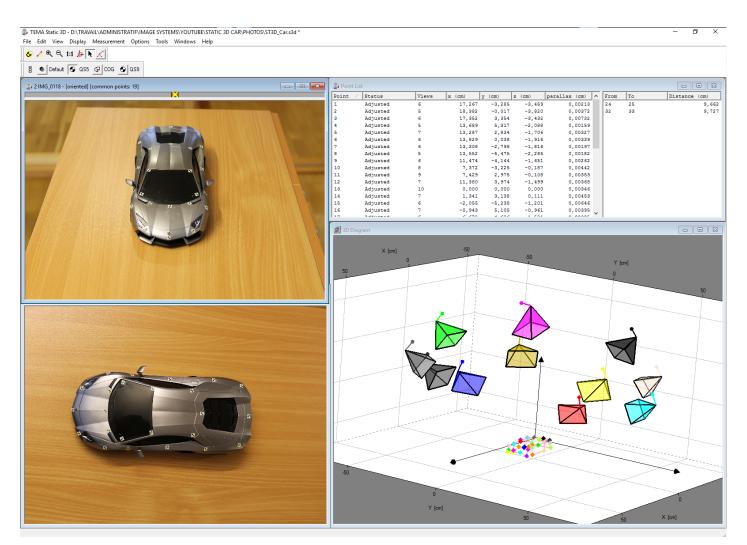
- At least four common points, recommended eight, should be visible by each camera pair.

- The points could either be quadrant markers, hand drawn markers, or shapes/contours of the object.

- One physical distance (acting as scale) between two points must be known.

After loading the images into Static 3D, the software wizard generates the X, Y, Z data of markers and/or manually selected points and creates what is referred to as a "Target Model". The data of the Target Model can then be visualized in a point table (X, Y and Z) as well as in a 3D diagram for verification purposes.





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