Efficient Processing of 3D Scanned Models

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Abstract

The construction of detailed and accurate 3D models is made easier by the increasing diffusion of automatic sampling devices (often called 3D scanners). These allow to build digital models of real 3D objects in a cost- and time-effective manner. The talk will present the capabilities of this technology focusing mainly on some issues which are preventing a wider use of this technology, such as for example the considerable user intervention required and the complexity of the models produced. Another emerging issue is how to support the visual presentation of the models (local or remote) with guaranteed interactive rendering and data protection. Some examples of the results of current projects, mainly in the Cultural Heritage field, will be shown.