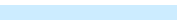




Iwane 3D Building Model technology

Presentation

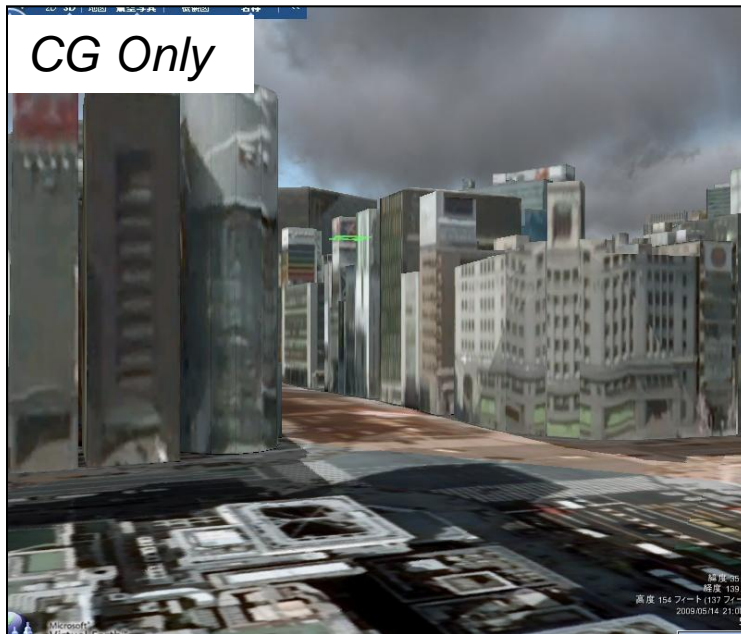
Iwane Laboratories., ltd



The 1~ of texture acquisition ~ from image

3D Model Comparison : Extraction of Texture by different Software and Technology

Microsoft「Virtual Earth」



- The satellite photograph and the aero -photograph are used as a base

GSCG by the PCCI tool



- Made from all surrounding Image of the same condition as GSV

The 1~ of modeling ~ texture acquisition ~ basic compilation



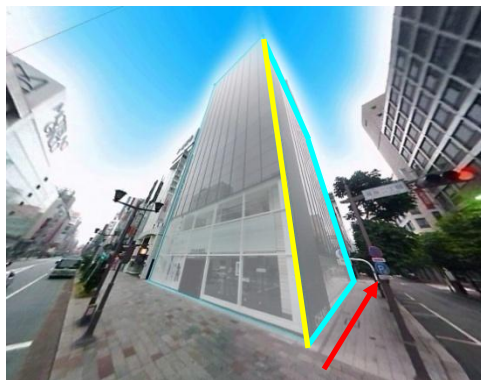
The source : All surrounding image



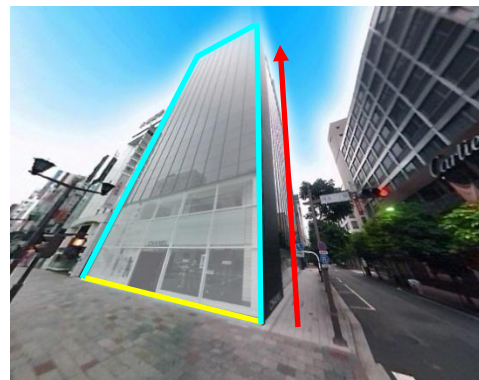
Acquiring point (1st point) 3 dimensional coordinate in the red circular part



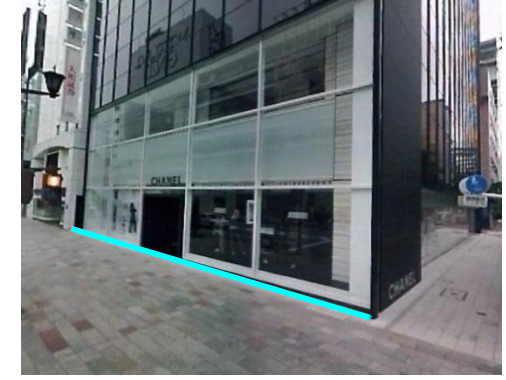
Acquiring point additional (2nd point) 3 dimensional coordinate in the red circular part



To push out the yellow line, the surface compilation (side) in the same way formation of 3 dimensional aspect



It pushes out the yellow line, forming the surface the aspect of compilation (front) 3 dimensions

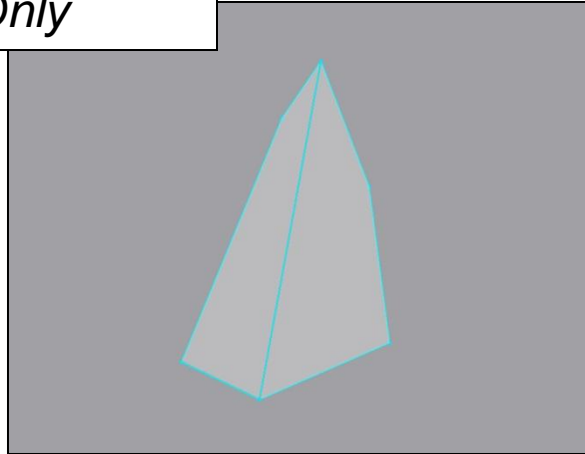


Formation of 3 dimensional line which ties the point on the line



The 2~ of modeling ~ texture acquisition ~ basic compilation

CG Only

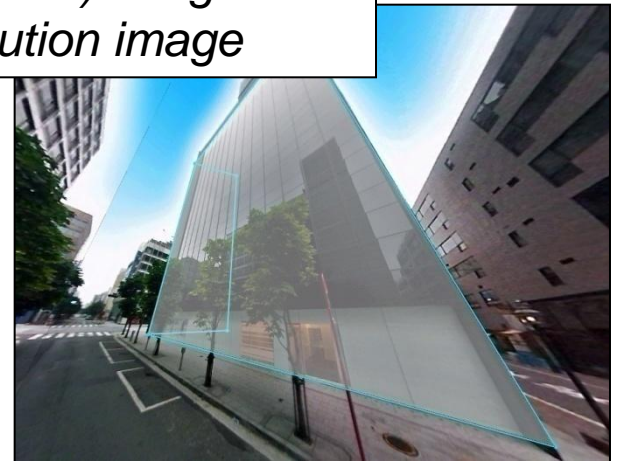


LB5 – 30 MP /Frame

CG (front) + image



CG (side) + high resolution image



The 3~ of modeling ~ texture acquisition ~ basic compilation

Image



Acquisition of two side texture

CG



Acquisition of front texture



Modeling ~ texture acquisition ~ applied compilation ~

Image +CG (With wire frame)



Image +CG (Without wire frame)



CG Only



CG Only



Comparison : CG inside Google and PCCI

From Google Earth



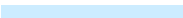
GSCG which was drawn using PCCI tool





The comparison of Google Sketch Up and PCCI tool

| | PCCI | SketchUp | Remark |
|----------------------------|------|----------|---|
| Modeling | | | |
| Use of Sophia | ◎ | × | Image display function is not loaded |
| Modeling function | ◎ | ◎ | |
| Wide-ranging modeling | ◎ | ○ | Possible, more time is required |
| Texture | | | |
| Getting texture from Image | ◎ | × | General function |
| Compilation of texture | ◎ | × | To use another software for compilation |
| In addition | | | |
| 3D Coordinate acquisition | ◎ | × | Because there is no image coordinates, while verifying position inside the tool |
| Draw of CG : Tools needed | One | Many | The modeling software and the picture compilation software etc ..for texture are needed |



The 1~ of the ~ which moves continually from image to CG

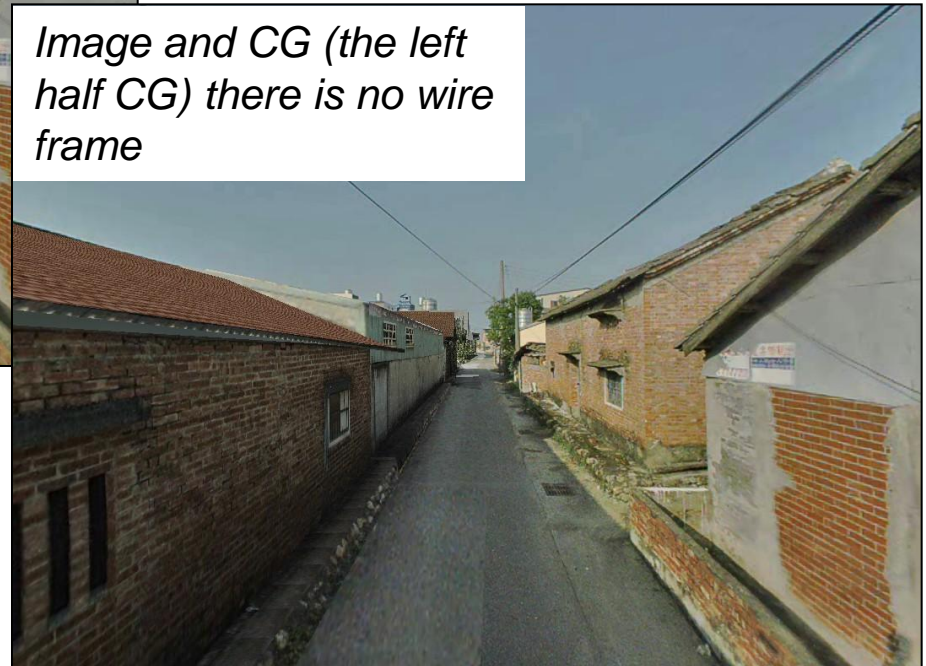
Only image



Only CG



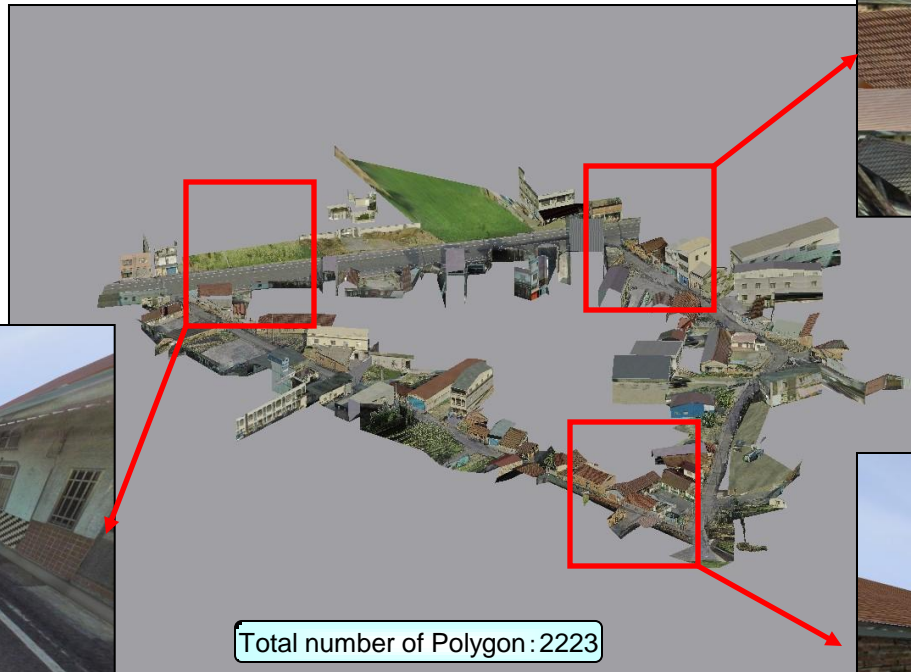
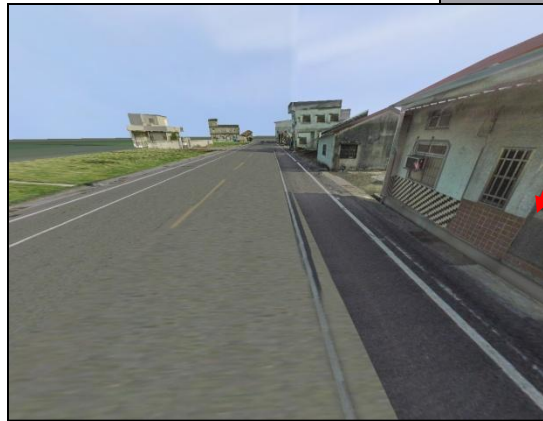
The 2~ of the ~ which moves continually from photograph taken on the spot to CG



- Can translate from image to CG by just digitize CG from image!!

CG Compilation: An example of rural landscape model

Everything CG

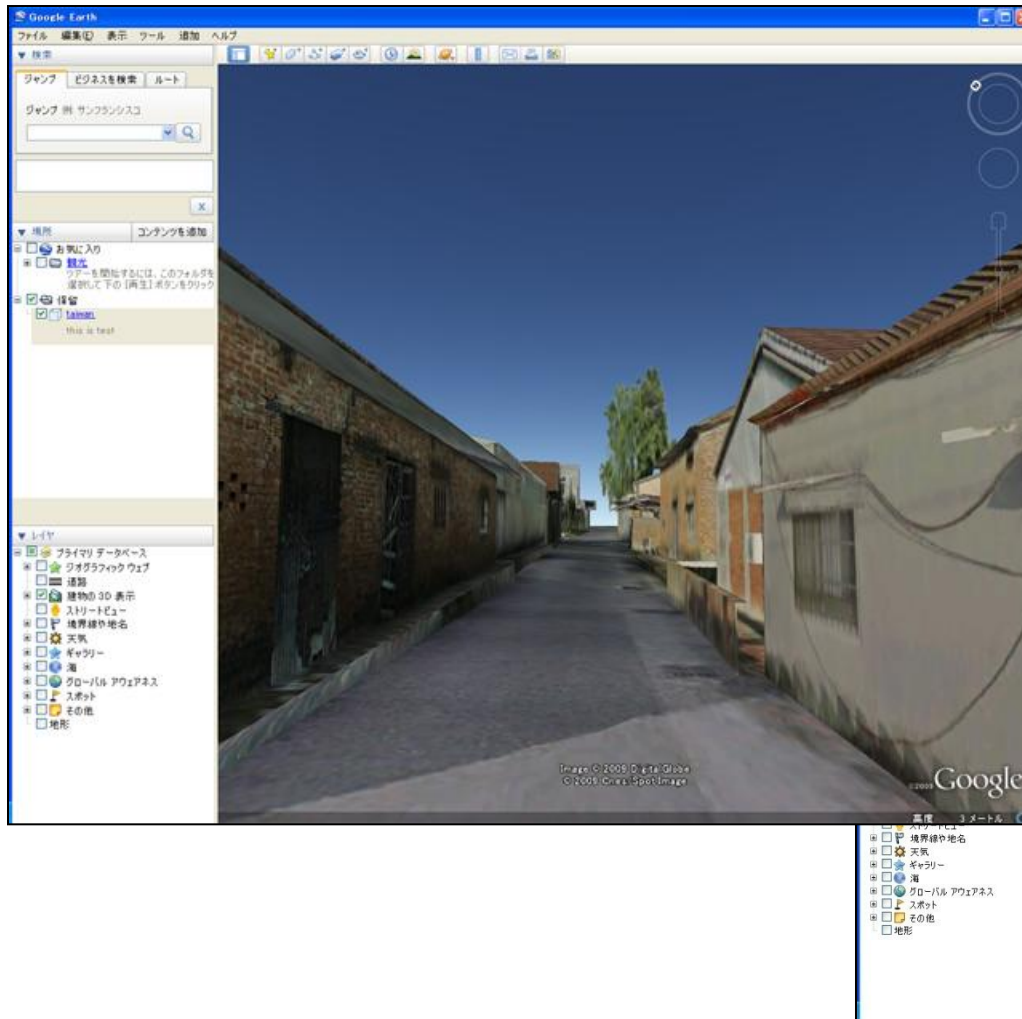


Total number of Polygon : 2223

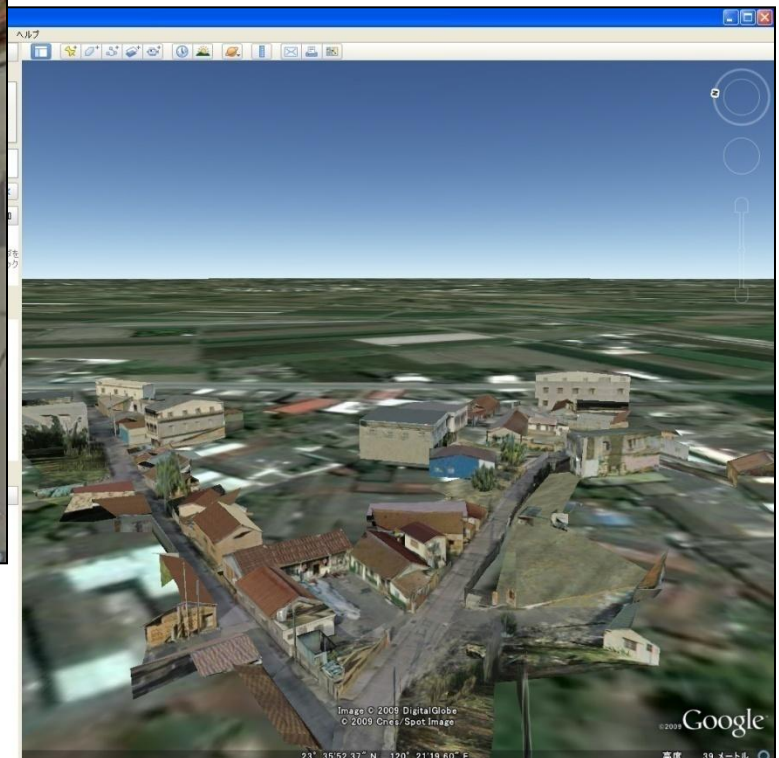
Description above, creation time of rural landscape CG 10 man-days (CG developed by beginners (not experience person))



The arrangement of CG on Google Earth



Arranging CG which was drawn up with the PCCI tool on to Google Earth



Reference material: Simple polygon type 2.5D PCCI

- 2.5 D PCCI : CG which consists of 3 surface polygons
 - Automatic model generation from CV image is possible
- but still in development !!



A decorative horizontal bar spanning the width of the slide. It consists of a thin blue line with a light blue rectangular block on the left side.

Thank You!!

