Plastic pipe 3d model free

Visual SFM was created by Changchang Wu while completing postdoks at the University of Washington Seattle. He went on to bigger things, like a job for Google.NavigationI they found using the mouse the easiest. The left click selects buttons and images and moves the thumbnails and model. Right click will rotate your model around origin (green, red and blue lines that form an angle at right angles). Your roller will zoom in and out for everyone. To get the best view of your model, move it so that the origin is somewhere inside, and then rotate. The program revolves around origin and if the model is close you could lose your sight and spend some time finding it.1. Download You can download VisualSFM from changchang wu's website. The program works on Windows (32/64 bit), Mac and Linux. Each of them has special instructions for installation. Adherence to these instructions is highly recommended. I personally use Windows and discovered that the program is downloaded as a zip file with everything on. Take everything out in your own folder. After the extraction, you should put it in the document folder. HAVE A NAODAH: It must have write privileges, and putting it in the File Program folder does not allow it. I discovered it the hard way when my paintings were creating strange models. The program comes with 3/4 of what you need to get to the next step. Now you need to download three more programs and one file. Be sure to download the appropriate items for your operating system (i.e. 32 or 64 bit version). From here you will need to get cmvs.exe, pmvs2.exe, genOption.exe and pthreadVC2.dll. Save or move these files to the same location as VisualSFM.exe.2. Start starting The startup program all you have to do is start VisualSFM.exe, it is the only one in the folder with an individualized icon. The log window (separate window to the right) will have a log of each process that occurs. Running this program is pretty easy and there are only 4 buttons that you have to worry about. NOTE: I would do a run through with 20 or fewer photos first so get to know each other and choose everything u.a. File transfer. You can use either File->Open+ Multiple Images or a third button on the left that looks like a blue folder with a plus sign. This will open the browser window in search of pictures. Point it to the location of the pictures you took about your model. Select all your pictures and click Open. This will display thumbnails of each uploaded image. You can zoom in to see all the pictures. There may be blank picture frames because the program is designed to store memory. You can upload these missing images using SfM->More Functions->Update Point Color, and after it's done, use SfM->More Functions->Simplest Thumbnails .b. Computing lacks matchesEasiest way to do this is by clicking the sixth .b button on the right that looks like four different color arrows pointing away from the middle point. This process will take different amounts of time, depending on the power and virtual memory (RAM). c. Compute 3D (Sparse) Cloud reconstruction 3D reconstruction is immediately the right button according to the previous one. Looks like two arrows pointed to the right, red on top of the blue. This creates a fun visual representation of all the corresponding points between images and begins to put them in 3D space. After completing the 3D reconstruction, it will display a dotted cloud with all the images from the angle from which they were taken. During this process, you can enter the program thinking that you have used two different cameras and this will create two different cloud points (we hope you will have only one). With the main visual SFM window selected, press the Up button on your keyboard to switch between point clouds. See as many as you have and find the one that's most complete, and then delete the others. Delete a dotted cloud or model: SfM->Delete Selected Model, which is second to the bottom of the list. To get some or all of these cameras from the remaining models, you'll get: SfM->More functions->Find more points. Now press a button that looks identical to the previous one, but also has a plus sign, a red arrow on top of the blue one with a red plus sign. This is the Continue 3D Reconstruction button. DO NOT PRESS THE PREVIOUS BUTTON because you will need to repeat this entire step. Repeat this two or three more times to get all your cameras and get a better match between images.d. Edit settings to enable a single output file. In the same folder as the Visual SFM program, there should be a file called nv.ini. Visual SFM pulls all its settings to work from here. If you use a large number of files, such as me, I had to change one number to get one output file. You should be able to open the file with the text editor (.txt). Look for the param_cmvs_max_images and change the number to something large from the number of pictures you have.e. Run Dense Cloud ReconstructionDeea is the fifth on the right and four different color letters, CMVS. The button opens the window and ask where you want to save the next set of data files. Make sure you direct it to another folder, and then give it any name you see to match. Hit save and it'll start doing its thing. This step takes a decent amount of time to complete, so grab a book and some tea and enjoy the warmth you'll be able to put away with your computer. This again goes through all the appropriate points and finds even more points to create an even more elaborate cloud.f point. Viewing and clearing your Dense Cloud Points If the previous operation has ended, you will only need to guess the Tab key to see the results. Here you can see that a dense reconstruction looks almost exactly like your model, only with a few extra scrapes of points. To remove these additional spurs and clean your model, press F1, and then select your dots. Anything inside the rectangle will be selected. Press Delete and selected dots Remove. Keep this up until you're happy. I recommend deleting obvious random dot groups and any other features you don't want in the end result. This part could be a rabbit hole if you're a perfectionist. Don't think you need to make it perfect at the moment, Blender is a great tool for editing your end result. Once you've cleared the dot cloud and you're happy with the end result you need to save. To do this: SfM->Save NView Match and give it filenames and make sure it's saved as an .nvm file. Amabilis Software's 3DCrafter (freeware) is a modeling and animation tool that promises to control drag and drop. Make no mistake that this is easy: you need both artistic talent and a knack for engineering. Using 3DCrafter 9.1.1 is a bit like building a Lego model without instructions. With chopsticks. Floating built-in tutorials make 3D Crafter easier to begin learning, but some artistic talent and a penchant for engineering are uncommuished if you want to master many of the program's features. 3DCrafter found many non-intuitive buttons and the lack of menus scary and a little disappointing. 3DCrafter has either missed the point of ease of drag and drop or has so many features that it's impossible to organize them all in a logical way. Your initial basic forms are cube, cylinder, sphere, torus or cone, and just like in Blender (also freeware). You can drag and drop them into your workspace where you build, extrud and shape your final model. While 3DCrafter icons are well marked if you hover over them, there are plenty of tools and it takes experience to remember what each one does, especially if you're inexperienced with 3D design and unfamiliar with tools like Tokar, Equalize, or Crease. However, unlike Blender, 3DCrafter does not rely on the keyboard key. For a beginner, compared to the level of frustration of programs such as Blender, 3DCrafter has hit the mark on at least one thing: tutorials. The Help menu includes common features of content and search, but also a tutorial browser that includes tutorials for all levels, from the first user to the professional. There is also a tip given a pop-up feature. It's not detailed enough to be useful on your own, but along with searching for help, it can help you learn a new trick or two. One thing 3DCrafter does not include is the built-in engine rendering, at least in the free version. This can be a little frustrating if you're new to 3D and want to check your progress frequently. You need to export your art as a .pov file and render it in POV-Ray, a freeware rendering engine. The disadvantage of a thirsty rendering engine takes precedence, however, to make the 3DCrafter a good choice if you don't have a high-end graphics machine. I ran a 3DCrafter on a Dell Inspiron Mini running Vista without dedicated graphic RAM, 1 GB ram system, and an Intel N450 Atom (1.67 GHz) CPU, and it worked just fine. Although 3DCrafter has nothing close to the amount of content in the are wired boxes that you can download for free from other 3DCrafter users as starting points for your own creations and an established community of users who want to help. You can also import AC3D, AutoCAD, DirectX, Imagine, Lightscape, LightWave, Maya, Quicktime 3D Metafile, Raw Triangles, RealiMotion, RenderWare, StereoLithography, 3DCrafter Object, 3DStudio, trueSpace Object, VideoScape, VRMLL 2.0, Wavefront, WorldToolKit, XGL, XYZ and ZGL files in all versions of 3DCrafter. Exporting is another matter: if you want to export like anything other than POVRay, you need to upgrade to 3DCrafter Plus ($35) or 3DCrafter Pro ($70). Other advantages of upgrading from the free version of 3DCrafter are additional features such as Create-a-Face, Duplicate and Reset Animation Positions (included in Plus and Pro versions); and Auto Mirror, Clone, Split Faces and more (Pro version only). 3DCrafter Pro also supports scripting; more detailed Boolean and animation operations, timelines and sequences; tool for building the terrain; photorealized rendering; and more. As with all 3D software, how much you like 3DCrafter will depend on how dedicated you are to learning. However, regardless of previous experience and talent, the free version of 3DCrafter will not provide you with tools to create a Blender/Maya/3DStudio end product. 3DCrafter has some distractions and is difficult to learn, but if you are interested in building trains, flight planes or other technically correct projective models, you might want to persevere with it, if only for a support network of like-minded artists. -Clare Brandt Note: When you buy something after clicking links in our articles, we can earn a small commission. Read our affiliate link policy for more details. Details.