

AI Photogrammetry

Quick Start Guide

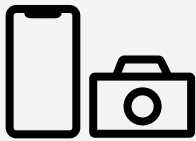


Let's get started!



Creating a 3D model from photos or video is easier than you think. We'll guide you through each step — no complex settings, just what works.

What you need



A camera or smartphone



Artec Studio 20



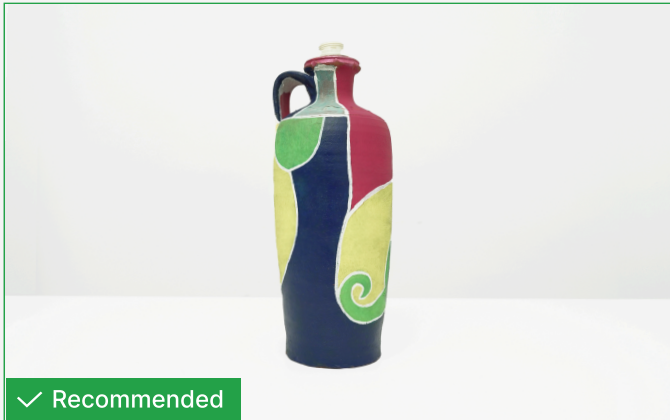
A little time and curiosity

Capture your object

- Use natural, even lighting. A cloudy day outdoors is a great choice.
- Make sure the entire object fits into the frame and stands out from the background.
- Walk around the object and take photos or videos from different angles.
- Take 50–150 photos or record a short video (30–60 sec.)



How to choose your object



Static, solid, non-shiny, asymmetrical objects

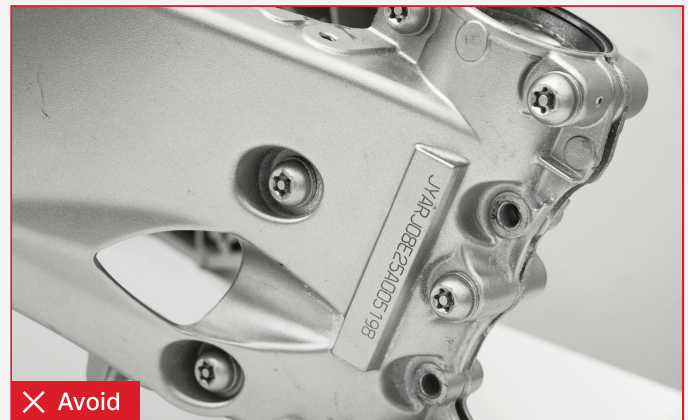


Shiny and / or transparent objects

How to capture your object



Steady distance; capture from all sides



Close-up framing that crops the object

How to set up your background



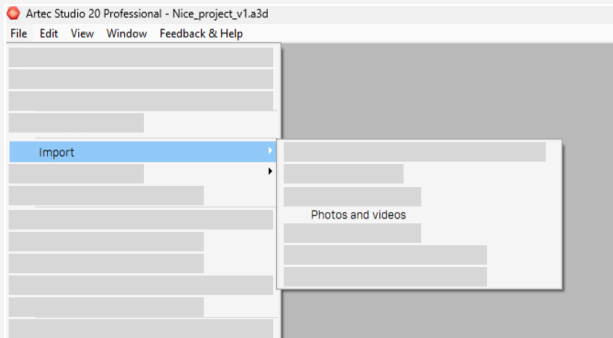
Plain background for rich textures, varied for low-texture



Placing large objects too close together

AS

Step 1: Import photos or video



- Open Artec Studio
- Go to **File** → **Import** → **Photos and videos**

If you're importing a video, set the frame rate.
The default usually works well.



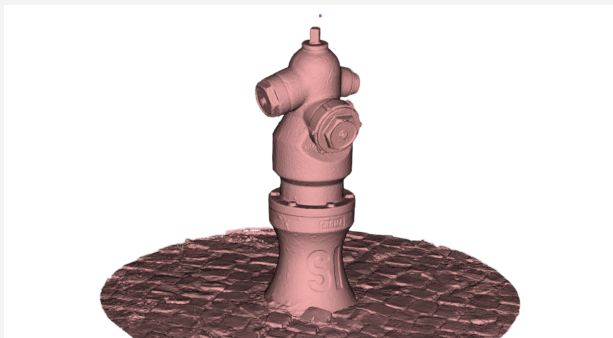
Step 2: Create preview



- Select your photo set
- Go to **Tools** → **Create Preview**
- No need to adjust settings — the defaults are optimized for most cases.



Step 3: Create model



- Select the Photo Scan in the Workspace
- Go to **Tools** → **Create Model**

In the settings:

- Scene Type → Separate Object
- Detail → Normal (or High, if you want more detail)
- Enable "Make object watertight" if you want the model to be closed



Step 4: Add texture (optional)



- Select your model
- Go to Texture → Create
- Click the "Apply" button to add color and texture from the photos

Want to learn more?

Find advanced tips, masks, scale references,
and more in the [AI Photogrammetry Advanced User Manual](#).

