

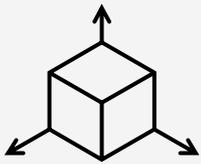
# Artec

# Photogrammetry

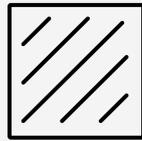
## Quick Start Guide



On the way to a perfect 3D model, you can choose the ideal processing mode (algorithm) based on the following factors:



Object characteristics



Background or surroundings



Capture method

## Note !

Photogrammetry works only with non-moving, rigid objects. It won't work if the object changes shape during capture.

## AI algorithm **without masks**

For static small- to medium-sized objects standing on a stable background that does not change during capture, and that you photographed/recorded by walking around them (including close-ups), the AI algorithm without masks will deliver the best results.

**This mode** (where the *Extract object from background* checkbox in Advanced settings is disabled) **also performs best for objects with poor monotonous textures in static environments.**

## Classic (**non-AI**) algorithm

For large objects or highly detailed scenes such as landscapes, use the Classic algorithm. **We recommend using this algorithm for drone data sets.**

## AI algorithm **with masks**

If the object was rotated (e.g., on a turntable), flipped, or moved to different positions during capture, or if the background was inconsistent or moving; and you did not take close-ups (i.e., maintained roughly the same distance from the object), we recommend using the AI algorithm with masks. You can use it by enabling the *Extract object from background* checkbox in Advanced settings.

**This mode will automatically separate the object from the background and produces a clean model.** It is generally recommended for textured objects, especially if captured from multiple orientations. For best results, keep the full object within the camera's field of view.

This mode is most suitable for small to medium-sized objects.

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## Want to learn more?

Find advanced tips, masks, scale references, and more in the [Artec Studio Lite User Manual](#).

## What's next

Turn the page to see the most common scenarios — choose the one that fits your needs!

# Scenario 1

## Walkaround (Static Object)

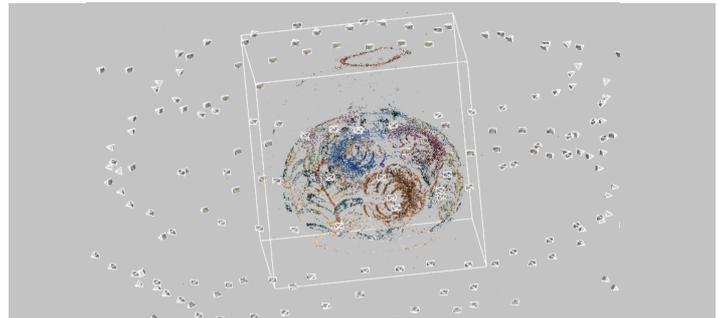
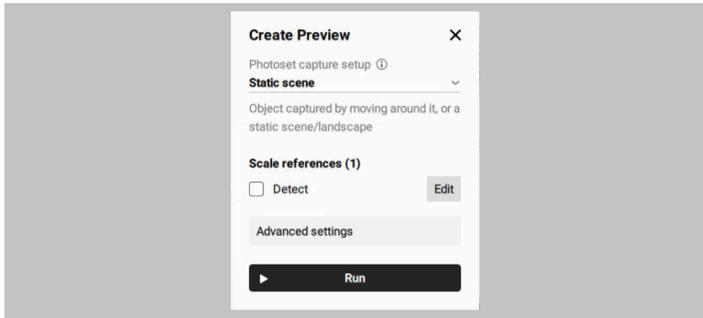
### Step 1: Capture your object



**Object:** Medium, static, low-texture (vase, chair, teapot)  
**Background:** Non-uniform, static, with some visual features

**Capture:** Walk around the object, include a few close-ups

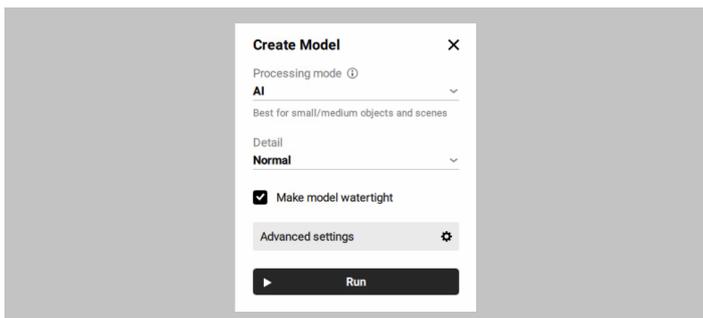
### Step 2: Create preview



1. Tools → AI Photogrammetry → Create Preview
2. Run

**Result:** Photo scan in Workspace

### Step 3: Create model



1. Tools → AI Photogrammetry → Create Model
2. Processing mode = AI
3. Run

**Result:** 3D model in Workspace

# Scenario 2

## Turntable (Static Background)

### Step 1: Capture your object

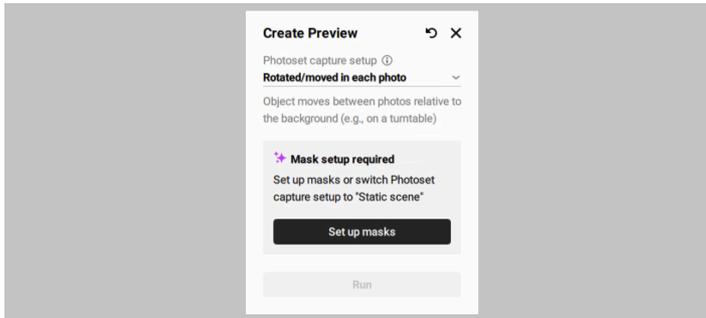


**Object:** Medium, static, low-texture (vase, chair, teapot)  
**Background:** Non-uniform, static, with some visual features

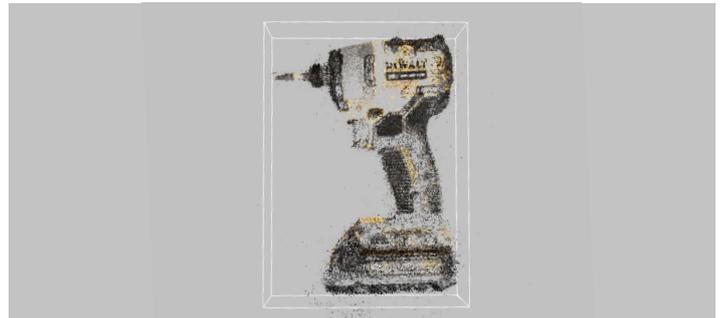


**Capture:** Walk around the object, include a few close-ups

### Step 2: Create preview

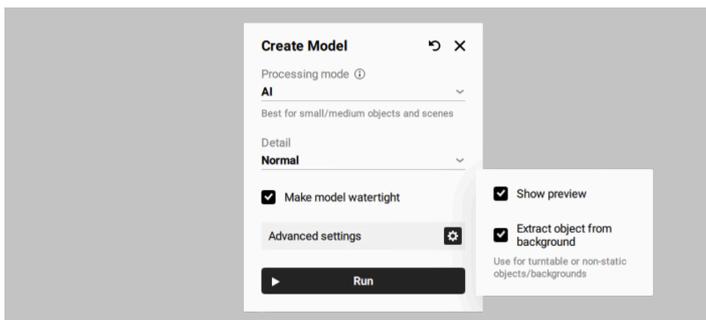


1. Tools → AI Photogrammetry → Create Preview
2. Photoset capture setup = *Rotated / Moved in each photo*
3. Set up masks
4. Run



**Result:** Photo scan in Workspace

### Step 3: Create model



1. Tools → AI Photogrammetry → Create Model
2. Processing mode = *AI*
3. Advanced → *Extract object from background*
4. Run



**Result:** 3D model in Workspace

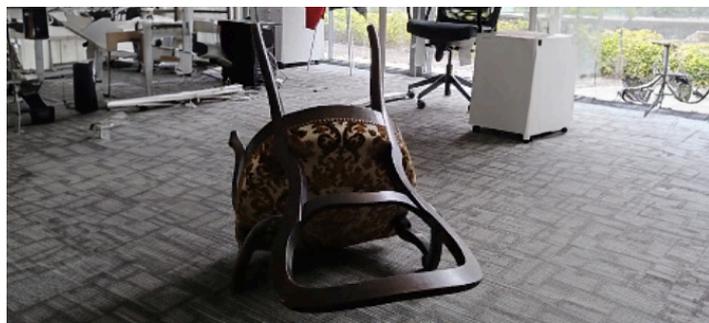
# Scenario 3

## Changing Object Position / Moving Background

### Step 1: Capture your object

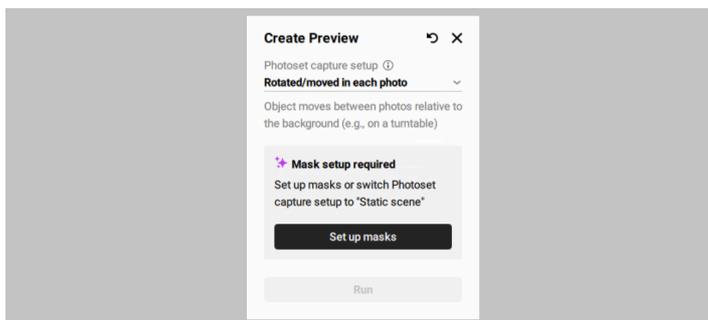


**Object:** Small-medium, static, feature-rich (chair, pot)  
**Background:** Non-uniform with light background motion (e.g. leaves, people, cars)



**Capture:** Object fixed, walk around, and capture two sets (upright and flipped)

### Step 2: Create preview

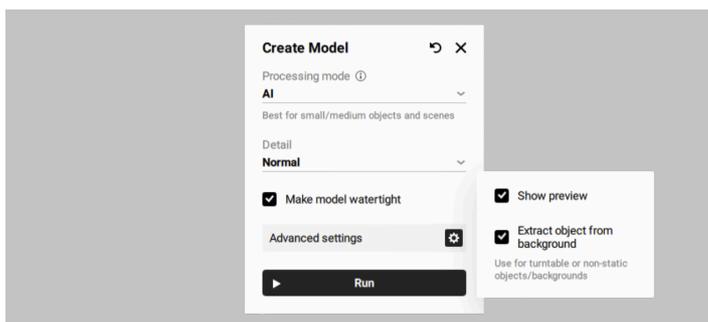


1. Tools → AI Photogrammetry → Create Preview
2. Photoset capture setup = *Rotated / Moved* (or *Unique for each photoset* if loaded separately)
3. Set up masks
4. Run

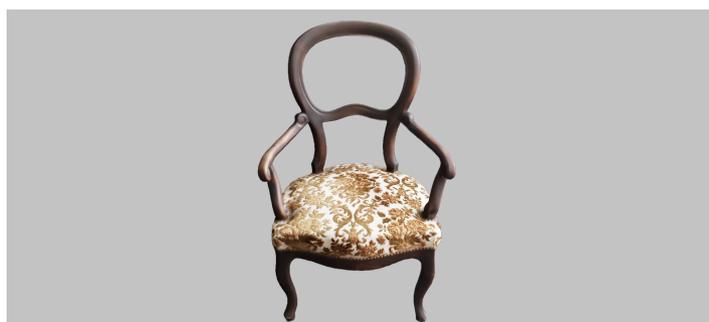


**Result:** Photo scan in Workspace

### Step 3: Create model



1. Tools → AI Photogrammetry → Create Model
2. Processing mode = *AI*
3. Advanced → *Extract object from background*
4. Run



**Result:** 3D model in Workspace

# Scenario 4

## Walkaround (Large Object)

### Step 1: Capture your object

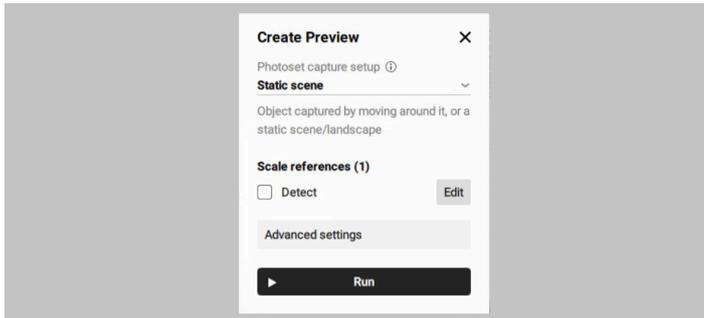


**Object:** Large ( $\geq 2$  m), static (statue, column, small building)  
**Background:** Static



**Capture:** Move around the object, shoot from multiple angles and heights

### Step 2: Create preview

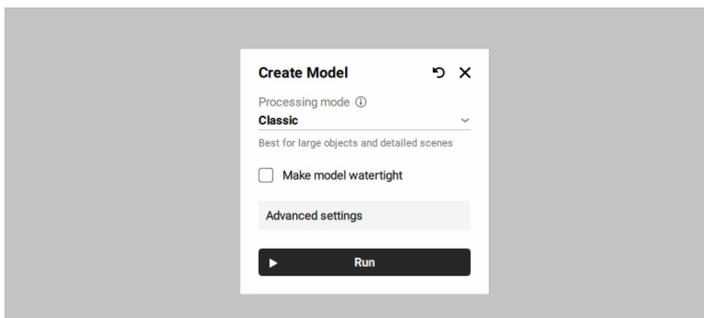


1. Tools → AI Photogrammetry → Create Preview
2. Run



**Result:** Photo scan in Workspace

### Step 3: Create model



1. Tools → AI Photogrammetry → Create Model
2. Processing mode = *Classic*
3. Run



**Result:** 3D model in Workspace

# Scenario 5

## Aerial (Complex Scene)

### Step 1: Capture your object

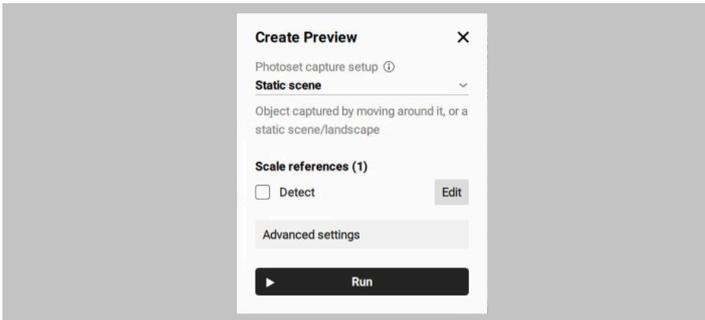


**Object:** Scene with many details (room or landscape)  
**Background:** Static



**Capture:** drone capture from multiple elevations

### Step 2: Create preview

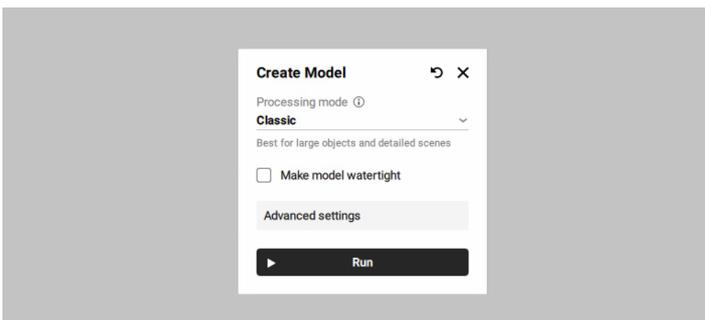


1. Tools → AI Photogrammetry → Create Preview
2. Run



**Result:** Photo scan in Workspace

### Step 3: Create model



1. Tools → AI Photogrammetry → Create Model
2. Processing mode = *Classic*
3. Run



**Result:** 3D model in Workspace

