

# READING FAÇADES

INTEGRATING HUMAN AND COMPUTER VISION

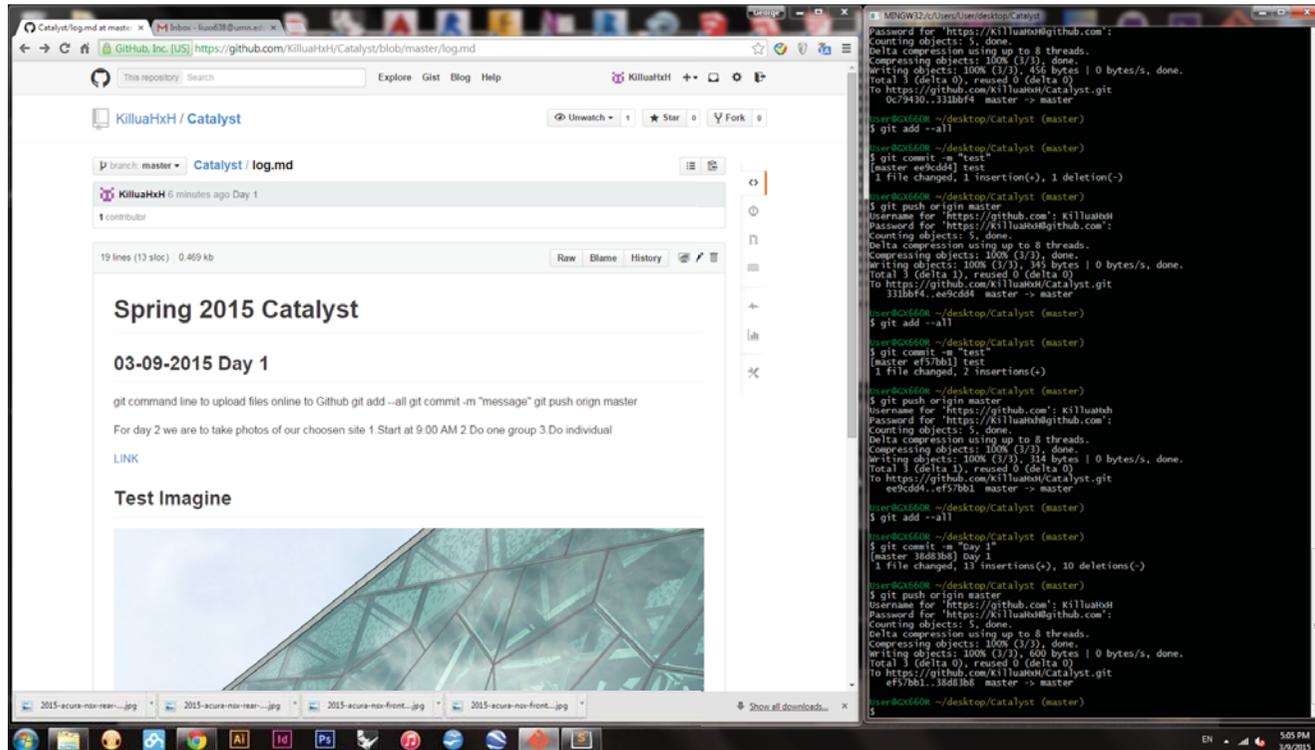
ARCHITECTURE AS CATALYST 2015 WORKSHOP

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## Markdown

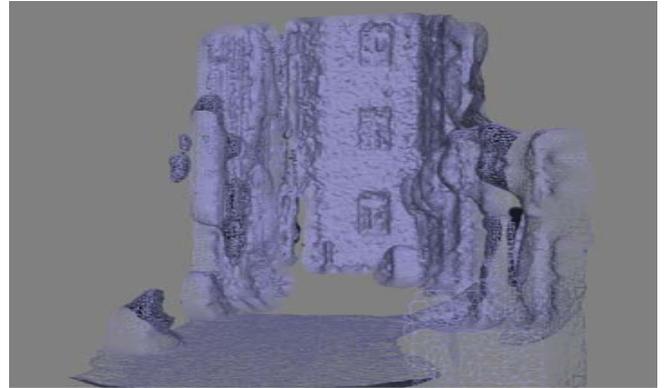
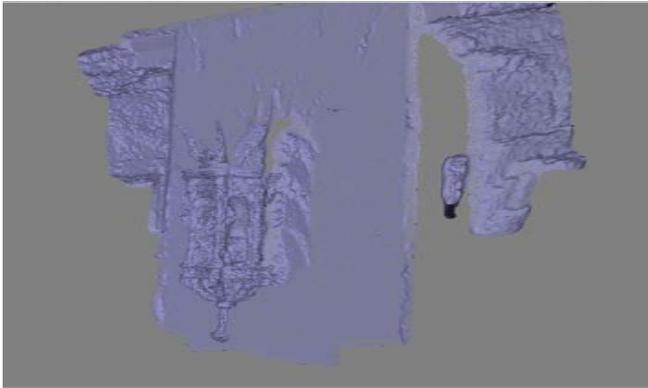
For the first day we used a program called Git Hub which is a command line type program that allows you to save files with incremental files that display changes that is made and also people that makes those changes.



## Photoscan Process

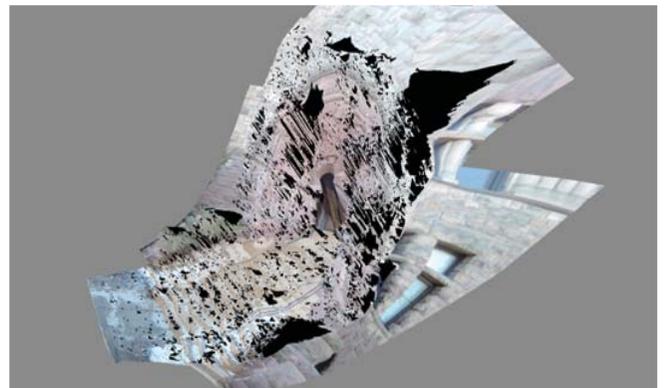
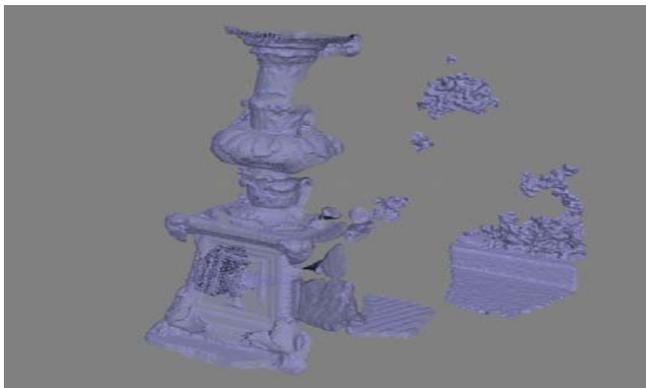
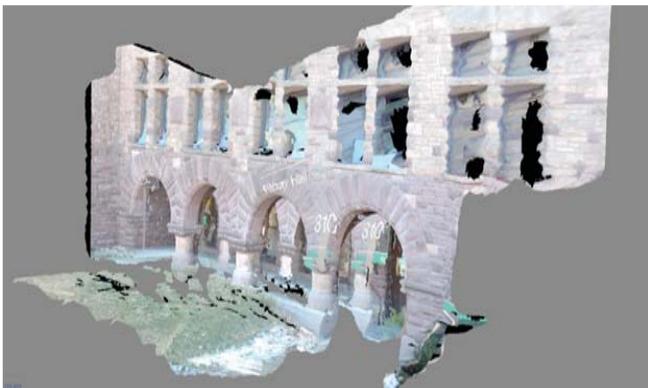
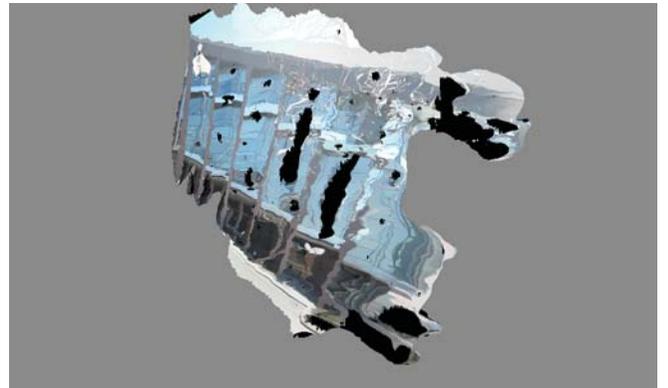
In the early stage of exploring photo of different type of building and object was taken to see which one works the best in photoscan. Also different distance from the object, number of photo, photography techniques, and different type of object material were tested to figure what works well in photoscan and what does not.

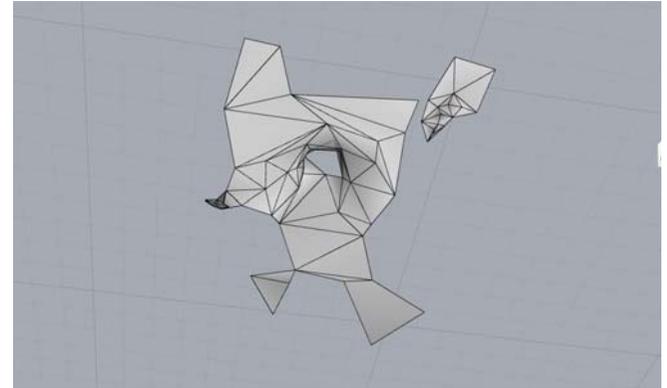
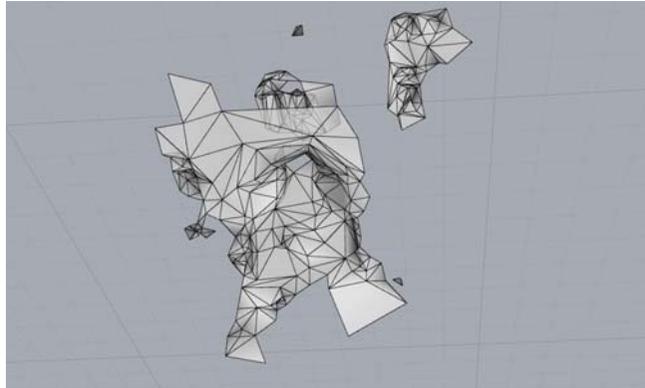
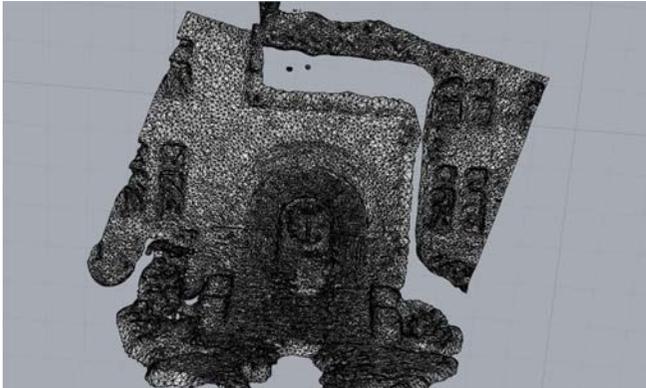




## Photoscan

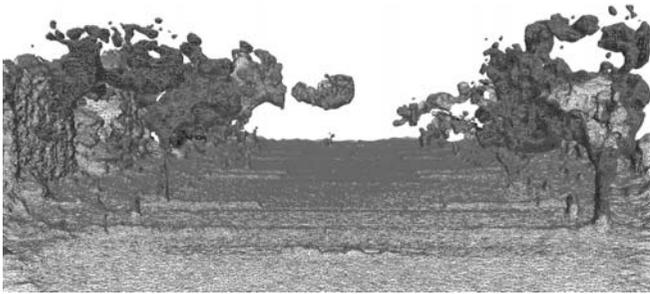
Photoscan takes a series of images that the user took and align them together to create a dense cloud of points then uses this point to create mesh and texture. From the photo i took and the models it created, the computer have a tendency to ignore certain objects in the photo that we see but don't also notice, for example the ground or transparent glasses. Something else that i notice while using the program is that lighting is important, photo that were taken when the light is more diffused produce a better models.





## Decimation

For this process we took our mesh from photoscan and try to reduce the number of surfaces of that mesh in to smaller number to try to see what it will show us. From the photo we can see that by reducing a complex mesh with 150,000 faces in to a 100 face mesh the form of the models has change into a more organic looking form that with out texture does not



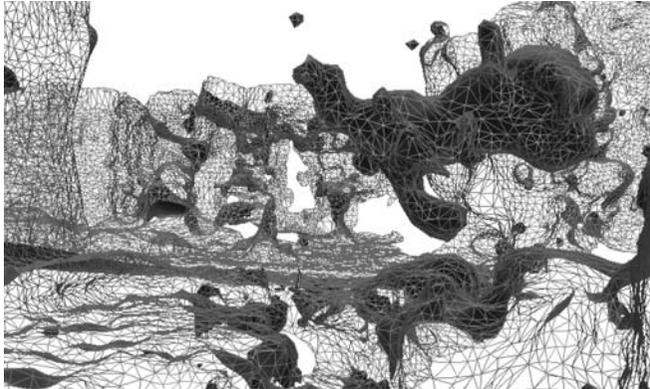
Drone Mall



Human Computer Vision Spectrum



Bridge to Rapson



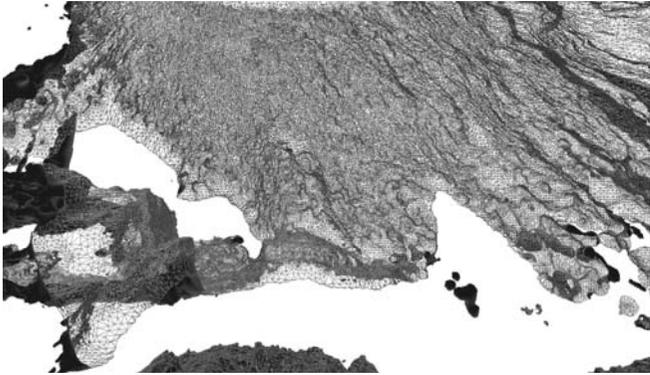
Human Computer Vision Spectrum



STSS to Rapson



Human Computer Vision Spectrum



Drone Mall Panorama



Human Computer Vision Spectrum