

Project: Create a 3d model using Photogrammetry from a household object.

Create a 3d model using Photogrammetry from a household object. Using an object from around your house, take the required photos to use a photogrammetry program to output a 3d model. After creating the model use a digital sculpting program (ie Zbrush or Mudbox) to retopo and clean the model and textures.

Times: 7 days.