

The use of a photo camera to produce a 3DHOLOPRINT

Version February 2nd, 2011

In some cases (big building, very small object-macro photography-...) the use of a video camera is not possible. In that case it can be substituted to a normal camera. The rotation should be carefully done:

-for small object, use a turntable

-for big object ;select what will be the center of the hologram (for example the front door of the building) and attach a link to it and now move back to the acceptable distance so the camera can photograph all the subject (+10% on both side).You will move around the building, keeping the correct distance with the help of this link and a second one (see bellow). Every photography should be always centered on the same point.

-The distance of the camera to the center of object should be measured precisely and given to us with the photos as a parameter

CAMERA PREPARATION

-display a markers level on the screen of your camera to be able to center the image always on the same point.

-orientate the camera to maximize resolution capture

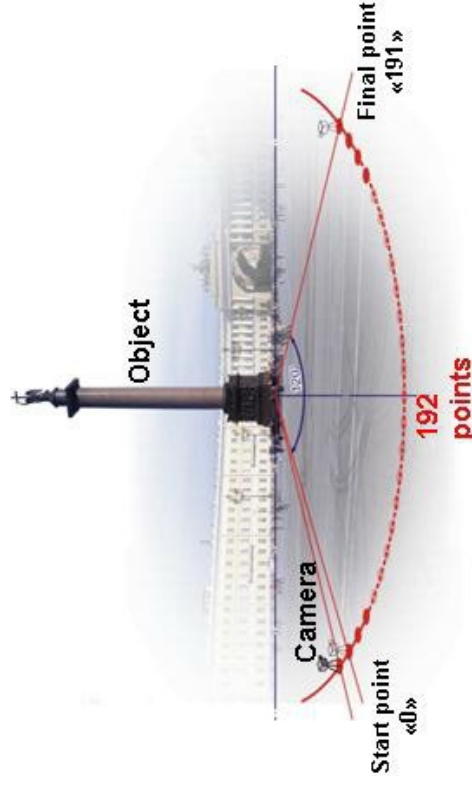
-use manual focus. Focus one time only, facing the object (on the circle)

- zoom one time only, facing the object (on the circle): add +20% (+10% on right and 10% left) on the final hologram picture you want.
- Shoot the image and rotate the object 1/192 of 120° (for small object and turntable) . If the object can not be rotated, use the 192 shoots technique:(see picture **Capture of big objects** next page)

-the resolution of each picture should be 2 megapixels, with maximum quality, for a 60x80cm , 500µm pixel, 3DHoloprint. Higher quality are suitable too, but are more complicate to manage. We accept any format.

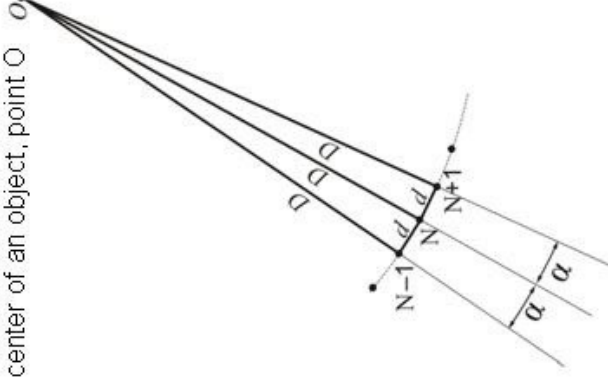
Capture of big objects

Scheme of shooting



Marking scheme

Fixed attachment in the center of an object, point O



D – distance between object and camera

d – distance between points

$d = \alpha D$, $\alpha = 120^\circ / 191 = 0,011$ rad

Example: if $D = 10$ m, $d = 11$ cm

Procedure of marking

1. Make two template cords of D and d length
2. Fix the cord D on an object and second cord end on the ground – this is the point N for camera shooting
- 3 To mark points $N-1$ and $N+1$ fix the template cord d on point N and match the second end to left and to right with the end of cord D , it gives points $N-1$ and $N+1$. 4. Mark 192 points and make 192 shots according instructions.