

4D Scanning and Volumetric Capture: Introduction and Technical Overview

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Abstract

4D Scanning and Volumetric Capture are two advanced performance capture techniques being used today to create life-like digital representations of real human actors. These are similar but different approaches; both make use of synchronized multi-viewpoint camera systems to generate source material, and both use photogrammetry processing techniques to produce textured 3D models at video frame rates. The workflows from there and how the content is used is what sets these two techniques apart. This short overview will cover the basics and technical details, as well as information about the hardware and software components being used in professional systems today.

* <https://ioindustries.com/>