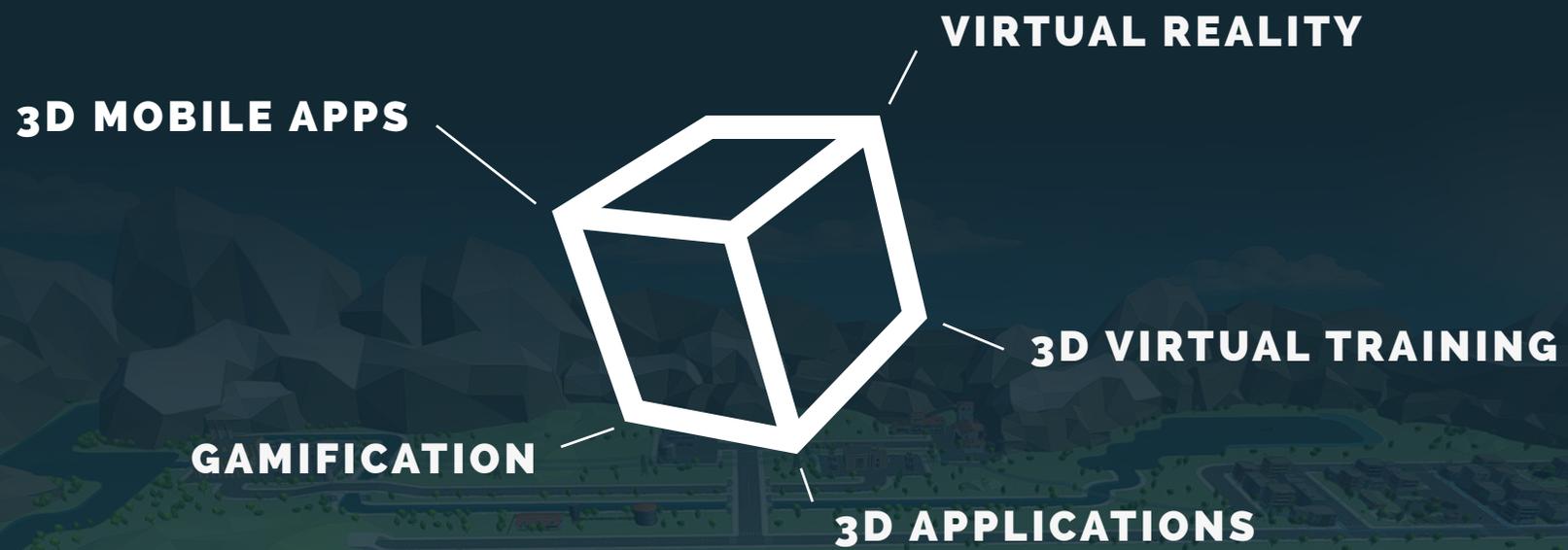




IMAGINATION IS THE LIMIT





SJM TECH mission is to make available interactive communication systems for your own application. We help you to better interact in your real world through a virtual environment.

Our know-how allows to manage a great amount of technical data with great flexibility in order to generate contents and multiplatform applications catering to any client need.



Report of the ongoing activities on **ARRUBIU 3D** project

CultureLAB - CUP: Eg5B19000730007

THREE

WORKFLOW

Methodological approach

1 DESIGN

Client needs and goal settings



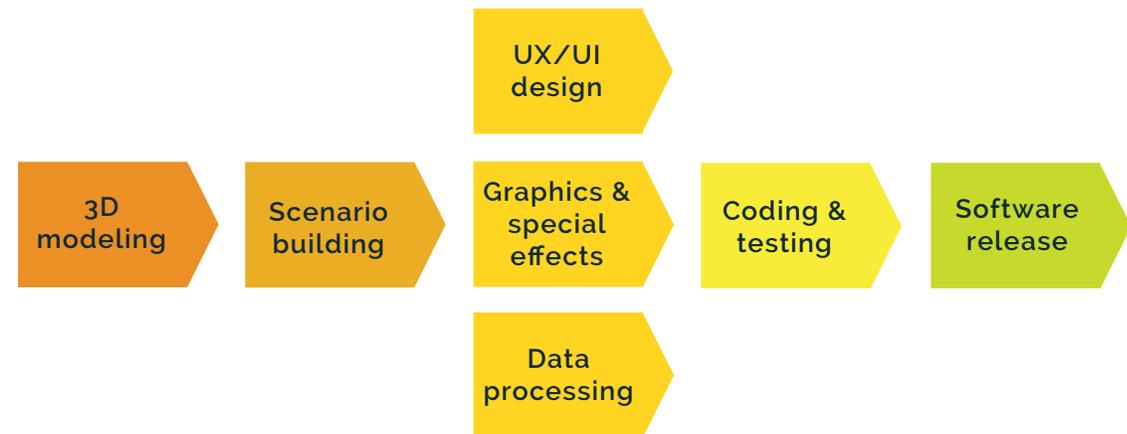
2 DATA ACQUISITION

Research and creation of the necessary data



3 DEVELOPMENT

Development and building phase



4 VISUAL OUTPUT

Systems of use and visualization



**TECHNICAL SURVEYS
DATA ELABORATION
TECHNICAL ADVISORY**

**GAME ENGINE DEVELOPMENT
SCENARIO BUILDING
INTERACTIONS**

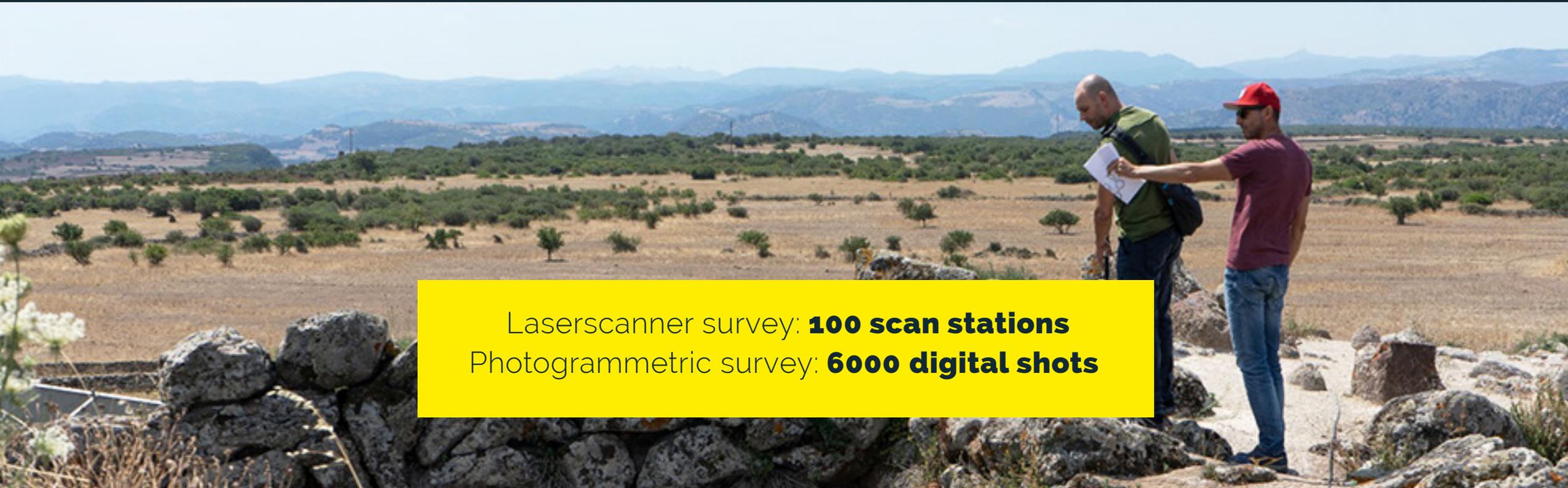
**3D MODELLING
HIGH POLY > LOW POLY**

RELEASE

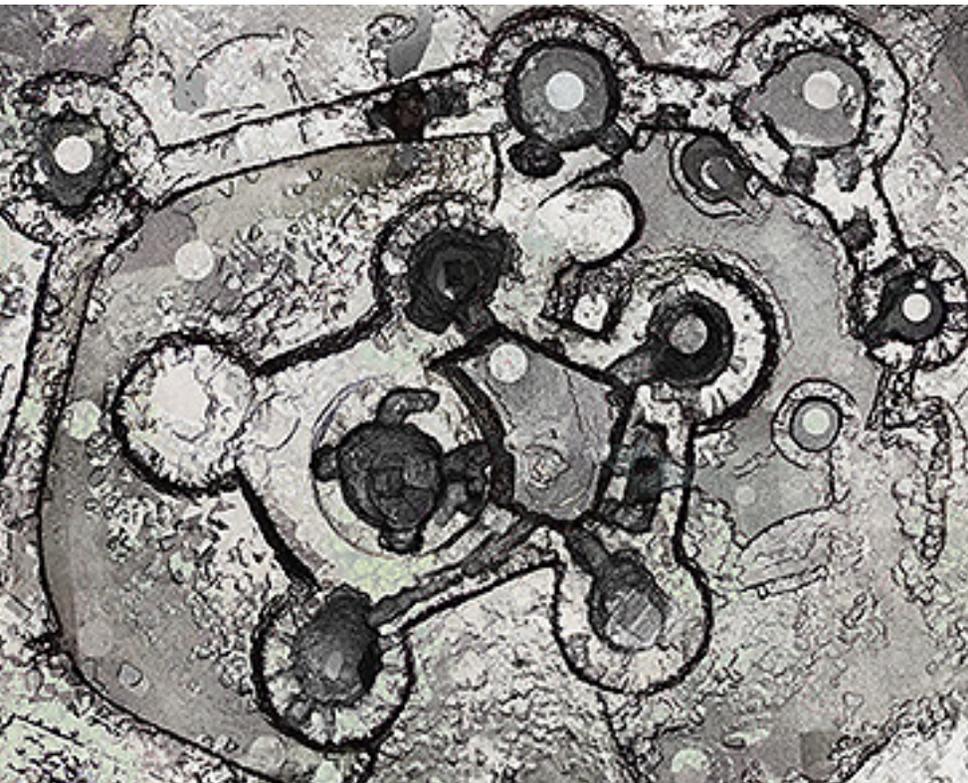
FIVE

WORKFLOW

Planning and execution of **technical surveys**



Laserscanner survey: **100 scan stations**
Photogrammetric survey: **6000 digital shots**



SEVEN

W O R K F L O W

Data elaboration - photogrammetric 3D point cloud



EIGHT

W O R K F L O W

Data elaboration - photogrammetric 3D point cloud







Point cloud density: **400 million** points

ELEVEN

WORKFLOW

Data elaboration - 3D mesh

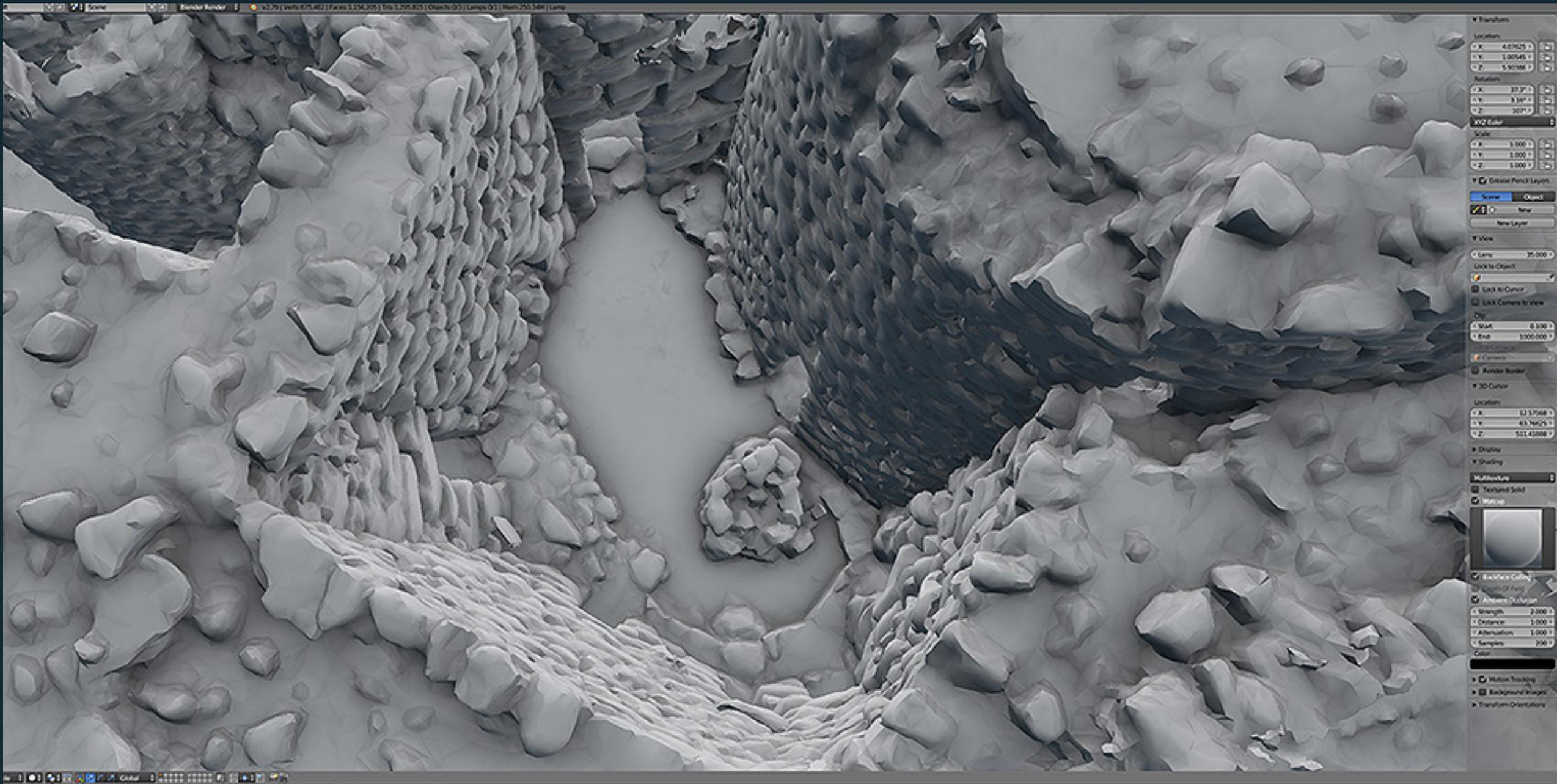


from point cloud to **3D mesh** model

TWELVE

WORKFLOW

Data elaboration - 3D mesh



THIRTEEN

WORKFLOW

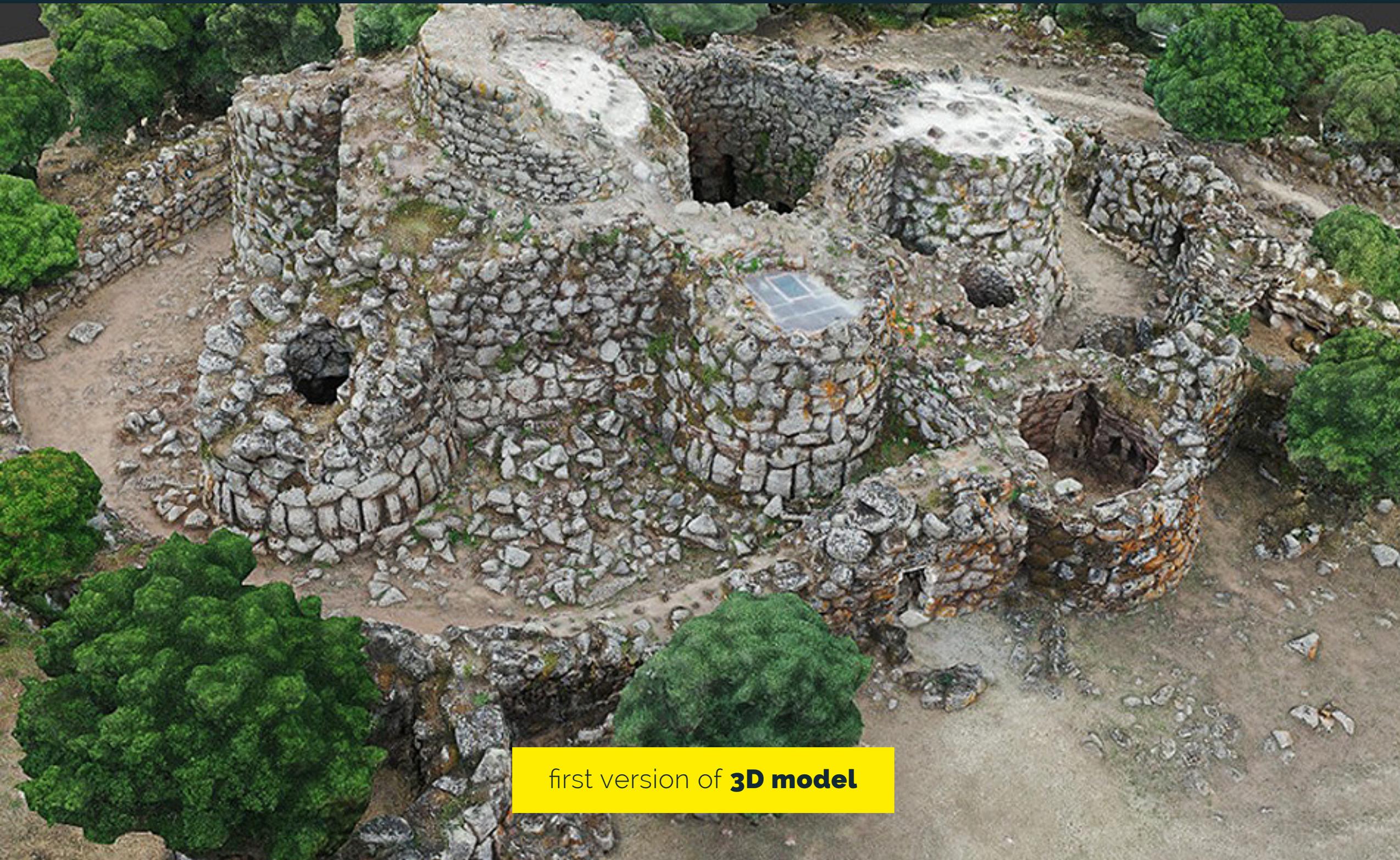
Data elaboration - 3D mesh



FOURTEEN

WORKFLOW

3D Model - first version



first version of **3D model**

FIFTEEN

WORKFLOW

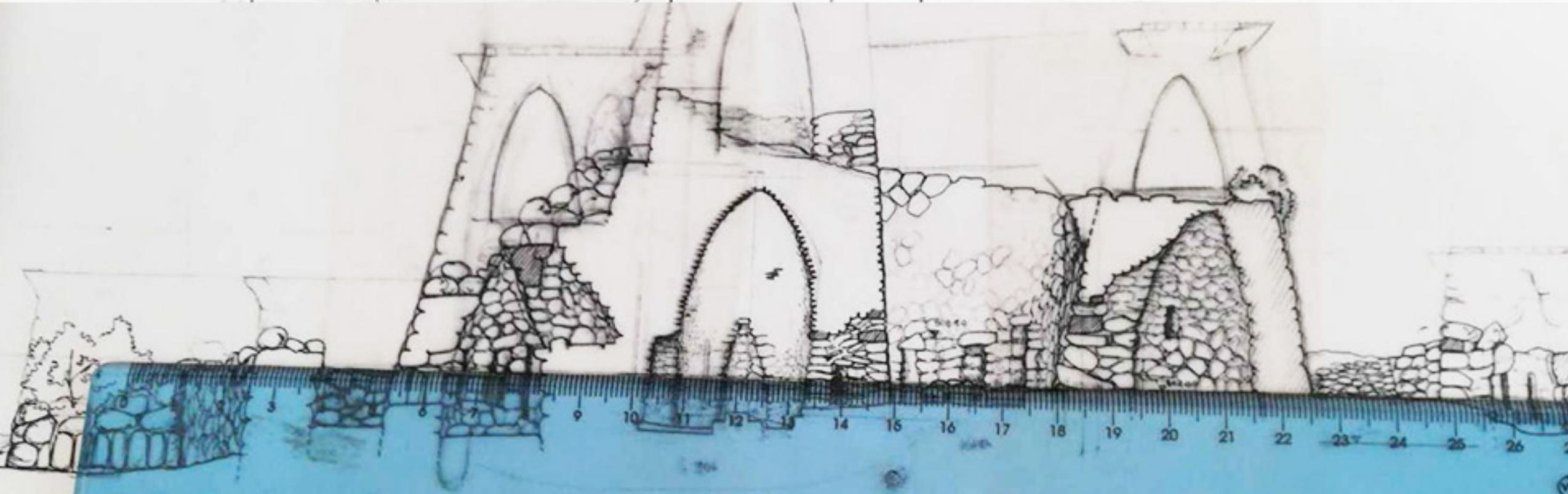
3D Model - first version



SIXTEEN

WORKFLOW

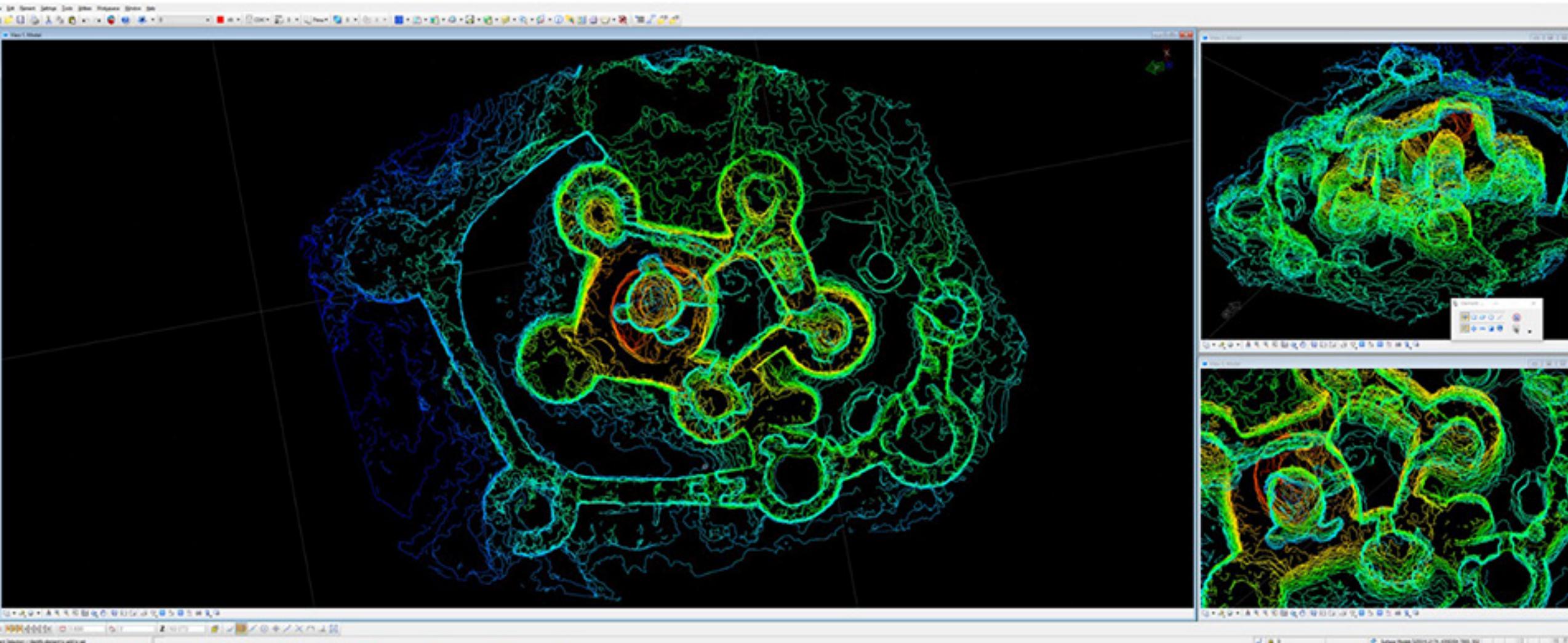
Historical **reconstruction** - first steps



SEVENTEEN

WORKFLOW

Historical **reconstruction** - first steps

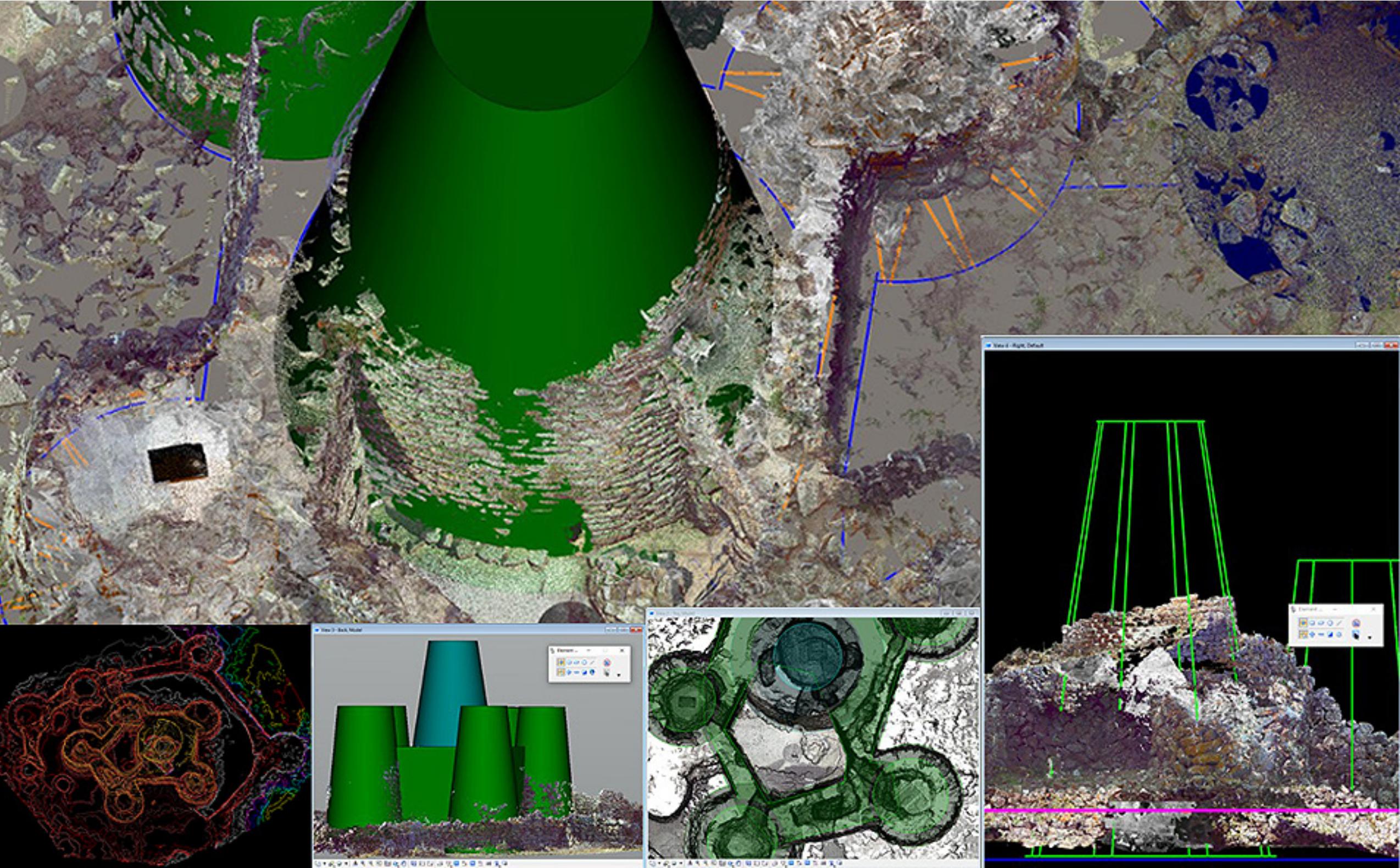


Horizontal sections
gap: **10-40 cm**

EIGHTEEN

WORKFLOW

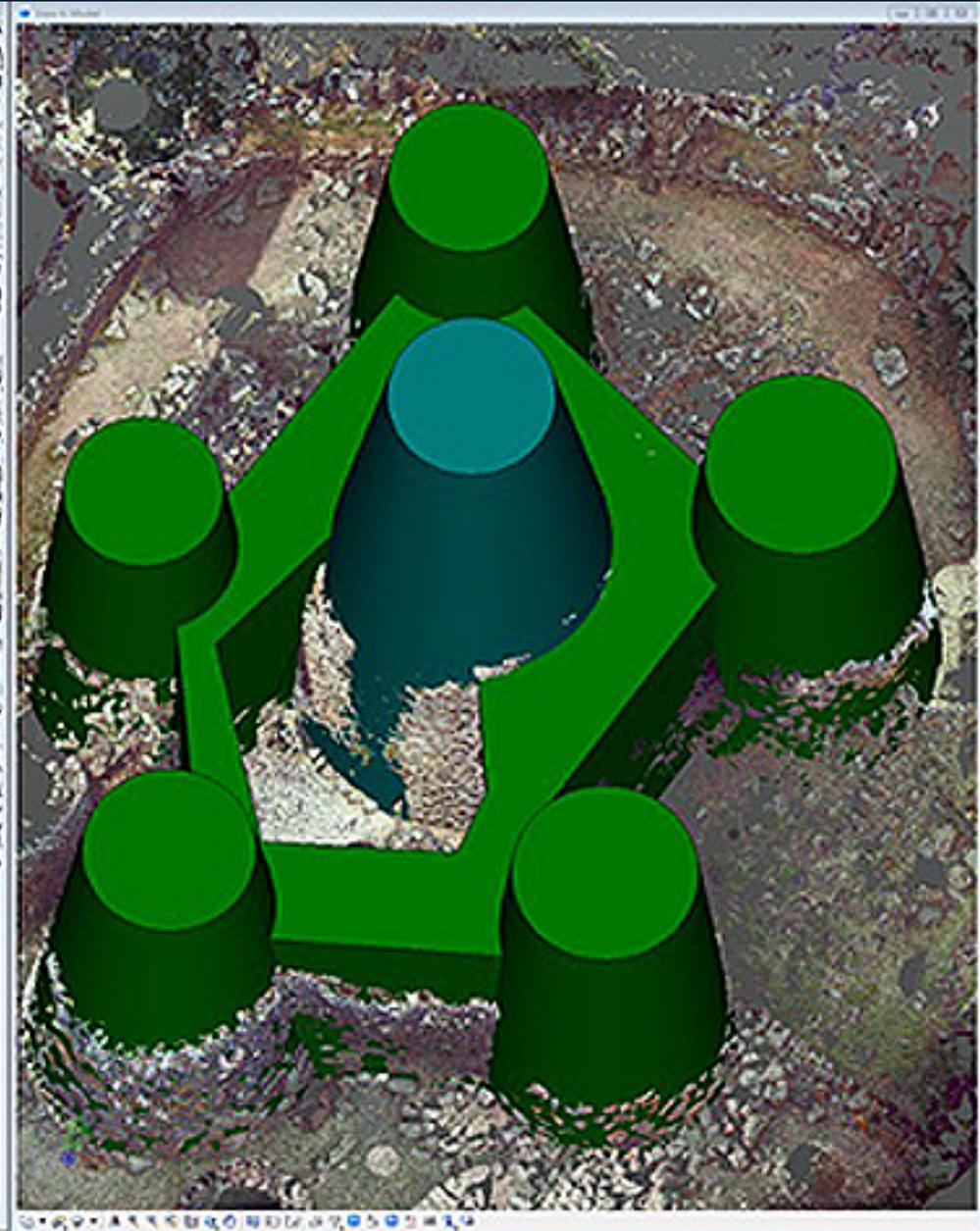
Historical **reconstruction** - first steps



NINETEEN

WORKFLOW

Historical **reconstruction** - first steps



what's next?



U S E O F G A M I F I C A T I O N

Gamification approach is the use of game thinking schemes and game mechanics in order to **engage** audiences towards the completion of assigned tasks.

A wide range of industries acknowledge the potential of gamification as viable **way to facilitate knowledge transfer** by enhancing or extending the engagement of targeted audiences.

END

Thank you for your attention

SJM TECH

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CultureLAB Project

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