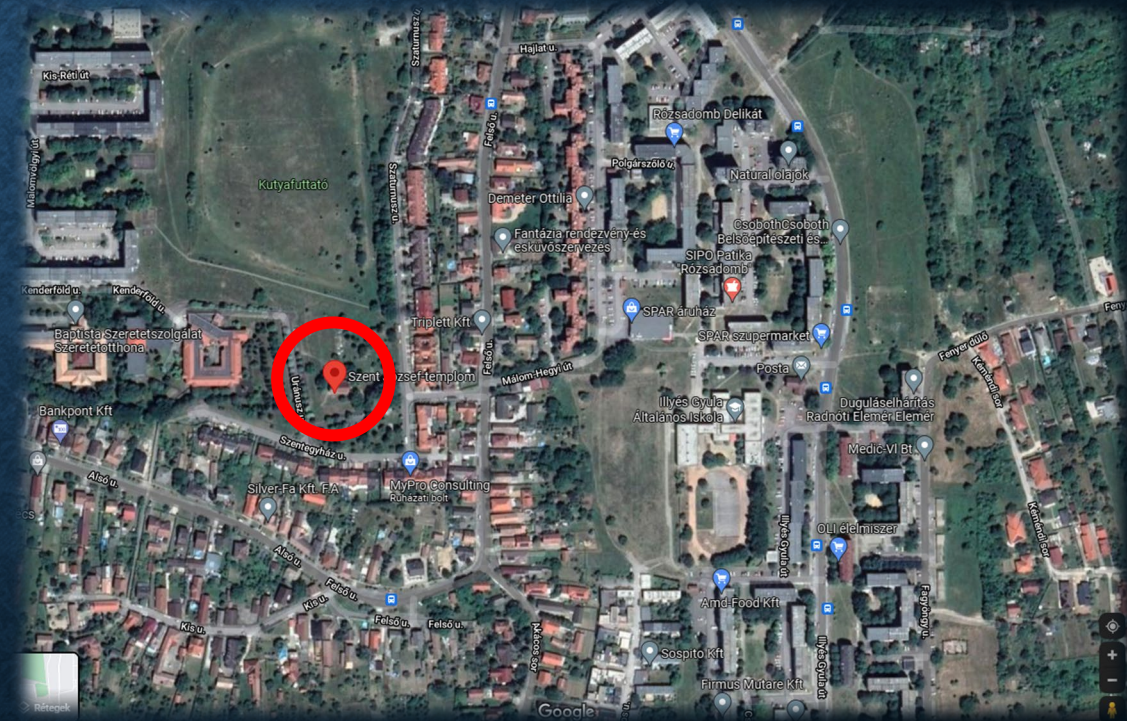
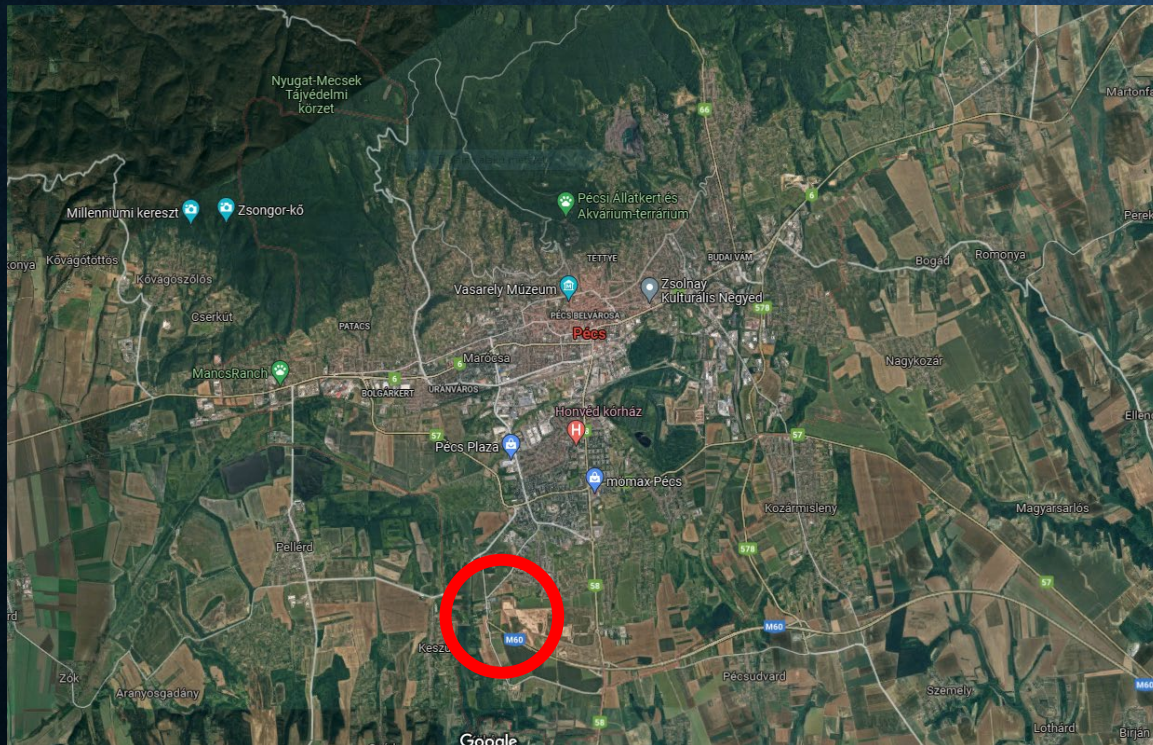




*Készítette:
Bornai Máté;
Kalányos Richárd*



MÁLOMI TEMETŐ TÖRTÉNETE





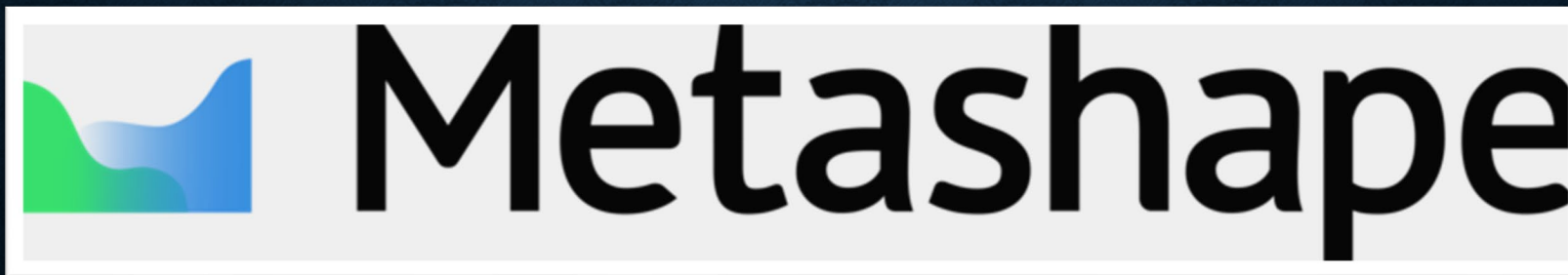
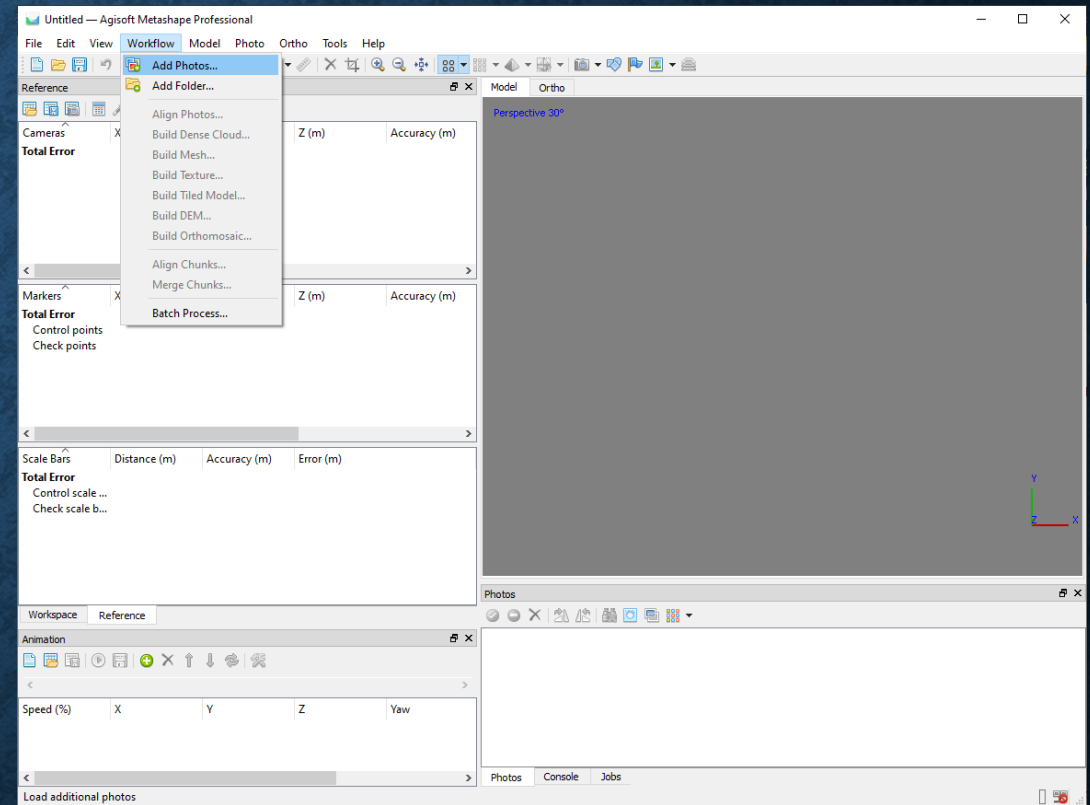
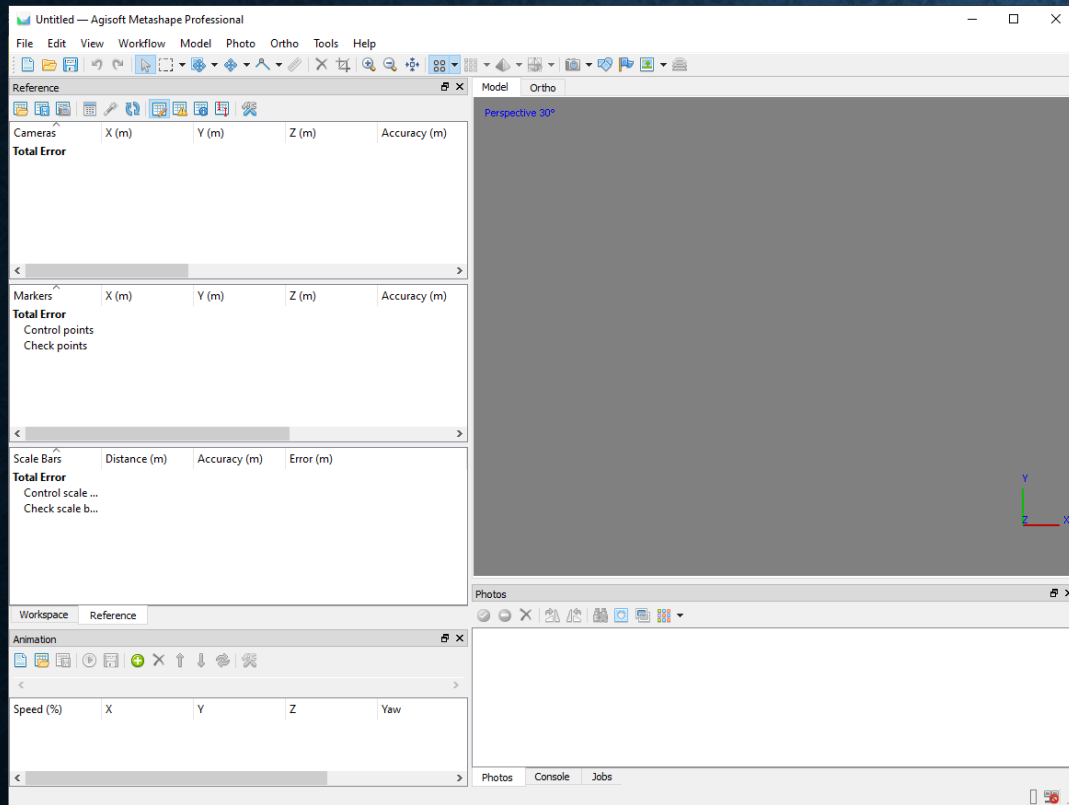
FELADATUNK CÉLJA

Információszerzés
fotogrammetriai módszerrel

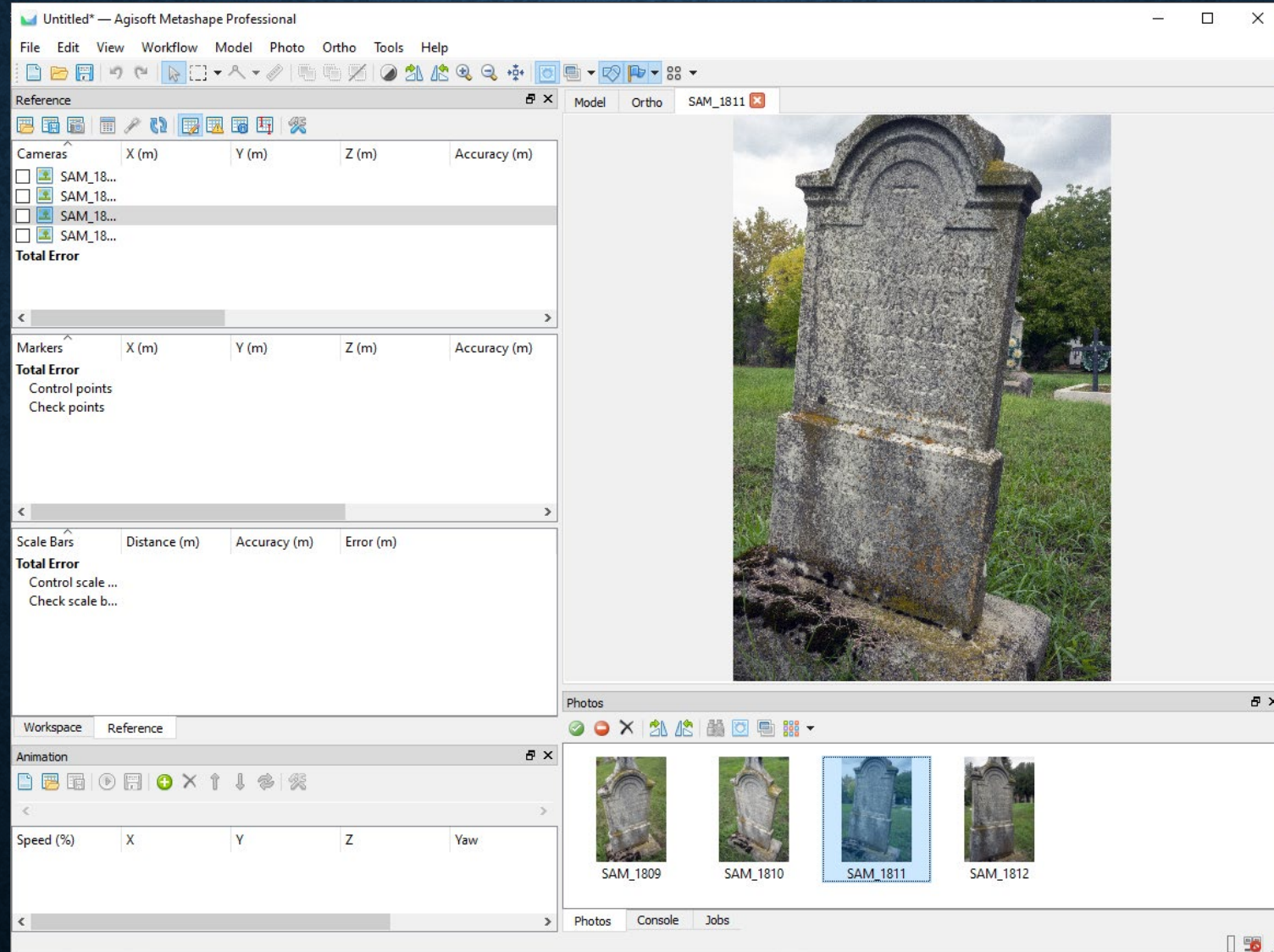
MÉRÉSI MÓDSZER



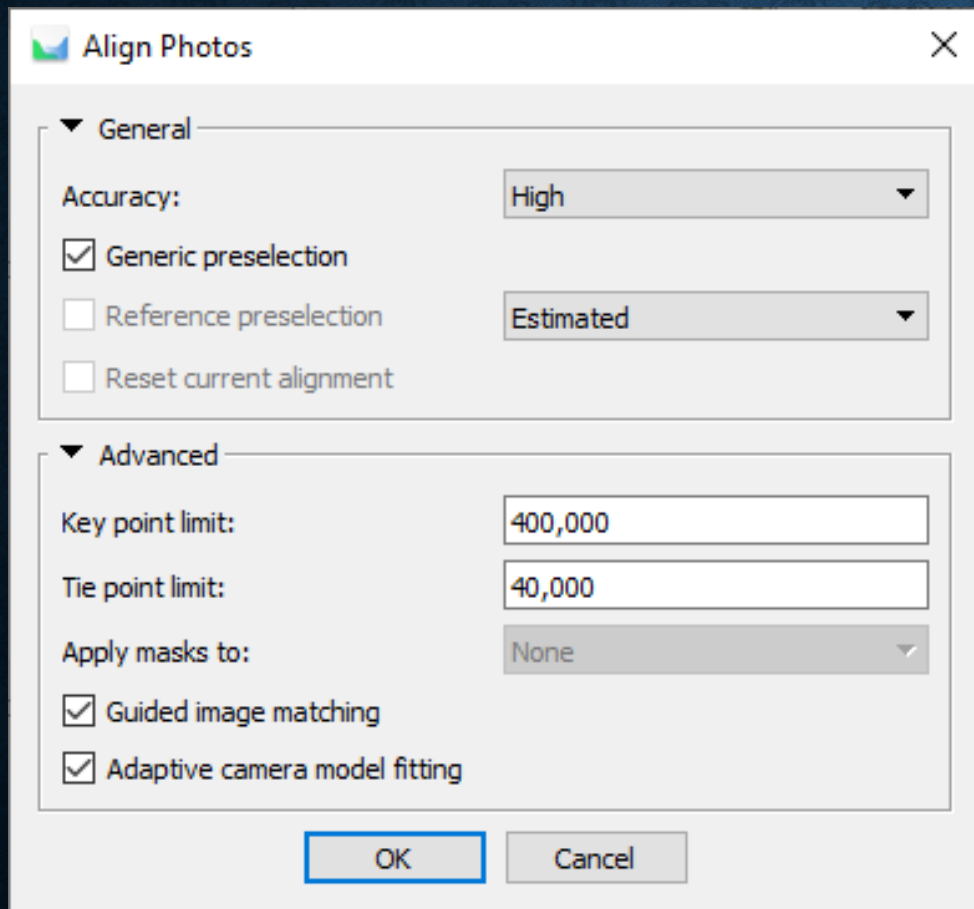
FELDOLGOZÁS FOLYAMATA



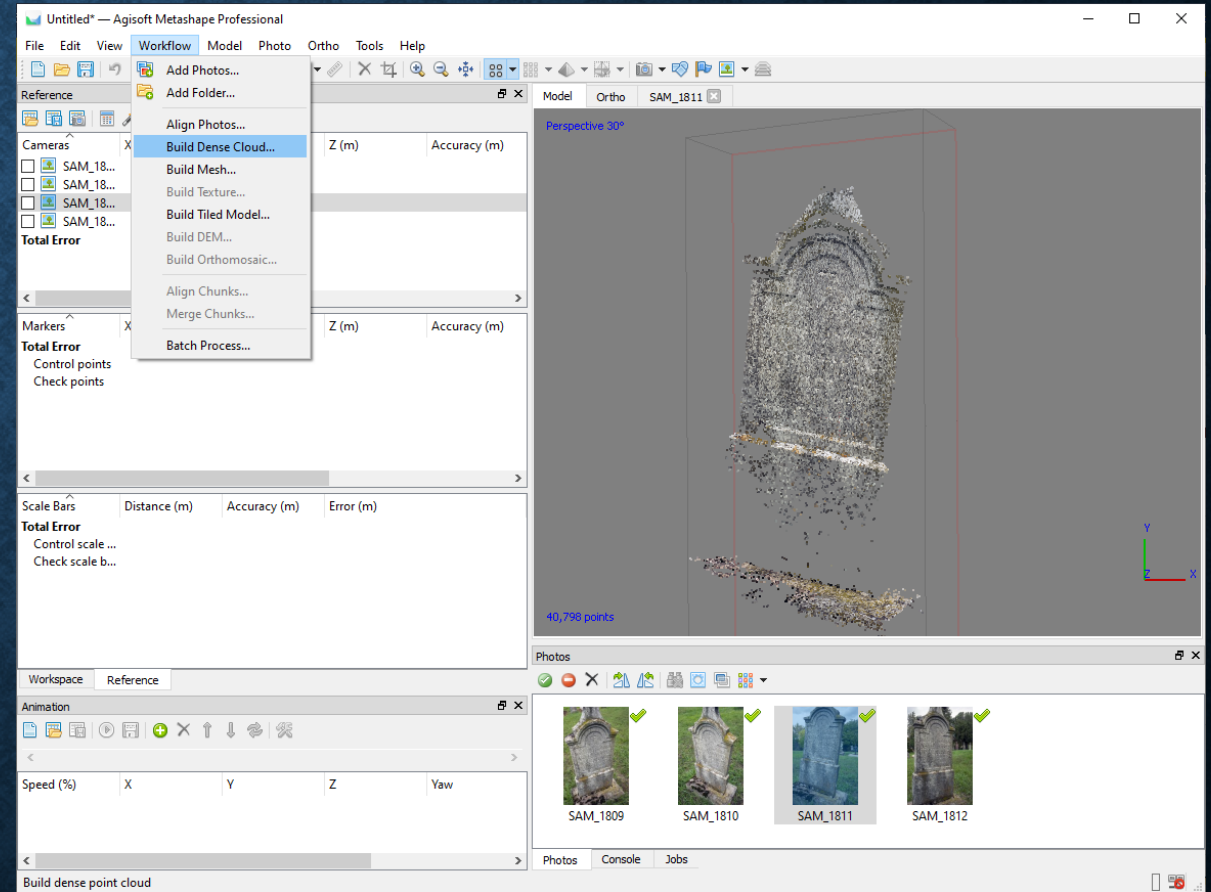
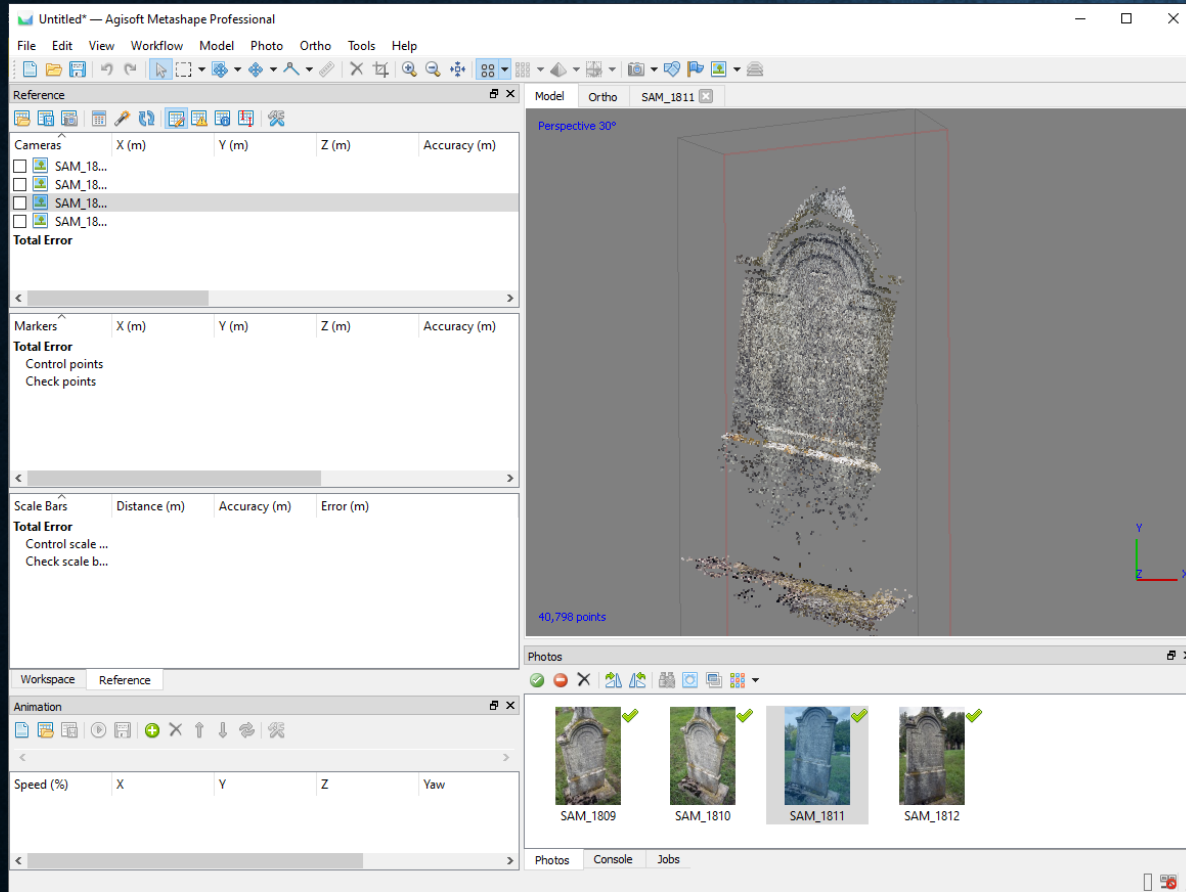
FELDOLGOZÁS FOLYAMATA



FELDOLGOZÁS FOLYAMATA



PONTFELHŐ GENERÁLÁS



PONTFELHŐ GENERÁLÁS

 Build Dense Cloud ✕

▼ General

Quality: High ▼

▼ Advanced

Depth filtering: Moderate ▼

☐ Reuse depth maps

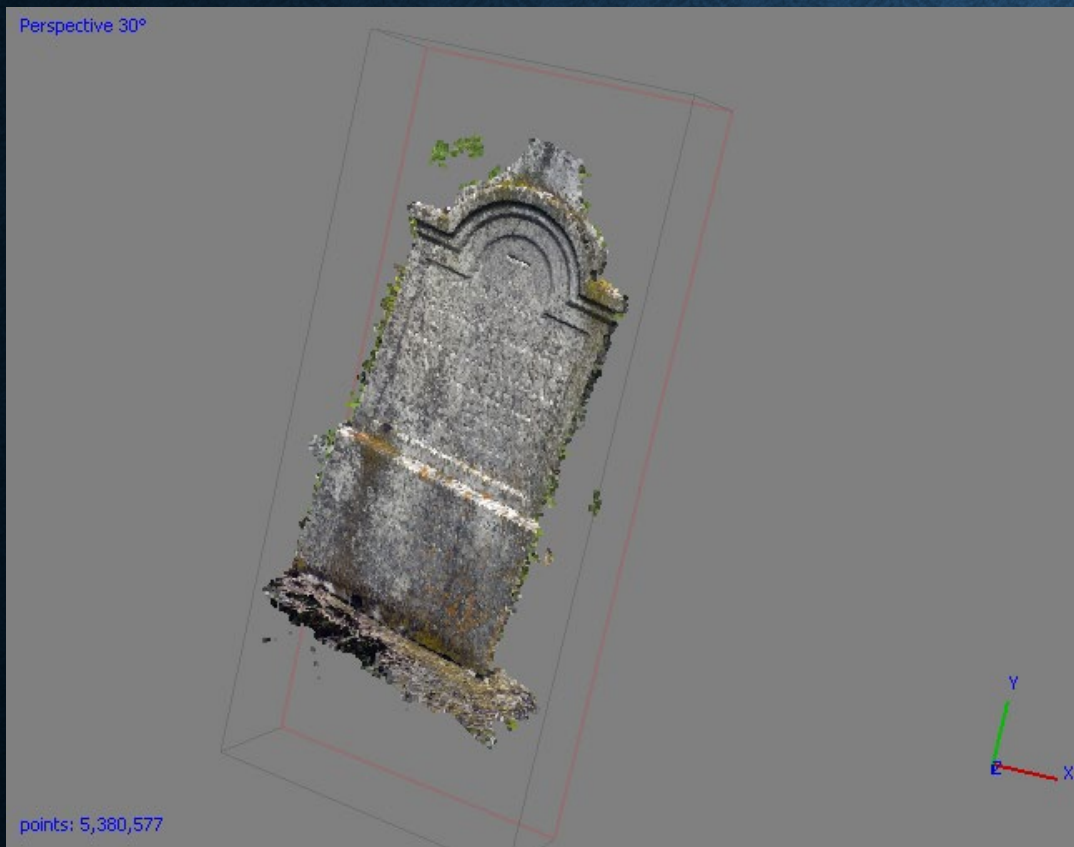
☒ Calculate point colors

☒ Calculate point confidence

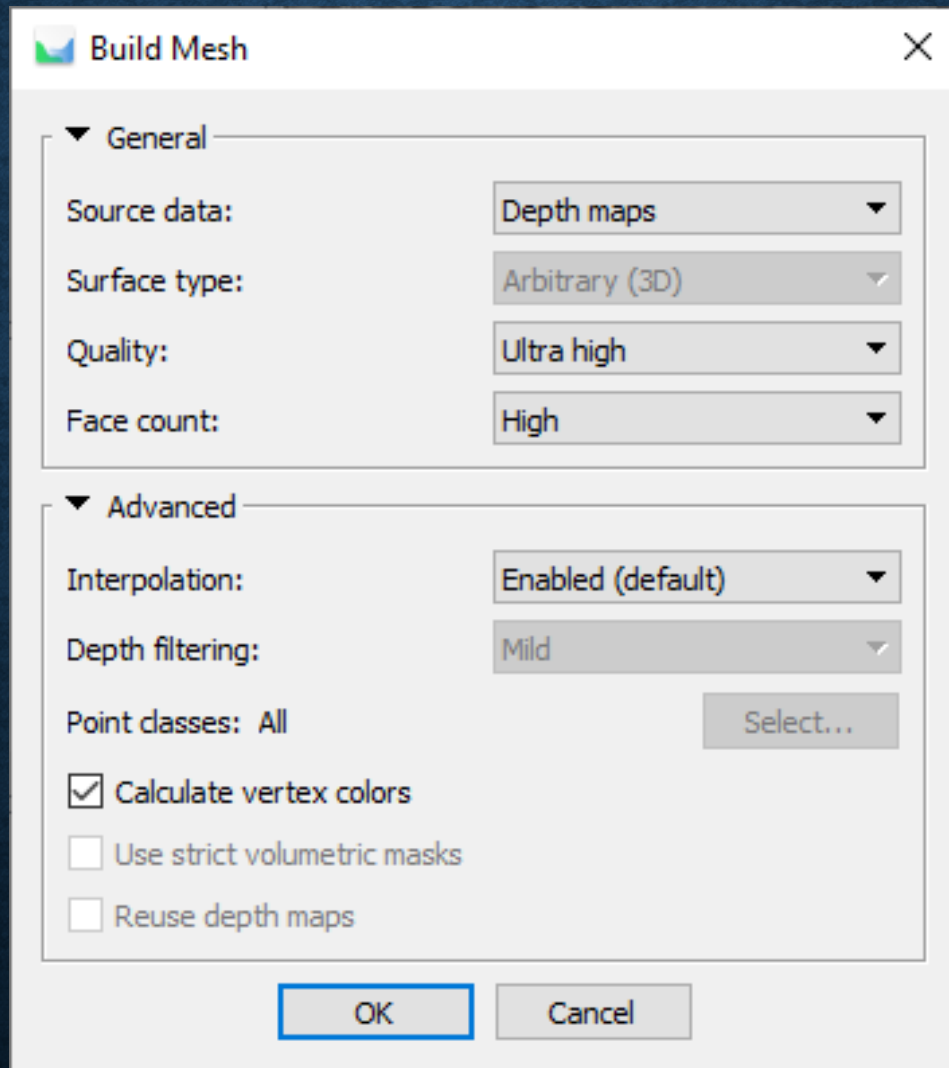
OK

Cancel

PONTFELHŐ GENERÁLÁS



UTOLSÓ SIMÍTÁSOK...

A screenshot of a software dialog box titled "Build Mesh". The dialog is divided into two sections: "General" and "Advanced". The "General" section contains four dropdown menus: "Source data" set to "Depth maps", "Surface type" set to "Arbitrary (3D)", "Quality" set to "Ultra high", and "Face count" set to "High". The "Advanced" section contains two dropdown menus: "Interpolation" set to "Enabled (default)" and "Depth filtering" set to "Mild". Below these are a "Point classes" label with the value "All" and a "Select..." button. At the bottom of the "Advanced" section are three checkboxes: "Calculate vertex colors" (checked), "Use strict volumetric masks" (unchecked), and "Reuse depth maps" (unchecked). At the very bottom of the dialog are "OK" and "Cancel" buttons.

Build Mesh

▼ General

Source data: Depth maps

Surface type: Arbitrary (3D)

Quality: Ultra high

Face count: High

▼ Advanced

Interpolation: Enabled (default)

Depth filtering: Mild

Point classes: All Select...

☒ Calculate vertex colors

☐ Use strict volumetric masks

☐ Reuse depth maps

OK Cancel

VÉGEREDMÉNY



<i>Neve:</i>	<i>Deli Jánosné</i>
<i>Sz. név:</i>	<i>Nyúl Katalin</i>
<i>Élt:</i>	<i>65 évet</i>
<i>Elhunyt:</i>	<i>1925. szept. 3.</i>



**KÖSZÖNJÜK A
FIGYELMET!**

