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SF3M 2.0: improvement of 3D photo-reconstruction interface based on freely available software

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During recent years, a number of tools based on Structure-from-Motion algorithms have been released for full image-based 3D reconstruction either freely (e.g. Bundler, PMVS2, VisualSFM, MicMac) or commercially (e.g. Agisoft PhotoScan). The SF3M interface was developed in Matlab[®] to use link software developments (VisualSFM, CloudCompare) and new applications to create a semi-automated workflow including reconstruction, georeferencing and point-cloud filtering, and has been tested for gully erosion assessment with terrestrial images (Castillo et al., 2015). The main aim of this work to provide an improved freely-available and easy-to-use alternative for 3D reconstruction intended for public agencies, non-profit organisations, researchers and other stakeholders interested in 3D modelling.

In this communication we present SF3M 2.0, a new version of the graphical user interface. In this case, the SfM module is based on MicMac, an open-software tool (Pierrot-Deseilligny and Cléry, 2011) which provides advanced features such as camera calibration and constrained bundle adjustment using ground control points. SF3M 2.0 will be tested in two scenarios: a) using the same ground-based image set tested in Castillo et al. (2015) to compare the performance of both versions and b) using aerial images taken from a helium balloon to assess a gully network in a 40-hectares catchment.

In this study we explore the advantages of SF3M 2.0, explain its operation and evaluate its accuracy and performance. This tool will be also available for free download.

References

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