

COMPARISON OF 3D CLOUD TECHNIQUES FOR THE COMPUTATION OF OBJECT DEPTH INFORMATION FROM LIVE IMAGES



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A thesis submitted in fulfillment of the requirements for the
award of the degree of masters of science
(Electrical Engineering)

DEPARTMENT OF ELECTRICAL ENGINEERING

BAHRIA UNIVERSITY KARACHI CAMPUS

SEPTEMBER 2020

Approval for Examination

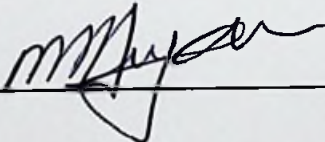
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Acknowledgement

Before mentioning anything else, first of all I'm thankful to Almighty Allah, who gave me knowledge, strength, and wisdom to understand what I am today. Secondly, I would extend my gratitude to my lovely parents who undoubtedly, supported, guided and nourished me, I wouldn't have done anything without their endurance.

Further on I would like to express my profound and earnest appreciation to my research supervisor Dr. M. Anzar Alam, for his guidance in every step especially in resolving the problems throughout this thesis work. It was a great privilege and honor to work under his enlightens. I am exceedingly thankful to all of my Professors for their valuable counselling and guidance in my work. It was a great honor for me to dope and study under the instructions of my Supervisor and teachers. Thanks to Danish UI Khairi, Zaryab Qazi in solving problems related to Hardware. Marium Atta for supporting and helping in the collection of data related to the project as well as Usman Saeed Arab & Nasar Kamal for being my Research partners. Last but not the least, I would like to extend my regards towards Higher Education Commission for understanding the core values of this novel project and granting funds for the proceeding of this research work.

Abstract

The 3D Scanners, one of the contemporary and preceding technology, is most valuable in conversion of physical real-world object to digital computerized model. As majority of commercial scanners are expensive due to substantial development after their extensive analysis, there is a need for research in the field for development of economical and precise scanners.

The purpose of pursuing this research was to explore, configure, design, and compare different techniques of 3D scanners, capturing technique of 3D point cloud with the accuracy of up-to 100 micro-meters, compare and evaluate the design and lastly increase the output efficiency. The best and most efficiently working system will be used to achieve enhanced techniques and achieve the target of improved accuracy i.e., up to 100 micrometers economically.

The first phase was designed to make test bench of each technique utilized. The scanners system comprises of camera, projector, laser, and a turntable. Every scanner has different technology to construct 3D point cloud. The obtained scanned data were evaluated using VGStudio MAX 2.2 software with the necessary modules.

The second phase of this comparison research consisted of measures for improving the accuracy by applying different filters and lights effects as well as doing some modifications in the design. The result was displayed in terms of Standard deviation by comparing it to standardized scanners.

Lastly the evaluation of 3D point clouds with quantitative results in this study proved the capabilities of scanning of different technology scanners. It can be concluded that improvement in designs will result in higher quality outcomes and the comparison technique employed can prove to be useful in providing guidelines for the detection of metal object depth.

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