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<p>PROS AND CONS</p>	<table><tr><td data-bbox="743 1213 1058 1795"><p><b>PROS</b></p><ul style="list-style-type: none"><li>• Accuracy</li><li>• Time</li><li>• Physical</li><li>• Repeat work</li><li>• Lost/replacing parts or whole jobs</li><li>• Less space to store patterns</li><li>• It's the future- Adapt or get left behind</li></ul></td><td data-bbox="1065 1213 1380 1795"><p><b>Cons</b></p><ul style="list-style-type: none"><li>• Learning Curve</li><li>• Traditionalists</li><li>• Added Expenses</li></ul></td></tr></table>	<p><b>PROS</b></p> <ul style="list-style-type: none"><li>• Accuracy</li><li>• Time</li><li>• Physical</li><li>• Repeat work</li><li>• Lost/replacing parts or whole jobs</li><li>• Less space to store patterns</li><li>• It's the future- Adapt or get left behind</li></ul>	<p><b>Cons</b></p> <ul style="list-style-type: none"><li>• Learning Curve</li><li>• Traditionalists</li><li>• Added Expenses</li></ul>
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## WHY TECHNOLOGY?

- Technology **helps increase the efficiency of systems, products and services.**
- Computers allow you to store all your files in one digital central location
- ***If you want to be competitive in the modern workforce, you need to be familiar with the technology that is vital in your field***
- **Attractive to customers**

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## Types of Digitizing

- Photomodeler
- Prodim Proliner
- Leica 3D Laser
- 3D Scanning

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## Why start with 2D?

**Easy transition  
from traditional  
method**

**Don't need  
advanced CAD  
knowledge**

**Entry level price  
much less than  
3D setup**

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## Easy transition

**01**

**Still use traditional  
patterns**

**02**

**Don't have to  
change anything  
about the way you  
pattern**

**03**

**Instead of hand  
tracing onto fabric  
you capture the  
image and trace  
pattern and clean up  
in CAD**

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## CAD Knowledge

**No 3D  
knowledge  
necessary**

**Basic lines and  
curves**

**Only a few  
commands  
(polyline, curve,  
group, offset,  
cut, split, etc).**

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## Low Entry Level Price

To use PhotoModeler for 2D pattern and template capture you will need:

- A camera (DSLR, mirror-less, point & shoot, or mobile phone)
- PhotoModeler Standard (\$995)
- A flat area to lay down your patterns
- Occasional access to a printer
- A Windows 10/11 computer with 8GB memory (preferably 16GB) (\$200 and up)
- Rhino (or other CAD program). (\$995)
- Cutting capabilities

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# Photomodeler

- Uses image-based modeling and close range photogrammetry, producing 3D models and measurements from photography.
- Extracts Measurements and Models from photographs taken with an ordinary camera.
- Calibrate using either a moving camera or mounted

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## The Technology

- Photogrammetry- the science and technology of obtaining reliable information about physical objects and the environment through the process of recording, measuring, and interpreting photographic images.
- Uses multiple photographs to compute the position of a point in 3D space by simple geometry by knowing: a) where the point is imaged on each photo, b) the parameters of the camera (focal length, lens distortion, etc.) from camera calibration, and c) the relative positions and angles of the camera when the photos were captured.
- Matches locations of multiple points on two or more photos

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# How To Use

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1. Take photos (from different angles if not using a mounted camera)
2. Load images into Photomodeler software
3. Choose the method
4. Review, measure, export
5. CAD
6. Cut!

