

Autodesk 123D Catch generates not only a point cloud but a surface mesh textured with materials from the photos. You can export the 3D model to many file formats or even export a video. We will show you how to use Autodesk 123D Catch and helpful tips and tricks to get the best resulting 3D model. We will also cover what can be done with the 3D generated data including using it in Autodesk products like AutoCAD, 3ds Max and Revit.

With a digital camera, after this session you will be ready to begin capturing objects around you in 3D.

Learning Objectives

At the end of this class, you will be able to:

- You will understand what Autodesk 123D Catch is and how the technology works.
- Understand many of the uses and customer examples of Autodesk 123D Catch. Learning objective 3
- Know how to take photos using your camera to generate the best resulting 3D model.
- Understand how to use the Autodesk 123D Catch created 3D model data in other applications

About the Speaker:

Henrique Pouliquen is Product Manager for reality capture technologies in Autodesk Labs. He is a member of the Computer Vision & Imaging (CVI) team of Autodesk based in Sophia Antipolis.

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