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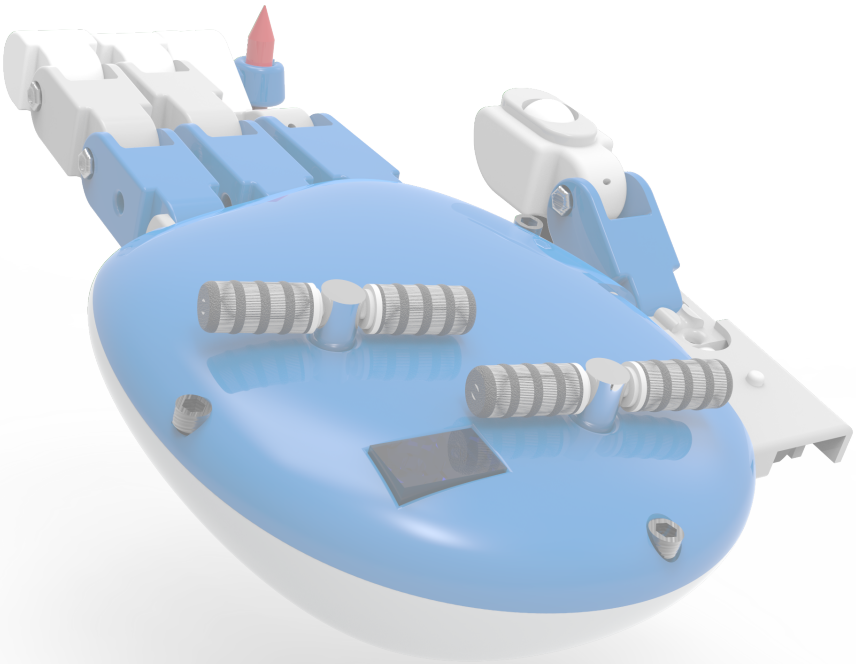
www.printingportalhub.com

3D Scanning for CGI,
Animation Services
and Iterative Design

Printing Portal is at the vanguard of using 3D Scanning for supplimentary services including CGI, Animation and Iterative Design.
In industries where CAD is not used for production we are able to capture existing physical products (including their texture maps) for digital enhancement or design changes. Benefits to you include:

- Enhanced marketing on website & social media
- Iterative design on textures / material design
- Using customer engagement to bring cusotmers closer to your brand
- Ability to create customer buy-in before production
- Possibility of reverse engineering your product into CAD
- Future proof products for Augmented Reality
- Save time and money on prototypes



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Using photogramatory we accurately collect 3D data, which can be processed for further adaptations or clean up in CAD modeling softwares. We are able to capture intricate detail and texture are captured to provide a texture map. This is incredlbly popular for marketing. Many of the captured items are embeded on websites for full 360 view orenatation and projections for advertising on various social media platforms.

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It is very crutial when presenting a product the client needs to show how a product or service works. A clear way of telling a story is through life like renderings and animations. 3D files can be fully assembled and rendered with applied materials, textures and colours or even adapated for animations. Sequences such as the product in use or an exploded view to show how the product fits together can clearly show the intent of a product often more that any words can describe.

Fig.1

Our process involves well over 200 high resultion photos of each shoe. The data is then processed through various software until we reach the required outcome.

Post processing allows us to clean up the texture maps in Photoshop - a common tool in many designers kit, which means you can make edits if required too.

Fig.2

As we move through stages of post processing the file is cleaner, removing any dust and defects from the original protduct. See fig.3 the final copy of the shoe which has been enhanced in photoshop to the cleanest copy to be reapplied to the 3D Model.

Fig.3

The conversion from Fig.4 to Fig.5 is our most important step in post-processing. It enables you to clearly make edits in photoshop, something you simply cannot do from the original output "camo" texture format. Fig.6 shows additonal enhancement.

Fig.4

Fig.2

Fig.5

Fig.6

Finally we have an output which we can mask and edit for iterative design as shown in Fig.7. This powerful process will let you design new materials, colours and patterns onto an exisitng shoe and load back onto the model in a matter of days. No need for expensive and time consuming production to see what a design looks like.

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3D SCANNING
REVERSE ENGINEERING
METOROLOGY
CAD SERVICES
3D PRINTING

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