

# Artistic Filters on Point Clouds in UCWinRoad

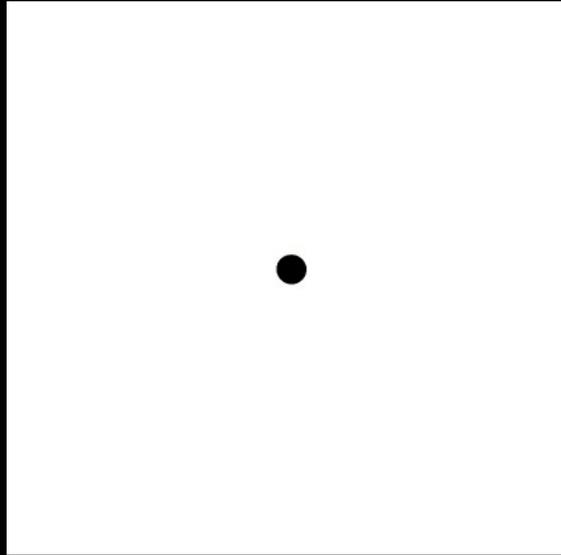
Dr. Rebeka Vital – Shenkar – Design. Engineering. Arts

Tateyasu Okuma – Forum 8

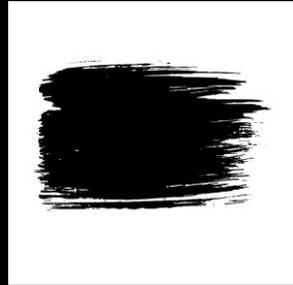
**FORUM 8**

world16

From Point



To Brush  
Stroke

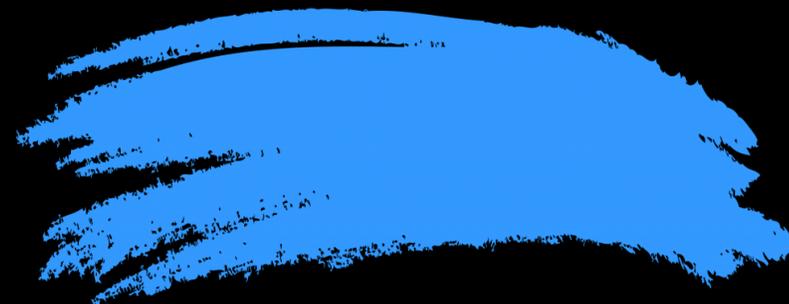
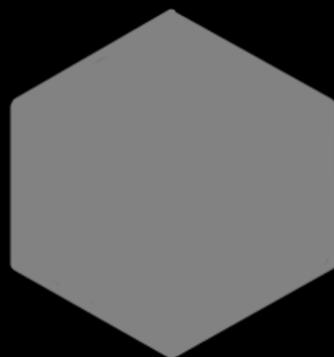


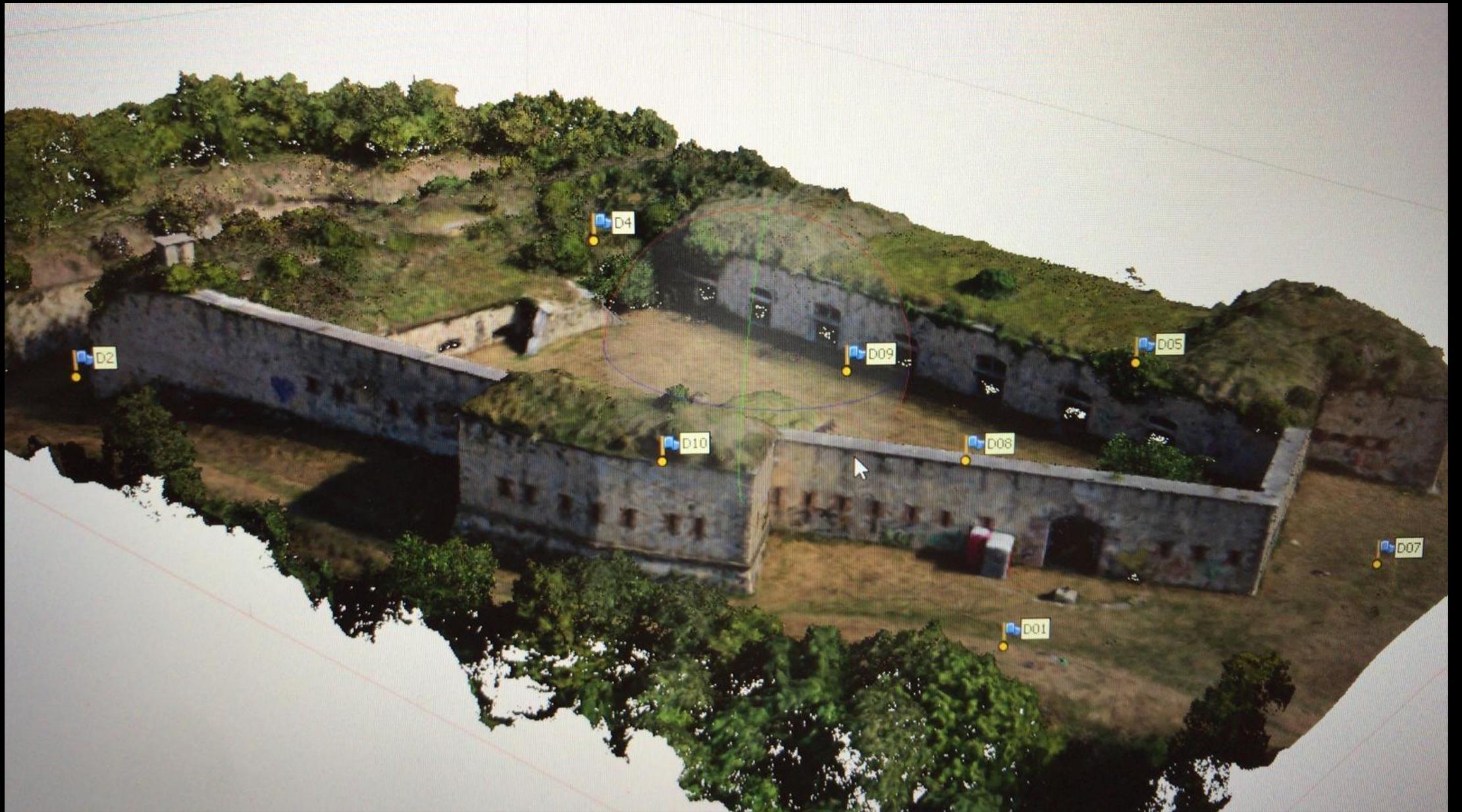
To Crystal



To Swirl  
Pattern







Forte Preara, Verona  
Pointcloud elaborated from drone Dji Mavic 2 Pro  
Elaborations by He.Su.Tech. group – Politecnico di  
Milano, Campus Mantova

File Home Edit Views Record / Play Analysis Point Cloud Server Debug

Load data Measure DWG Convert Options 1.0 Lighting Edge Position Map View Sprite Edit Sprite Ignore Depth

Sampling Scale Factor 1.500  
Discard Threshold 0.500

Point Cloud



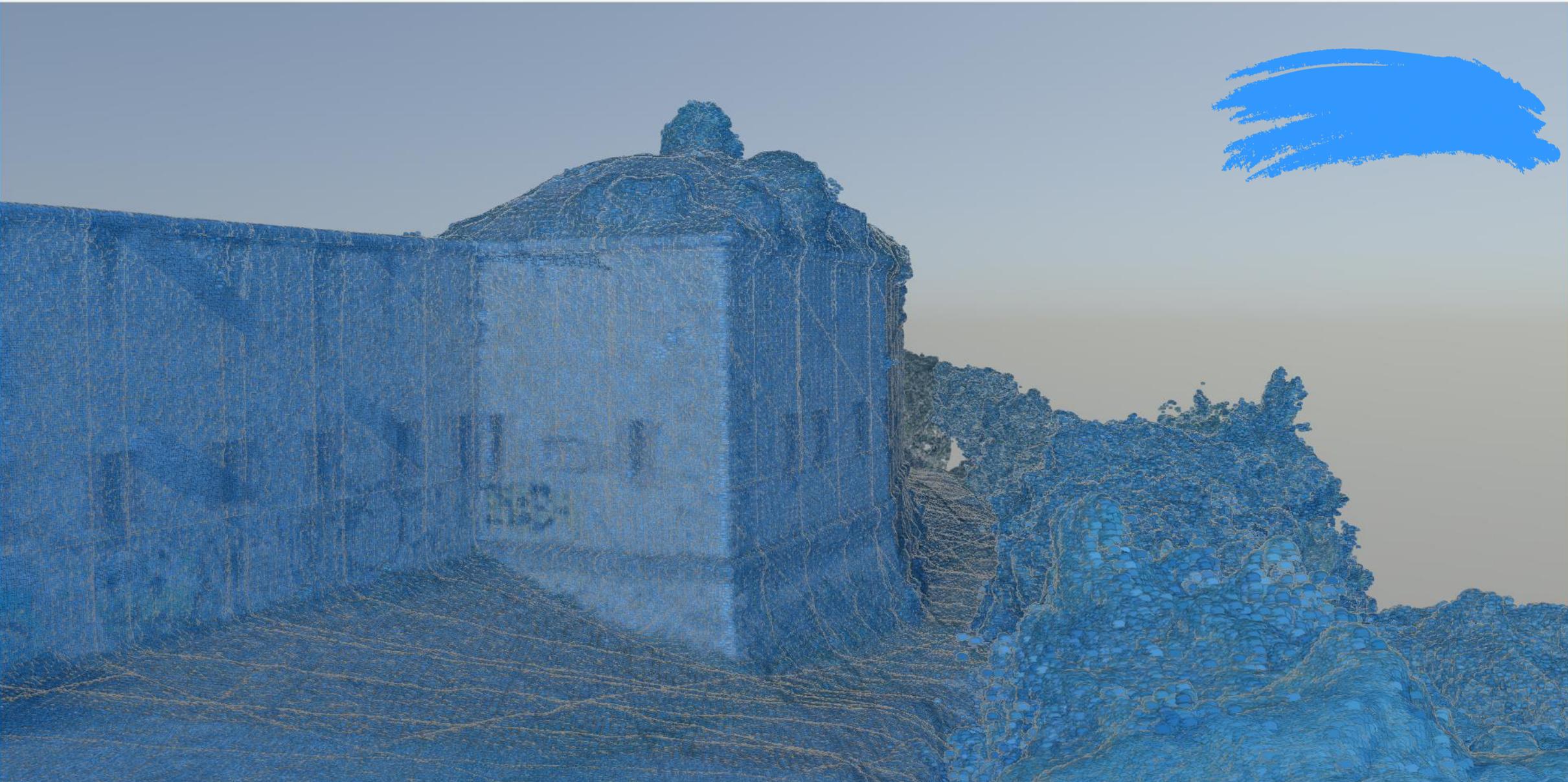
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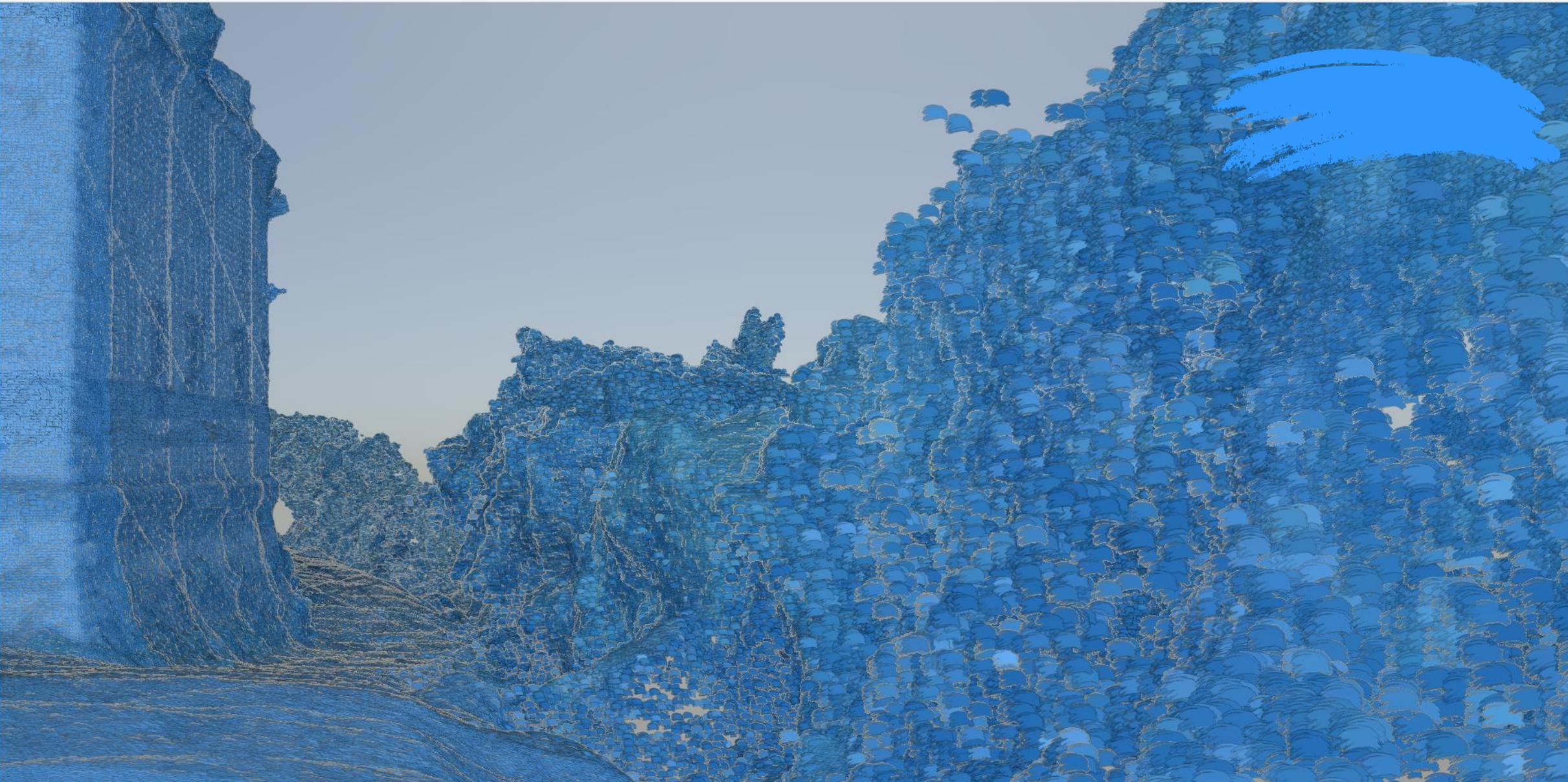


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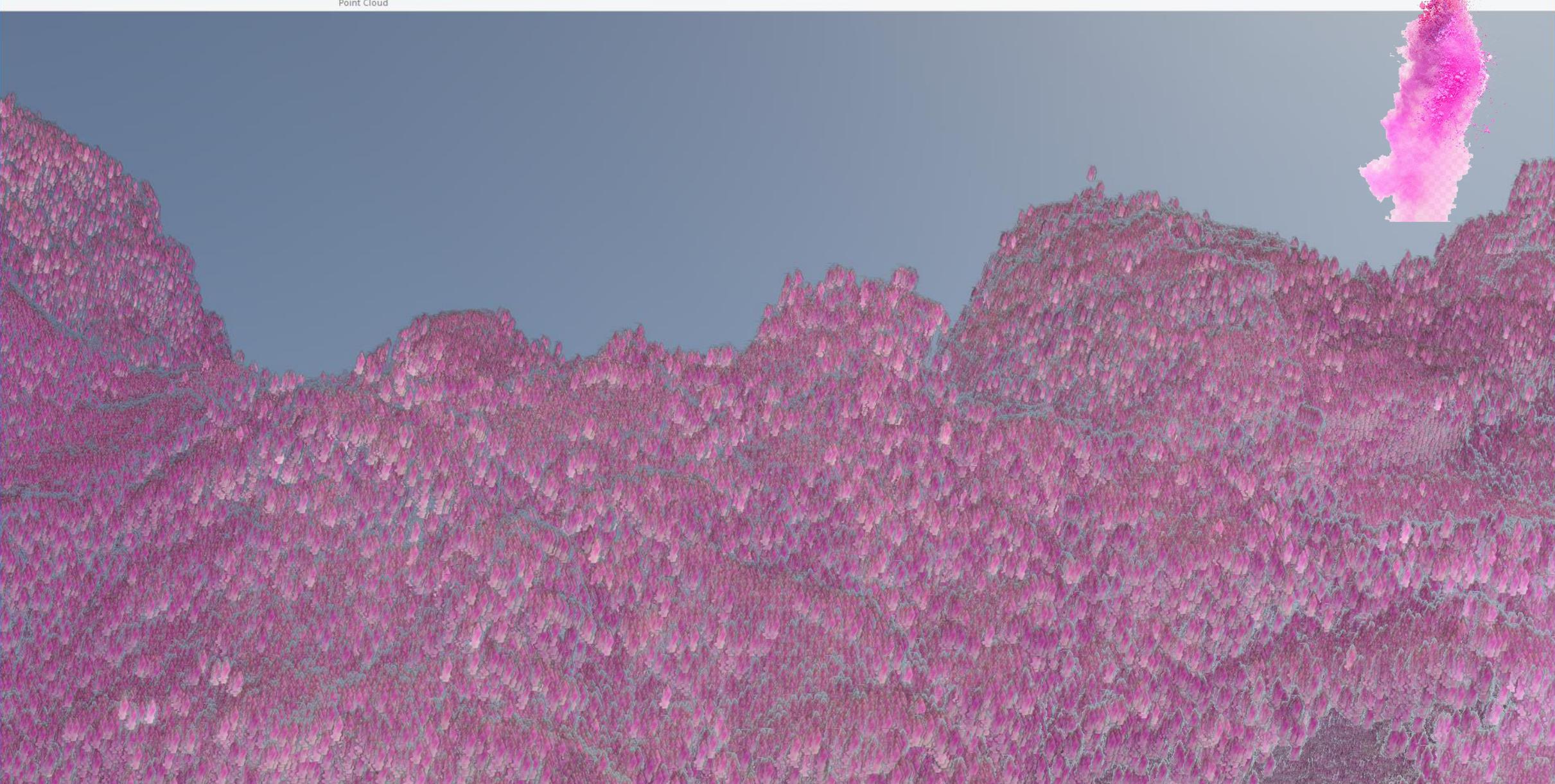
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Point Cloud



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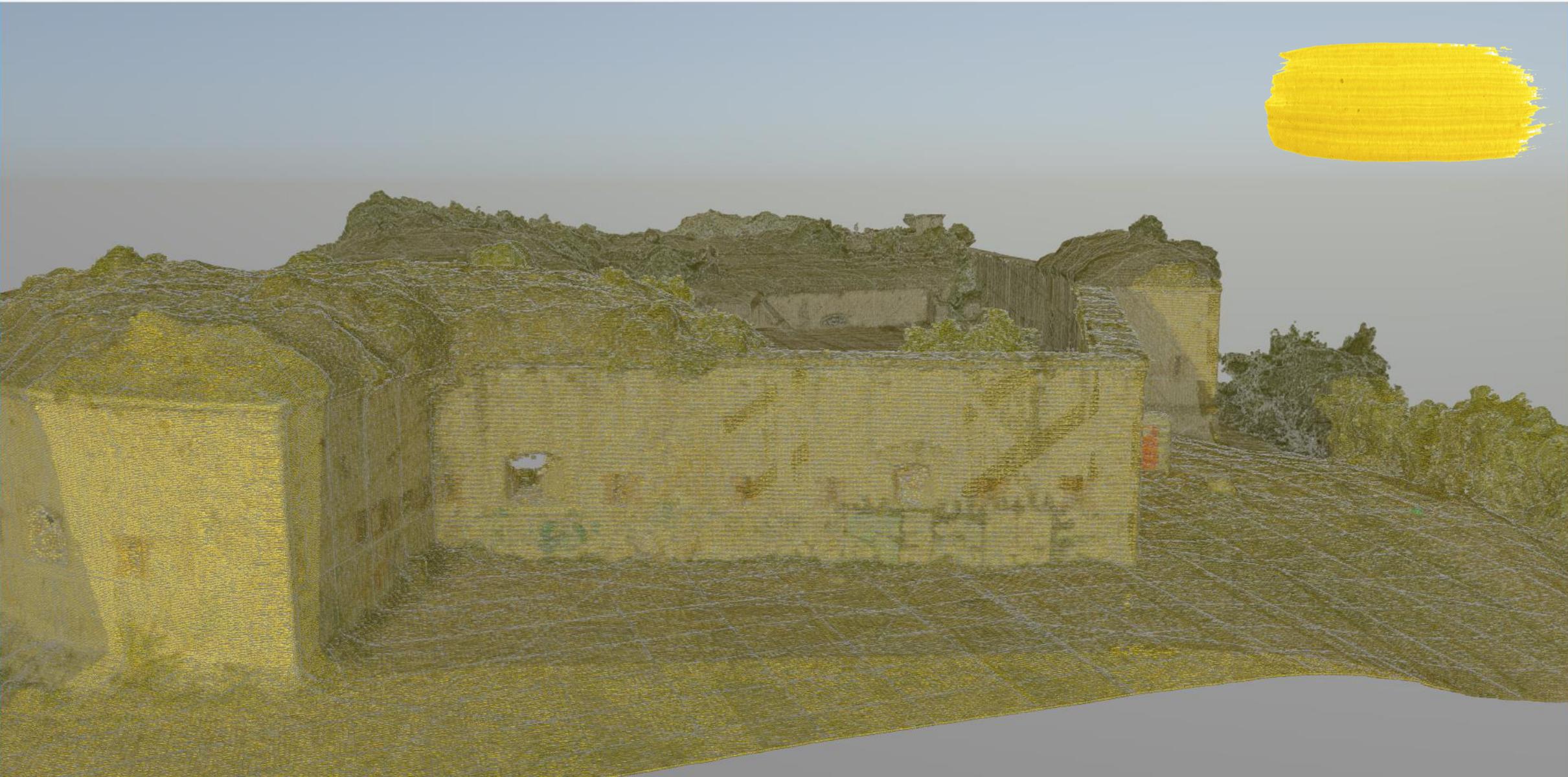


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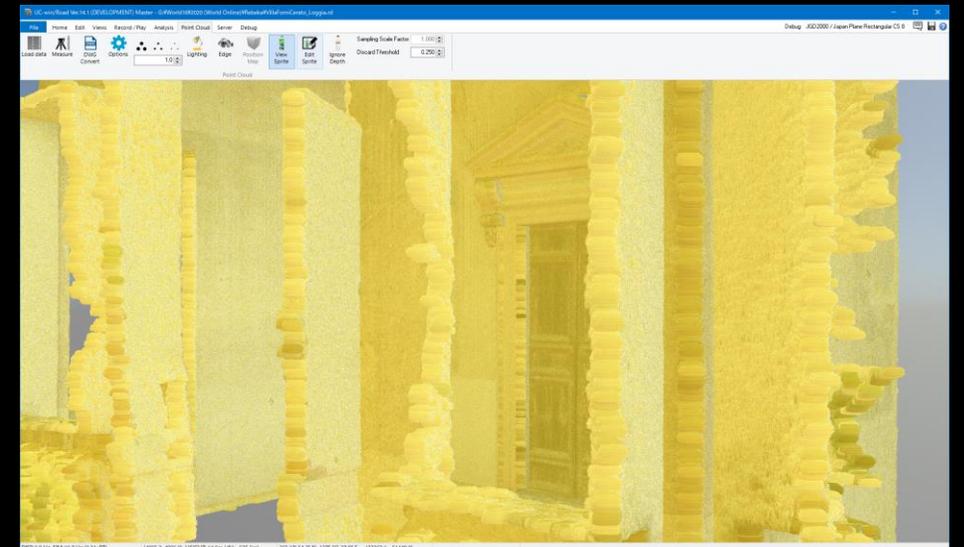
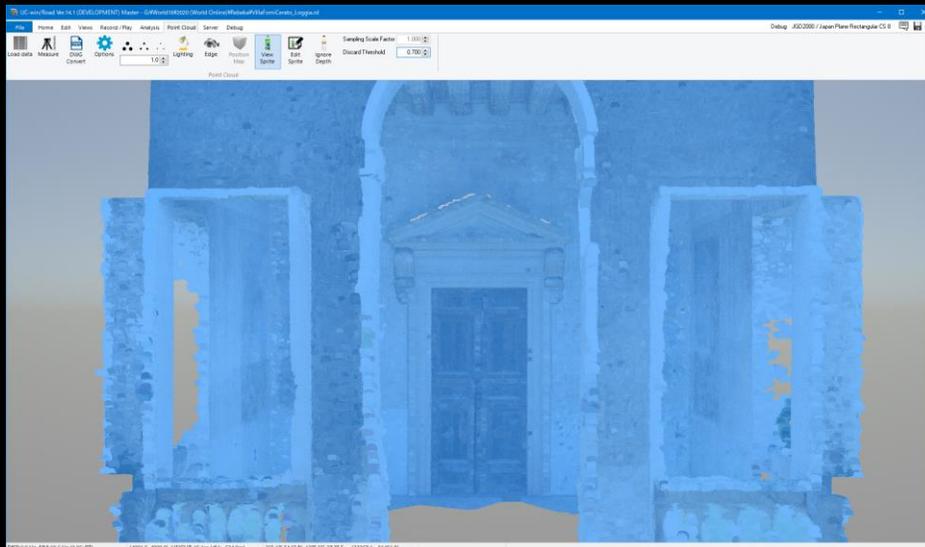
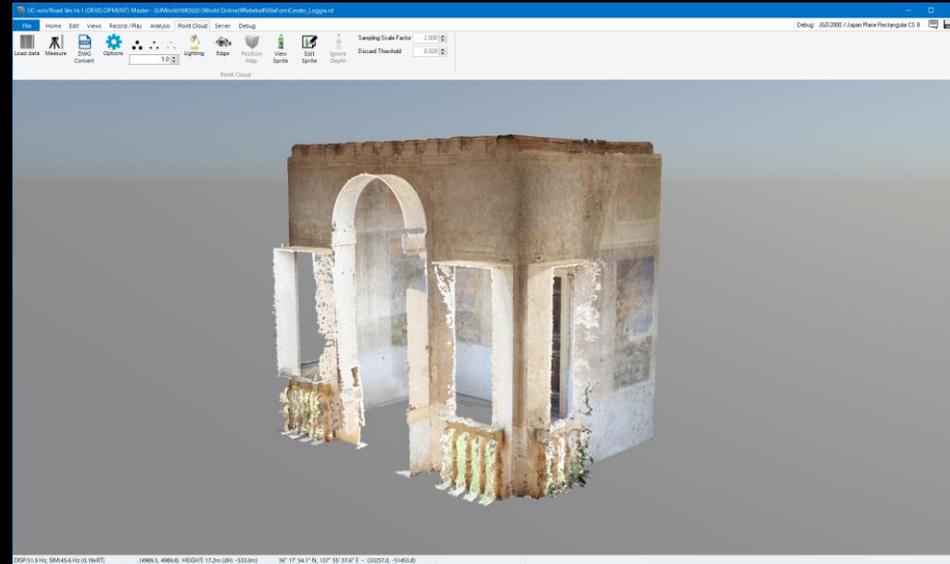
Sampling Scale Factor 1.500

Discard Threshold 0.010

Point Cloud



The artistic particle (brushstroke, watermark, etc) needs to define the shape of the points in the visualization. The color should be retained from the original point cloud.



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Load data Measure DWG Convert Options 1.0 Lighting Edge Position Map View Sprite Edit Sprite Ignore Depth

Sampling Scale Factor 2.000  
 Discard Threshold 0.350

Point Cloud



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Sampling Scale Factor 2.000  
Discard Threshold 0.350

Point Cloud



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Sampling Scale Factor 2.000  
Discard Threshold 0.350

Point Cloud



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Load data Measure DWG Convert Options 1.0 Lighting Edge Position Map View Sprite Edit Sprite Ignore Depth

Sampling Scale Factor 2.000  
Discard Threshold 0.400

Point Cloud



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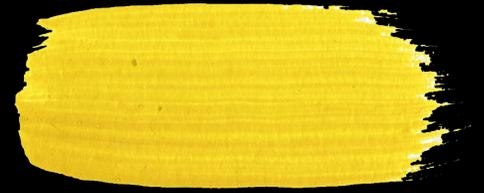
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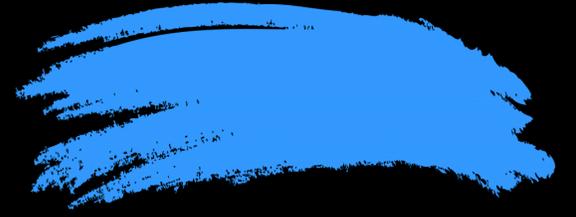
Point Cloud



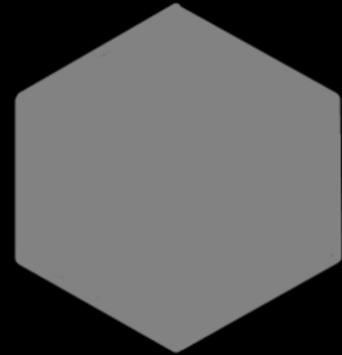


Original  
Points











Debug JGD2000 / Japan Plane Rectangular CS 8

Camera position 1

Animation Scenario Camera Position Edit

