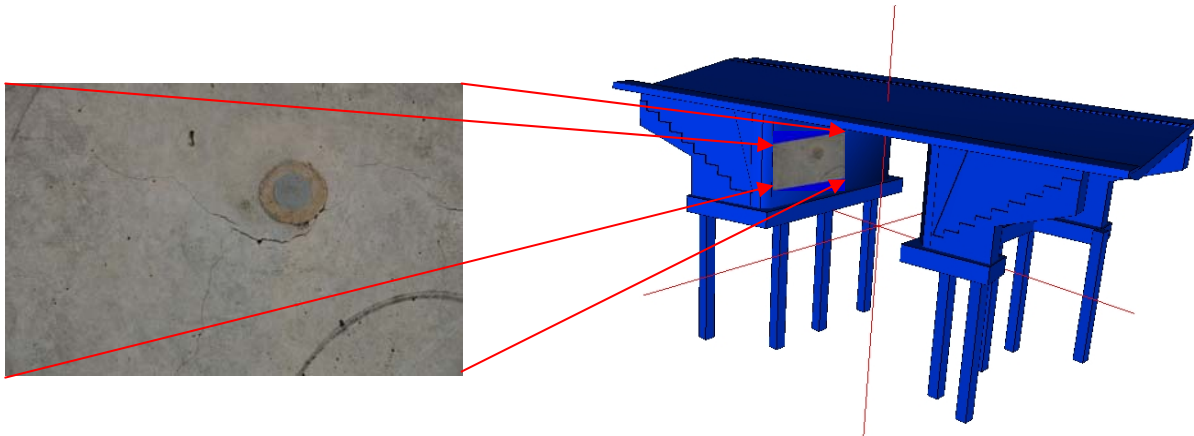


Mapping Digital Photographs onto 3D Geometric Models

Storing life-cycle relevant data of a building with reference to a 3D model makes the handling of such data easier and less error prone. During the last years a software tool was developed at the Chair for Computation in Engineering to fulfil this task with regard to material and environmental data.

The task of this software lab is to extend this tool by a functionality that allows to map photos onto the surface of the 3D model. This will make the task of judging the pictures of damages on the building more intuitive for the building manager.



Tasks:

- Getting familiar with Java3d
- Developing a mathematical model for mapping from 2D to 3D
- Implementing the mapping functionality

The programming language employed is Java.

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