

3D PYTHON

Point Cloud Processing

Crash Course

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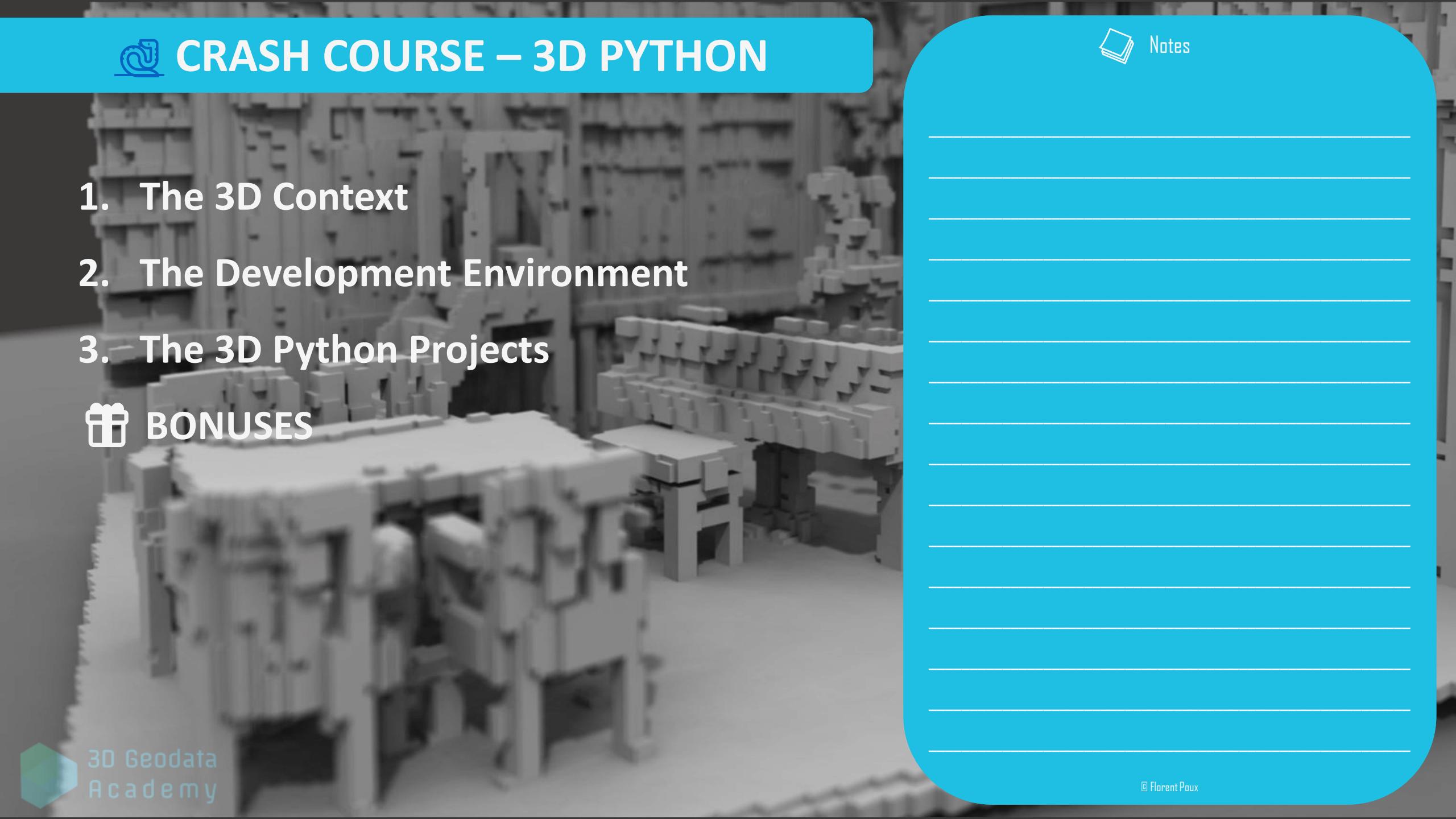


Notes

3D point clouds



CRASH COURSE – 3D PYTHON

- 
1. The 3D Context
 2. The Development Environment
 3. The 3D Python Projects

BONUSES





1. The 3D Context

- How to Represent 3D Data?
- What is a Point Cloud
- The Processing Steps





1. The 3D Context

2. The Development Environment

- Installing Python Environment
- First Steps with Python & Spyder
- 3D Point Cloud Libraries





1. The 3D Context
2. The Development Environment

3. The 3D Python Projects

- Data & Resources
- 3D Point Cloud Basics
- 3D Pre-processing
- 3D Mesh Creation
- 3D Voxel Automation
- 3D Vizualisation





CRASH COURSE – 3D PYTHON

1. The 3D Context
2. The Development Environment
3. The 3D Python Projects

BONUSES

- Clustering fundamentals
- 3D Point Cloud First Segmentation



Notes

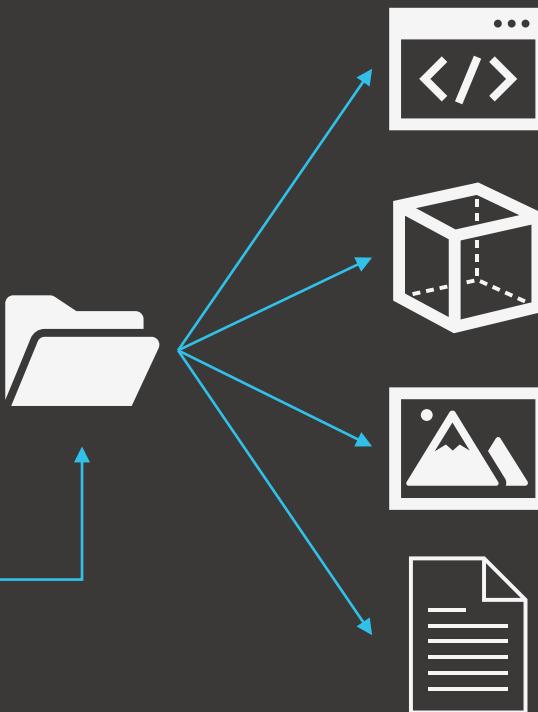
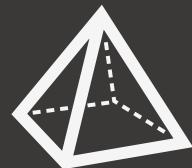


3D Geodata
Academy



Notes

Resources





Notes

Let us have fun!

