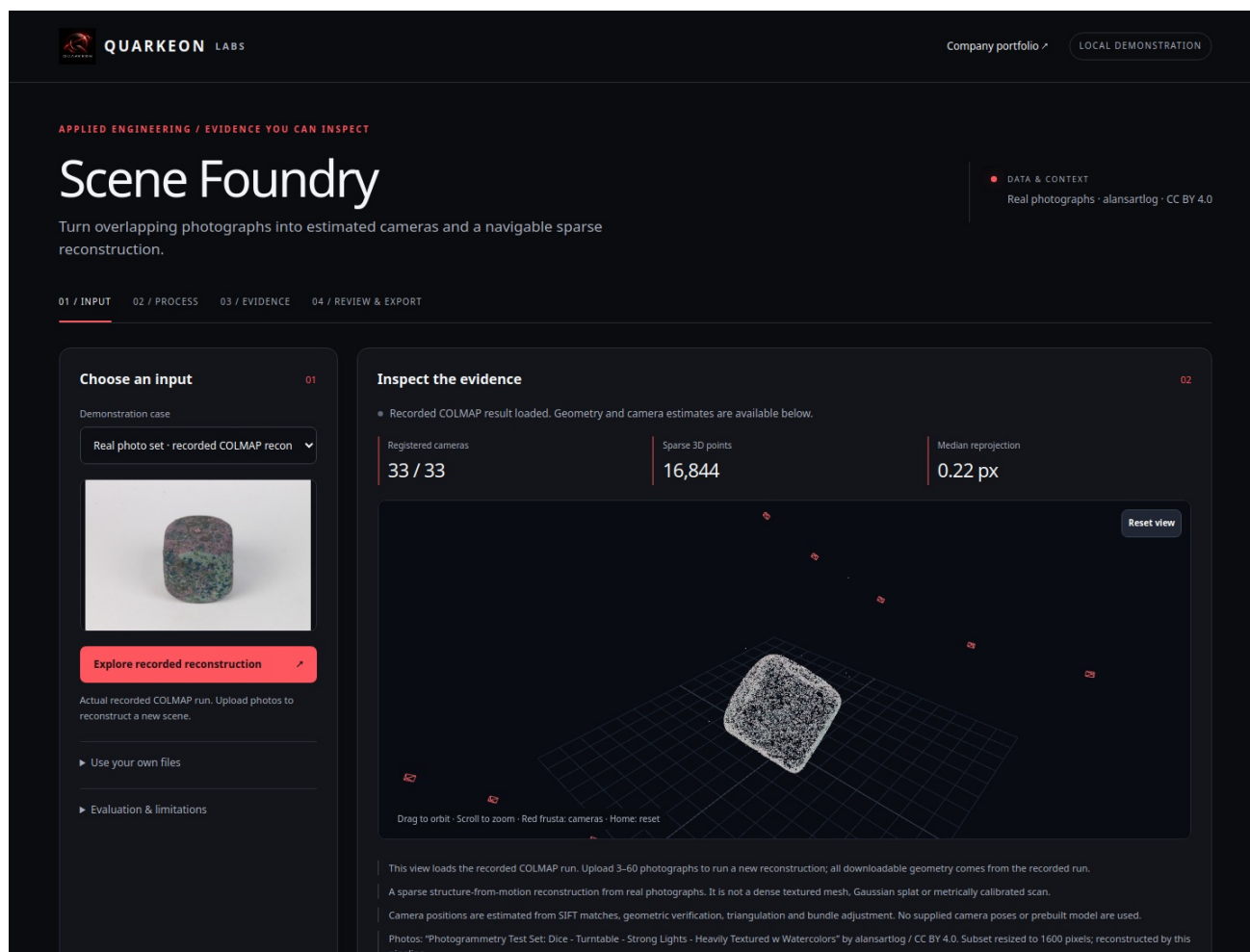


Scene Foundry

Reconstruct cameras and 3D geometry from photographs.

Real photographs · Recorded 2026-10-09 · CPU execution



The problem

Publishing a 3D asset from photos requires camera estimation, verified correspondences and capture coverage checks.

What the demo does

COLMAP runs SIFT extraction, matching, triangulation and bundle adjustment. All 33 public photographs registered in one model with 16,844 points. The viewer lets you explore the reconstruction and estimated cameras.

Recorded evidence

Check	Recorded result
Photographs registered in the model	33 of 33

Data and method

33 real photographs from “Photogrammetry Test Set: Dice - Turntable - Strong Lights - Heavily Textured w Watercolors” by alansartlog / CC BY 4.0. Resized subset. All camera poses and geometry recomputed using COLMAP.

Limits that matter

One object and capture setup. Sparse points, not a dense textured mesh. Arbitrary scale without a measured reference. Reprojection error is an internal fit measure, not an external 3D accuracy measurement.

What we could build with you

Photogrammetry automation with capture checks, sparse reconstruction, export and a viewer. Meshing and texturing are scoped separately.

What we would agree first

Static textured object, coverage, camera, scale references and the exact required 3D asset.

Evidence and contact

Video, complete evaluation and bilingual case: <https://quarkeon-website.pages.dev/en/projects/scene-foundry/>

Discuss a scoped pilot: <https://www.upwork.com/agencies/2108116767018789544>

Independent demonstration, not customer work. Metrics apply only to the described inputs and checks. Photos, data and model provenance are recorded in the private application repository; public data retains its original license.