Gil Nelson: (3/9/2016 14:28) Webinar evaluation link: https://ufl.qualtrics.com/SE/?SID=SV_b49NdKqffPDbd9b

Simon Harris: (15:33) At BGS in UK we ran two Next Engines side by side and could get about 8 scans per day for hand sized objects

Roger Burkhalter: (15:34) We are using a HP Sprout scanner and it takes about 20 minutes per 3d scan for objects up to 7 inches.

Old fossil (Bruce): (15:35) Yes, we are doing that with fossil horses

Chris Widga: (15:36) Exactly, it depends on the size of diagnostic features and scanning technology. Next Engine would be considered low-rez, but micro-CT would give you a lot of detail.

Meredith: (15:36) Do you use photogrammetry at all for making the 3D models?

Adams: (15:37) What are optimal file format and file size for providing files on the web for printing?

Roger Burkhalter: (15:37) It produces a 3d scan, printer ready

Nelson: (15:40) No mic, ill type in chat

Meredith: (15:41) Thank you!

Chris Widga: (15:42) We've had good luck using photogrammetry for larger specimens (>12"). Accuracy is comparable to laser scans, color is better.

Nelson: (15:43) We use photogrammetry and get pretty good results, but its really dependent on photo quality and getting enough images around the object. Also object should not be moved at all. Any slight movement in object between photos causes a lot of problems. Software I usually use is visual sfm followed by cmpmvs. 200 photos can take about 12 hours of computer time to run.

Simon Harris: (15:43) If you're careful with photogrammetry, it can produce a very nice model. We use AgiSoft that really uses PC power, but does a good job

Chris Widga: (15:43) We use Agisoft Photoscan. It has a good workflow...but still can have long processing time (i.e., hours).

Simon Harris: (15:44) Yep, many many hours...

Meredith: (15:44) We have some students using photogrammetry and various laser scanners to scan a mammoth, and I've been impressed with the photogrammetry. Just curious what other's experiences are.

Nelson: (15:45) developer of cmpmvs has recently released a new program called capturing reality with is much faster but expensive

Gil Nelson: (15:45) How about MorphoSource for contributing images?

Chris Widga: (15:46) Morphosource is a great resource for paleo.

Chris Widga: (15:46) For public resource...Thingiverse or sketchfab are very good for sharing/uploading/vizualization.

Simon Harris: (15:47) +1 for sketchfab - I have put some of our fossils on there

Talia Karim : (15:48) Survey: https://ufl.qualtrics.com/SE/?SID=SV_b49NdKqffPDbd9b

Roger Burkhalter: (15:50) Wanted to say that for viewing 3D scans on a PC, Windows 10 has a viewer built in and installed by default and Autodesk Meshmixer is a 3D program app available for a free download.

Laura Abraczinskas: (15:51) Thank you so much!

Ann Molineux: (15:51) Thank you!

Chris Widga: (15:52) Ditto. Thanks for the workshop!