

The QTSculptor system can be applied in many application areas. This flexibility is enabled by its key features like variable measuring areas, high-quality digitizing results and texturing.

QTSculptor Application examples

Documentation: With QTSculptor you can acquire and digitally document the geometry as well as the color of an object.



Visualization: Application areas for the acquisition of real objects for computer-based representations (Internet, etc.) are e.g. marketing, film productions or edutainment.

Application areas for digitized data are documentation, visualization, reconstruction, quality assurance and the analysis of surface structures and measuring of natural shapes.



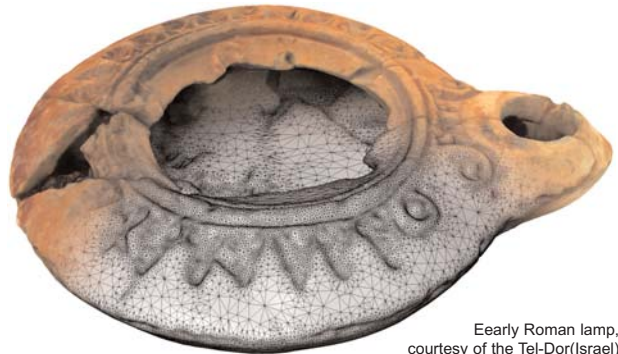
Reconstruction: In case you initially do not have digitized design data, you can use scan data produced by QTSculptor as a starting point for reconstruction or adaptation purposes.



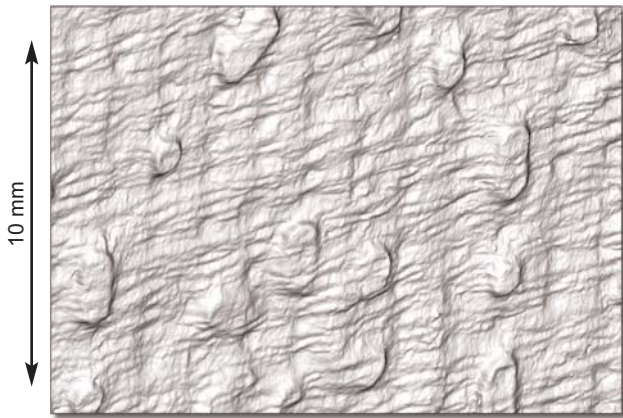


Cultural heritage: Comparing scans are the basis for damage reports to visualize environmental impacts.

Archeology: QTSculptor is portable and can be applied directly at the habitat if required. A complementing acquisition of colors supports digital analyzes and comparisons.

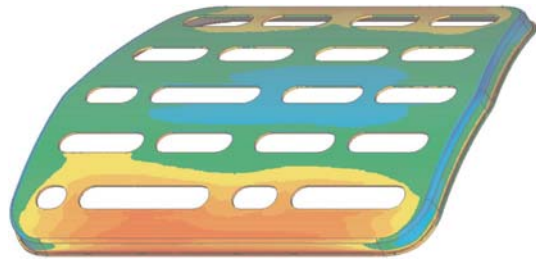


Early Roman lamp, courtesy of the Tel-Dor (Israel) Archeological Expedition



Quality assurance: Due to the high precision of the data acquired by QTSculptor it can be used for comparisons with reference models for the verification of the object geometry.

Surface analysis: With the Macro extension you can digitize and analyze finest surface structures.



Rapid Prototyping: QTSculptor enables the fast acquisition, processing und production of design models.