Creating 3D Models with RealityCapture Training

COURSE CONTENT

About Multisoft

Train yourself with the best and develop valuable in-demand skills with Multisoft Systems. A leading certification training provider, Multisoft collaborates with top technologies to bring world-class one-on-one and certification trainings. With the goal to empower professionals and business across the globe, we offer more than 1500 training courses, which are delivered by Multisoft's global subject matter experts. We offer tailored corporate training; project Based Training, comprehensive learning solution with lifetime e-learning access, after training support and globally recognized training certificates.

About Course

RealityCapture is one of the world's fastest and most accurate photogrammetry software solutions, enabling professionals to transform real-world objects, structures, and environments into high-quality 3D models. The Creating 3D Models with RealityCapture Training by Multisoft Systems is designed to help learners understand the complete workflow of digital reconstruction—from capturing raw data to generating production-ready 3D assets.

Module 1: Introduction

- ✓ Overview of RealityCapture features and advantages
- ✓ Understanding the photogrammetry workflow

Module 2: Getting Started

- ✓ Installing RealityCapture
- ✓ Navigating the UI
- ✓ Capturing photos for 3D modeling
- ✓ Preparing images for processing

Module 3: Creating 3D Models with RealityCapture

- ✓ Importing images and data
- ✓ Aligning and grouping images
- ✓ Defining object scale
- ✓ Manipulating control points
- ✓ Defining distance constraints

Module 4: Reconstructing 3D Models

- ✓ Configuring the reconstruction settings
- ✓ Using normal details
- ✓ Changing the layout
- ✓ Using selection and filtering tools
- ✓ Texturing 3D models

Module 5: Enhancing and Rendering 3D Models

- ✓ Simplifying 3D models
- ✓ Using reprojection and manual unwrap
- ✓ Working with animations
- ✓ Rendering within RealityCapture

- ✓ Exporting 3D models in different formats
- ✓ Uploading to Unreal Engine, Sketchfab, or Cesium ion