

ABSTRACT

METHOD FOR CREATING A THREE-DIMENSIONAL VIRTUAL
REPRESENTATION OF A PERSON

A method for creating a three-dimensional virtual representation of a person, comprising the steps of: a) acquiring a plurality of images of a person located in a reference position in an imaging cabin and, b) calculating, by photogrammetry, a crude mesh of said actual person. The step of acquiring the plurality of images consists of recording a series of at least twenty-four simultaneous images coming from image sensors distributed across the inner surface of a closed ovoid-shaped cabin provided with an access door, said image sensors being distributed in a homogeneous manner with respect to the axis of symmetry of said cabin.

(Fig. 1)