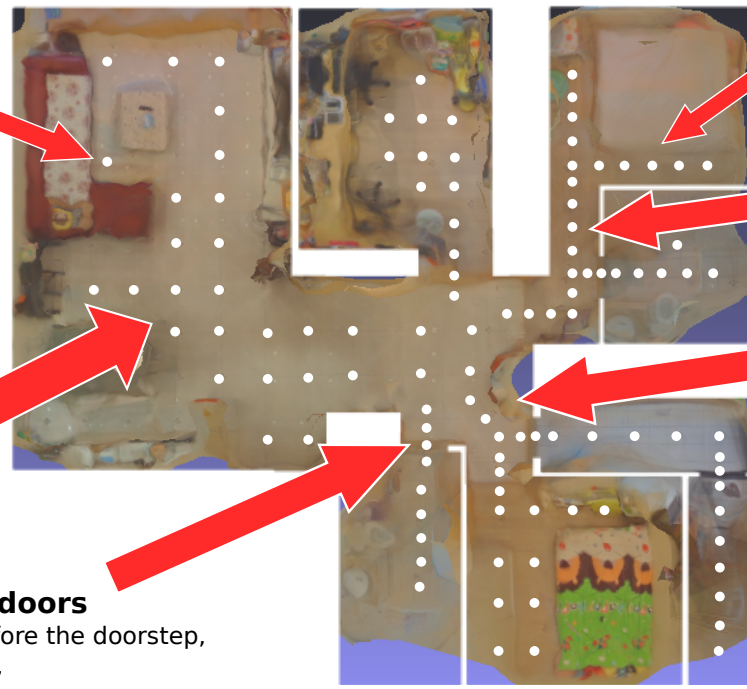
Benaco: How to scan



Outlier shots
take them if you can

More shots at side
because we can't take shots elsewhere in this room

Shots close together
because the area is very narrow

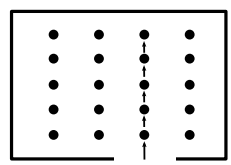
Regular grid
makes a for a good motion experience

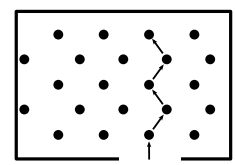
Moving diagonally
it's OK to divert from the regular grid if it does not fit into an area

Going through doors
at least one shot before the doorstep,
one on the doorstep,
one after the doorstep

DO

Regular grid
user can walk straight



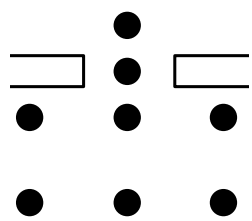


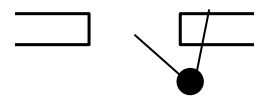
DON'T

Offset grid
user can't walk straight

DO

Doorsteps
at least 3 close-by shots
user can see and walk straight through the door



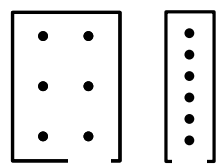


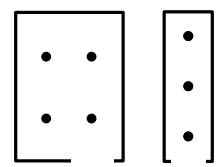
DON'T

Shots at door corners
wall occluding view into room
gives unsatisfying user experience

DO

At least 6 shots
per room
more is *always* better



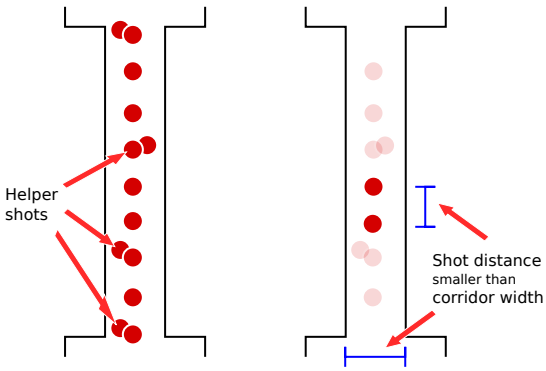


DON'T

Take too few shots
the 3D model will suffer
or rooms may be missing

Benaco: Special cases

Narrow corridors

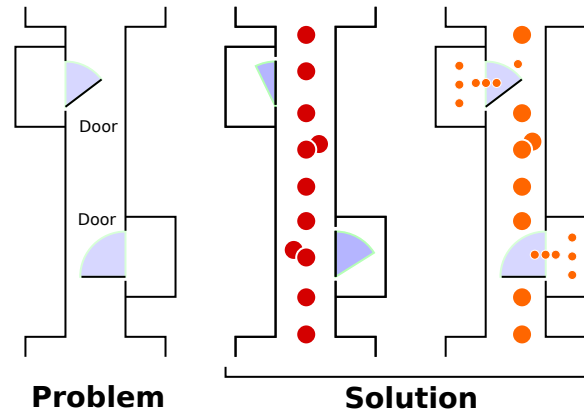


Helper shot every 3 shots
and at corridor ends.

Shots closer together,
smaller than corridor width.

Extra narrow corridors with doors

that when opened, leave no space for the camera

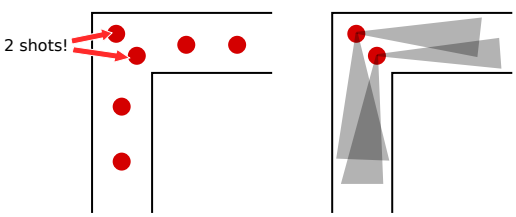


Take 2 sets of photos:

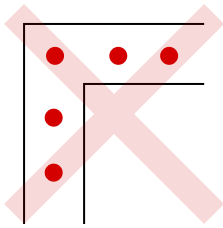
1. A full set of shots through the corridor,
   with the doors **closed**.
   You can disable them after processing.
2. A full set of shots through the corridor,
   with the doors **opened**.

Upload all photos together.

Corners

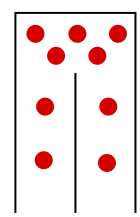


Both corner shots can look down
both corridors.

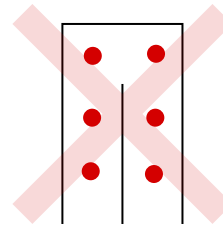


DON'T

U-Turns

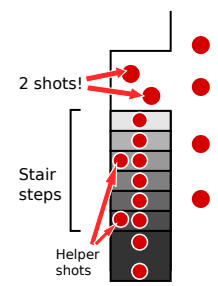


Like corners

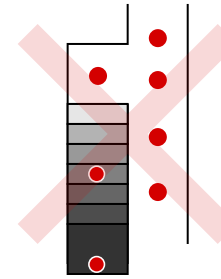


DON'T

Narrow staircases



Like corners + corridors



DON'T