



REALITYCAPTURE
EXPERTS

How to Determine the Scan Path

An important skill when scanning with Matterport is choosing the right scan positions since these directly correspond to the user's path through your model. Imagine the camera is a visitor seeing the property in-person. Naturally, you'd want to place the camera in order to simulate the walking path the visitor would most likely take.

Highlight the Best Part

Your selection of scan positions tells a story. By taking more scans in an area, you're encouraging users to spend more time exploring there.

Beautiful kitchen with a breakfast bar? Warm, inviting living room with a fireplace? These are all terrific areas, so take a few more scans.

Hallways & Narrow Areas

Generally, you'll want to move in a straight line down hallways — a zig-zag approach can be jarring for users.

If you're in a narrow area, keep the camera at least 18 in (45 cm) away from the wall and other objects. This is to avoid alignment errors and distortions in the 2D panorama.

Doorways

Scan two to three feet (60 to 90 cm) before and after the threshold. Avoid scanning in the middle of a doorway.

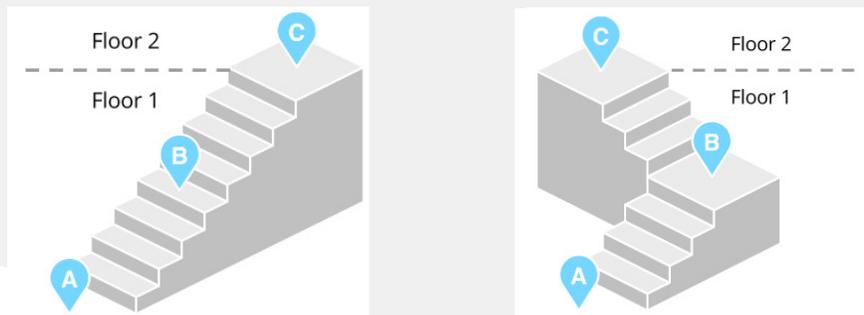
If scanning in the middle of the doorway is necessary, hide the scan later in Workshop.

Keep doors consistently open or closed the entire time you are on-site. If necessary to prop a door open for navigation, then prop the door so it is open 45°.

Floors & Stairs

For buildings with multiple floors, start at the bottom floor and move up. This is not a hard requirement, but it is logical and easy to follow.

Furthermore, it's easier to place and adjust the tripod when you are moving up the stairs instead of going down the stairs. Take extra care so the tripod is stable and won't fall.



Note: Stairs always belong to the floor below. Try to think of scanning floors as a sequential process - floor one, for example, also includes the stairs leading to floor two.

Floor two includes the stairs leading to floor three, and so on.

“Sunken” living rooms belong to the floor they are closest to - split levels (or levels that are halfway between two full floors) always belong to the floor below.

1. **Scan the entire first floor.**
2. **Go to the base of the stairs that lead to the next floor (spot A in the illustration above).**
3. **Move the tripod up three or four steps at a time.**
4. **Remember to keep the camera within line-of-sight to your previous scan - see spot B in the illustration above.**
5. **Position two tripod legs on the lower step, then shorten the third leg for the step above it. Keeping two legs planted on lower steps will improve stability.**
6. **Take your scan.**
7. **Move the camera up three or four steps, and repeat until you reach the next floor.**

8. **Once you've reached the top of the stairs, extend all tripod legs to equal lengths.**
9. **Make sure to return the camera to eye-level.**
10. **In the Capture app, add new floor.**

Scanning Doors & Doorways

Consistently Opened or Closed?

Door should consistently open or consistently closed for the entire time that you are scanning. This is to avoid alignment issues and ensure easy navigation.

Use doorstops to make sure doors stay open for the entire time you are on-site scanning.

Before and After Threshold

Take a scan just before threshold (2 to 3 ft away, or 60 to 90 cm) and again just after the threshold.

Scanning right in the middle of the doorway can lead to visible distortion in Inside View.

Fixing Blocked Doorways

If a door is closed in one scan and open in another, then the door can be part of the 3D mesh Matterport Space. This can create block pathways, stopping users from accessing certain parts of the model.

You can fix this problem using Trim Trackers.



1. Find the blocked doorway in the Capture app.
2. Add two trim markers on either side of the doorway.
 - They should face each other as pictured below.
3. Re-upload the model