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3DSOM Pro powers new 3D virtual exhibition for Swedish museum

Swedish museum, Murberget, have launched an impressive new online 3D gallery powered by 3DSOM Pro software from Creative Dimension Software Ltd.

Modeling an artefact in half an hour

The new website is a result of a new approach for the Västernorrland county museum. “The web visitors will have access to our databases and direct links to other databases, with an interface as simple as possible...” explains Lars Göran Spång, head of research. “3DSOM will be used in our virtual museum, where a new item is presented in 3D each month. The modeling of artefacts can in some cases be done in half an hour, which is important if modeling is to be a regular routine.” Another key feature of 3DSOM Pro is that the software exports 3d content for the web that doesn't require any “annoying plug-in (beside java), which has been important when designing the new website.”

3DSOM Pro is used to automatically create 3D models directly from photographs of an artefact without requiring any 3D modeling skills.



An artefact is photographed for automatic 3D model creation using 3DSOM Pro



[3D skull scanned by 3DSOM Pro and displayed on the Murberget website.](#)

To see the 3d models and find out more see the following links...

- Murberget homepage: <http://www.murberget.se>
- 3D gallery at Murgerbet: <http://www.murberget.se/page.aspx?id=231>
- 3d babirusa skull: <http://www.murberget.se/3d/3d.aspx?3d=2>
- 3d ancient weapon: <http://www.murberget.se/3d/3d.aspx?3d=26>
- 3DSOM Pro homepage: <http://www.3dsom.com>

About the Murberget museum:

Murberget lies in the town of Härnösand, Västernorrland County, 430 km north of Stockholm. The museum has large collections of objects and photographs including one of the country's largest collections of old weapons, painted sculptures from the Middle Ages, ancient relics, textiles, musical instruments and Sami handicrafts.

About 3DSOM Pro:

3DSOM Pro, produced by Creative Dimension Software Ltd, is a high-end tool for automatically generating 3D models from photos of an object. The object is placed on a special calibration target with a backdrop and a number of photos taken from different directions. A fully textured 3D model is created with the majority of the process being fully automatic. For more information visit www.3dsom.com.