Photogrammetry Turntables

DT Workshop Equipment Reference — D&T / STEM resource for school workshops | 3D Printing, Laser & CNC

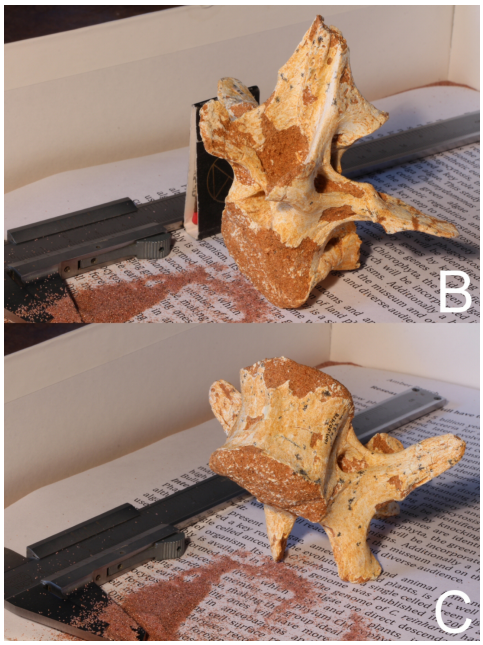

Photo: Heinrich Mallison & Oliver Wings — CC BY-SA 3.0 — via Wikimedia Commons (Citipati_holotype_caudal_vertebra.png)

A photogrammetry turntable rotates an object in controlled steps while a camera takes photos from all angles, which software stitches into a 3D model. It makes full 3D capture possible with an ordinary phone or camera.

Key Features

- Motorised or manual stepper rotation
- Angular step control
- Weight capacities for objects
- Marked turntable mats
- Remote or app triggering

Typical Uses in the Workshop

- Digitise small objects into 3D models
- Scan props, parts and figures for printing
- Teach photogrammetry pipelines
- Create assets for portfolios

Safe Operation

1. Place the object centre on the mat
2. Set the step angle (10-30 degrees)
3. Shoot each position with even lighting
4. Process the photos in photogrammetry software
5. Clean the mesh and export

SAFETY NOTES

- Keep cables and app control clear
- Do not overload the turntable
- Use stable lighting to avoid blur
- Do not leave the unit running unattended
- Store the turntable flat

Maintenance & Consumables

- Clean the turntable surface
- Check the drive and gears
- Charge or replace batteries
- Check the remote pairing
- Keep the mat matte for tracking

Specification & Buying Notes

A stepper turntable with app control suits classroom photogrammetry with phones. Quality rotation is smooth and repeatable - wobble ruins scans.