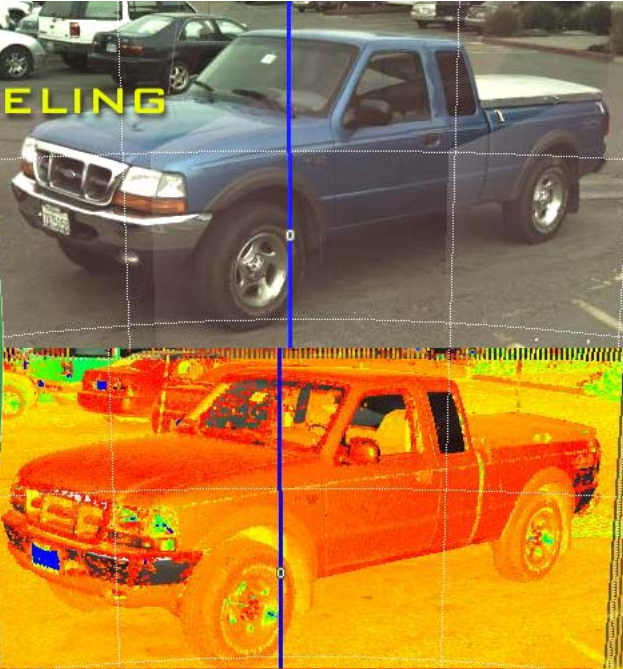


COMPLEX MESH-MODELING

Duplicating objects for digital design, manipulation and rendering begin with a base scan and a complex mesh.

Our scans can be thinned out to remove noise prior to meshing. This allows for a smooth surface and a solid model to begin your project.



PACIFIC HDS

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