

You said:

I'm trying to scan something using Qlone and it's turning out deformed. Why is this happening? Does my phone need to be stable?

ChatGPT said:

Yes, stability is really important when using Qlone or any 3D scanning app. If your phone moves too much during scanning, it can cause distortions or deformations because the app struggles to align the images properly.

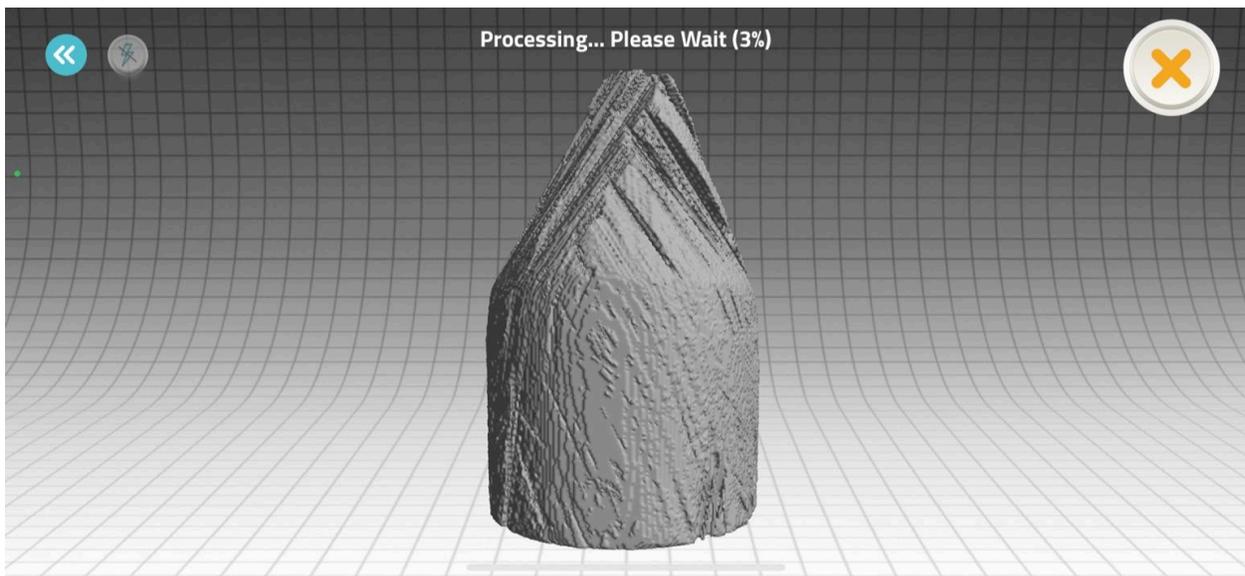
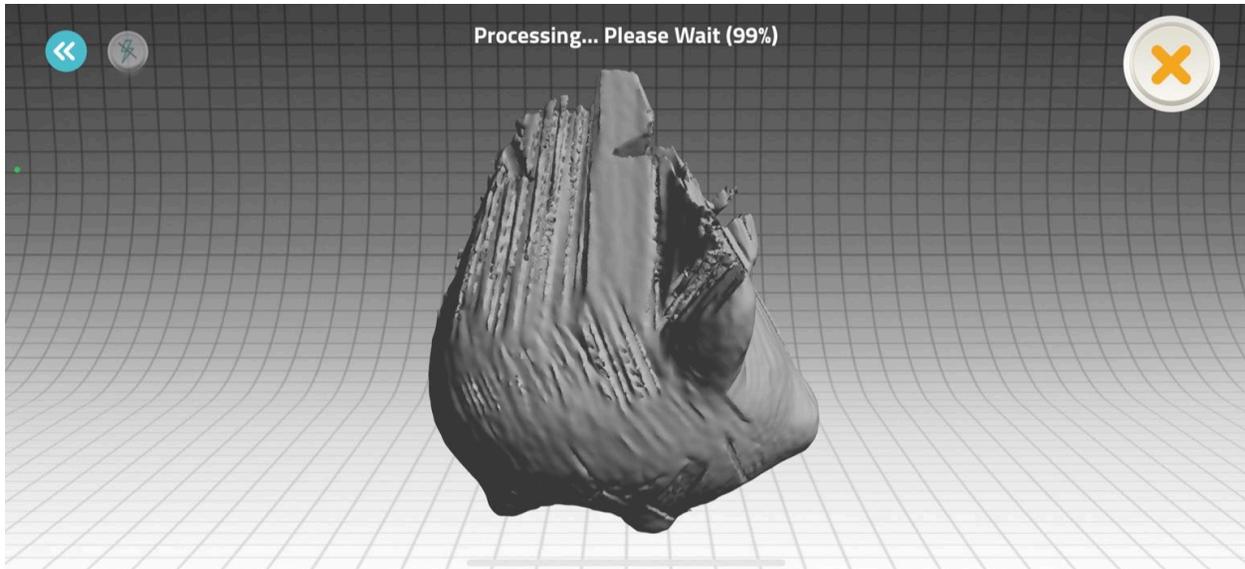
Here are a few tips to help fix the issue:

1. **Keep Your Phone Stable** – Use a tripod or rest your phone on a steady surface if possible.
2. **Even Lighting** – Uneven lighting can confuse the scanner. Make sure there are no harsh shadows or glares.
3. **Use the Qlone Mat** – If you're not using the official mat, print one out, as it helps with alignment.
4. **Move Slowly** – Rotate around the object slowly and smoothly, or slowly move the object while keeping the phone still.

If you're still getting deformations, it could also be the object's texture or reflectiveness causing problems—matte, non-reflective objects scan best.

You said:





I keep getting something like a cone on the top of the 3-D models

ChatGPT said:

It looks like Qlone is misinterpreting the top of your object, stretching it into a cone shape. This often happens due to:

1. **Camera Angle Issues** – If you're not capturing the top of the object well, the app tries to "guess" what should be there, creating artifacts like the cone.
2. **Lack of Surface Detail** – The smooth, reflective top of the container might not have enough visual cues for the scanner to track.
3. **Lighting Problems** – Glare or uneven lighting can confuse the scanning algorithm, causing misinterpretations in shape.

How to Fix It:

- **Capture from Above:** Try scanning from higher angles to help Qlone understand the top shape better.
- **Matte Finish Hack:** If the top is too shiny, lightly dust it with powder (like baby powder) to reduce reflections.
- **More Frames:** Take more overlapping scans from different angles, especially focusing on the top.
- **Consistent Lighting:** Use diffuse lighting from multiple angles to eliminate shadows and glares.

Let me know if this helps or if the problem persists after trying these fixes!

You said:

In cologne, what is the optimal order of the four levels that it needs you to scan like from top to bottom or bottom to top?

ChatGPT said:

In Qlone, the optimal order for scanning levels generally follows this sequence:

1. **Bottom Level** – Start by scanning around the base of the object. This gives the app a solid foundation for the model and helps it establish proportions.
2. **Middle Levels** – Move up and capture the midsection from all sides. This connects the top and bottom smoothly.
3. **Top Level** – Finish by scanning from above, ensuring the app captures the object's top surface clearly.
4. **Final Pass (Optional)** – If there are any gaps or distorted areas, do a final sweep from angles you might've missed.

This bottom-to-top method works best because it aligns with how Qlone builds its 3D mesh, minimizing distortion like the cone shape you're encountering.