

## ACQUISITION AND PRE-TREATMENT

Settings, calibration, lighting...: set things up for the perfect acquisition.

## PHOTOGRAMMETRIC TREATMENT & EXPLOITATION

Generate precise 3D models and refine them for use.

## INTELLECTUAL PROPERTY & HERITAGE

Get to know the legal boundaries concerning 3D digitalization.

## NEW TECHNOLOGIES

Explore lasergrammetry, Gaussian Splats, SLAM... for an innovative approach.

## 3D OPTIMIZATION

Improve your models with ZBrush or Substance Painter for video games or cinema.

## INTERACTION

Create digital worlds from the real one for cinema, video games or architecture.

## PHYSICAL APPLICATIONS

Prepare and optimize your models for 3D printing.

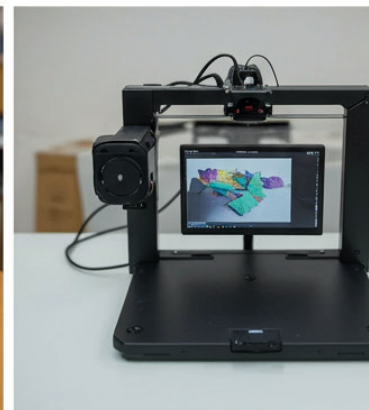
## REAL TIME

Integrate your assets in Unity for AR/VR applications or interactive visualizations.

## BUT THERE'S MORE...

After graduating, you can keep learning about how to put your skills to good use in narrative and/or interactive media and take a dive into world making and creating vast interconnected experiences. Joins us in the **Transmedia** Master's degree! -> [jvtransmedia.heaj.be](https://jvtransmedia.heaj.be)

You want to turn your attention more specifically to narrative design and storytelling? The Transmedia Master's Degree branches into a shift schedule program specializing in **Storytelling**. Get your 120 ECTS Master's Degree while on the job! -> [heaj.be](https://heaj.be)



# PHOTO-GRAMMETRY

SHORT PROGRAM /// 12 WEEKS

A JOINT PROGRAM BY HAUTE ÉCOLE ALBERT JACQUARD  
& UNIVERSITÉ LIBRE DE BRUXELLES-PANORAMA





## THE PHOTOGRAMMETRY PROGRAM AT A GLANCE

**CREATE HIGH-FIDELITY 3D  
MODELS FROM PHOTOGRAPHS  
AND MASTER STATE OF THE  
ART TOOLS FOR INNOVATIVE  
PROFESSIONAL APPLICATIONS.**

### Location

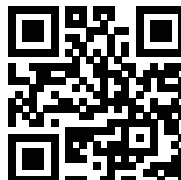
HEAJ in **Namur** and ULB in **Brussels**.

### Contact

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### Socials

HEAJ.be



## DISCOVER THE WORLD OF

# PHOTO- GRAMMETRY

Photogrammetry transforms photographs into detailed 3D models, used in areas as diverse as architecture, archeology, video games, cultural heritage and more. This unique training program, helmed by ULB and HEAJ, combines expert scientific knowledge with advanced computer-enabled techniques.

With us you will learn to capture real objects, treat data with professional software (Reality Capture, Houdini) and exploit models to enhance heritage preservation, animation, virtual reality, video games or 3D printing. This is a rare opportunity to master the entire pipeline from acquisition to exploitation.

The training program takes place in two places: in part in Brussels (Université Libre de Bruxelles-Panorama) and in Namur (Haute École Albert Jacquard).



# CAREER OPPORTUNITIES

WHERE CAN IT TAKE YOU?  
**CAREERS IN PHOTOGRAMMETRY**

## TRAINING FOR THE FUTURE

**Photogrammetry is much more than a digitalization technique: it is a passport for tomorrow's jobs. In a world where digitalisation of reality becomes ubiquitous, our graduates stand as key figures in this technological revolution.**

- **Heritage preservation:** digitalization of threatened museum pieces and recreation of archeological sites
- **Digital architecture:** ultra-precise BIM data sets and construction site monitoring through 3D twins
- **Video game industry:** creation of photorealistic assets
- **Cinematic special effects:** integration of scanned items in cinema production (eg: historical accessories)
- **Preventative archeology:** 3D documentation of preventative or programmed dig sites
- **Smart Cities:** digital twins for urban planning and management
- **Health & science:** 3D modelling of organs or organic specimens
- **Réalité mixte:** VR/AR experiences for museums, training or immersive tourism
- **Digital forensics:** 3D reconstitution of crime scenes for judicial work