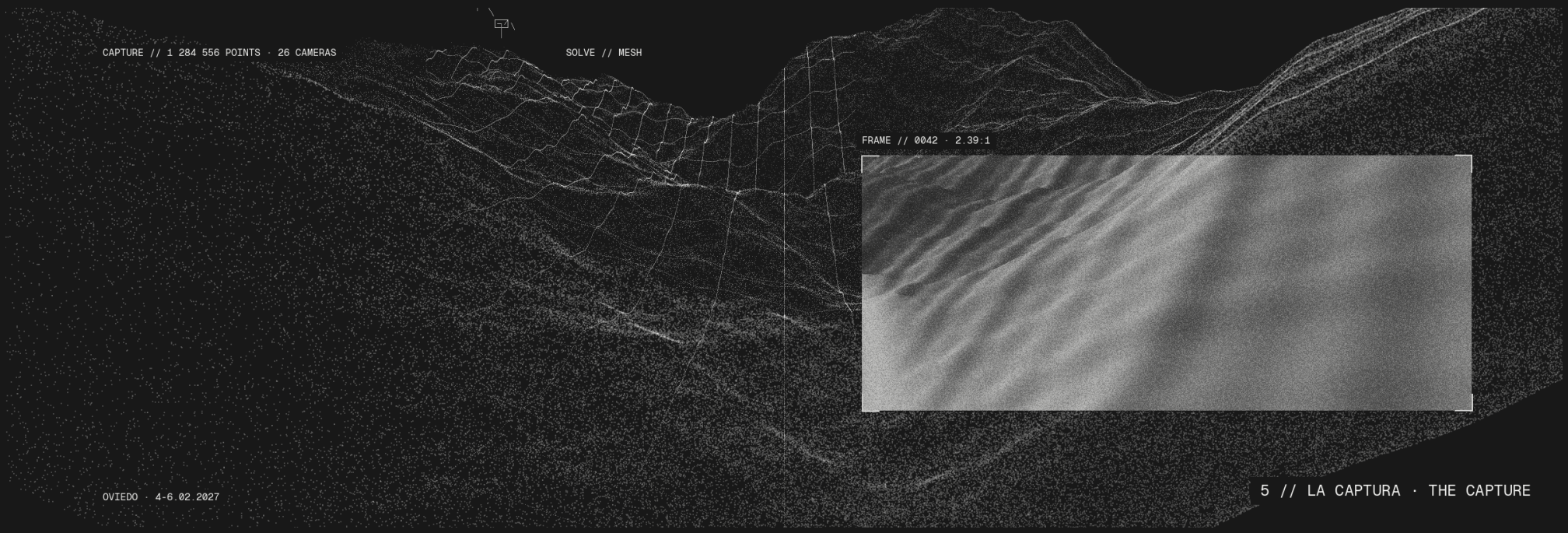


SYLLABUS

Drones, photogrammetry and Gaussian splatting

Introduction to drone flight, photogrammetry, digital scanning and Gaussian splatting. From the first photograph to the 3D model.

WHEN

Friday 5 February 2027 · 10:00 to 14:00 and 14:30 to 18:30

WHERE

Jimsonweed Studios (CEPA), Tudela de Agüeria s/n, 33919
Oviedo

PLACES

20 places. Registration open.

A place on a course includes the Thursday 4 afternoon. There is no need to register separately.

What you learn

From the first photograph to a finished 3D model. In one day you see how 3D capture works, how a piece is photographed and processed, how to fly a drone safely and how photogrammetry and Gaussian splatting differ. It is a demonstration course: the teachers carry out each step in front of the group and explain it, with time for questions.

TIME	SESSION	TEACHERS
10:00 to 10:30	Welcome and introduction to digital scanning and 3D capture	Guy Hauldren, Adrián Castro
10:30 to 11:15	Introduction to drone flight: regulations, safety and flight planning	Guy Hauldren, Adrián Castro
11:15 to 12:30	Guided flight in daylight: everyone can take the controls for a few minutes	Guy Hauldren, Adrián Castro
12:45 to 14:00	Photogrammetry fundamentals: overlap, angles and lighting	Guy Hauldren, Adrián Castro
14:30 to 15:30	Capture demonstration: how a piece is photographed	Guy Hauldren, Adrián Castro
15:30 to 16:45	Processing in SEEDS: from alignment to a clean, textured and exported model	Guy Hauldren, Adrián Castro
17:00 to 18:00	Gaussian splatting: from capture to viewing the result	Guy Hauldren, Adrián Castro
18:00 to 18:30	Photogrammetry or Gaussian splatting: comparison and export	Guy Hauldren, Adrián Castro

15 MINUTE BREAKS 12:30 TO 12:45 AND 16:45 TO 17:00. LUNCH 14:00 TO 14:30.

SYLLABUS · DRONES, PHOTOGRAMMETRY AND GAUSSIAN SPLATTING

CONTENT

What you will see

MORNING · FLIGHT AND CAPTURE

An overview of 3D capture techniques (photogrammetry, LiDAR, structured light and Gaussian splatting), with examples from heritage, architecture, design and film; basic regulations, safety, handling and flight planning; a guided flight in daylight, with an alternative plan if the weather does not allow it; and photogrammetry fundamentals.

AFTERNOON · PHOTOGRAMMETRY AND GAUSSIAN SPLATTING

A capture demonstration: how a piece is photographed and processed step by step in SEEDS, from alignment to a clean, textured and exported 3D model; what Gaussian splatting is and its workflow; and a comparison of both techniques.

WHO IT IS FOR

No previous experience in drones, photogrammetry or 3D is needed.

THE STUDIO PROVIDES

The drones and the equipment.

YOU LEAVE WITH

Knowing how a 3D capture is planned, processed and shared, and a guide to keep learning.

Who teaches

Working professionals with experience on international productions, who work at or with the studio.

GUY HAULDREN

3D Scanning & Creative Technologies Specialist

3D scanning and creative technologies specialist with more than twenty five years of international production experience. Founder of 2H3D, he has worked at Framestore and at Pinewood Studios. Credits include Harry Potter and the Chamber of Secrets, World War Z and The Dark Knight. Drone pilot.

ADRIÁN CASTRO

Training Coordinator, Layout & Previs Lead

Layout and Matchmove Supervisor with more than fifteen years across leading international studios.

REGISTRATION

Registration open

`jimsonweedstudios.com/events/february-2027`

A place on a course includes the Thursday 4 afternoon. There is no need to register separately. Registration reserves your place and we send the payment link afterwards. Each course has 20 places.

WHERE

Jimsonweed Studios (CEPA), Tudela de Agüeria s/n, 33919 Oviedo. The Thursday 4 afternoon, in Stage 3.