

SKYMESH
3D



THE FUTURE OF 3D SCANNING IN MUSEUMS AND EDUCATION

FROM FLOOR PLAN TO DIGITAL TWIN

Discover how 3D scanning is redefining real estate—from immersive marketing and virtual staging to construction-ready models and site documentation.

2025

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INTRODUCTION

Making history tangible with the power of 3D

History isn't just written—it's preserved, studied, and brought to life. With today's 3D scanning technology, educators and curators can do more than store knowledge—they can share it in new dimensions.

Whether it's a centuries-old sculpture or a fragile fossil, scanned artifacts can now be explored without handling, transported digitally to any classroom, and even 3D printed for tactile learning. For institutions facing shrinking field trip budgets, preservation risks, or outdated curriculum tools, 3D scanning offers a modern solution: accuracy, accessibility, and engagement.

This book explores how 3D scanning is transforming museums and educational institutions. From digitizing archives to building immersive AR exhibits and interactive STEM curricula, we'll dive into workflows, tools, and future innovations that are redefining how we engage with the past—and inspire the next generation.

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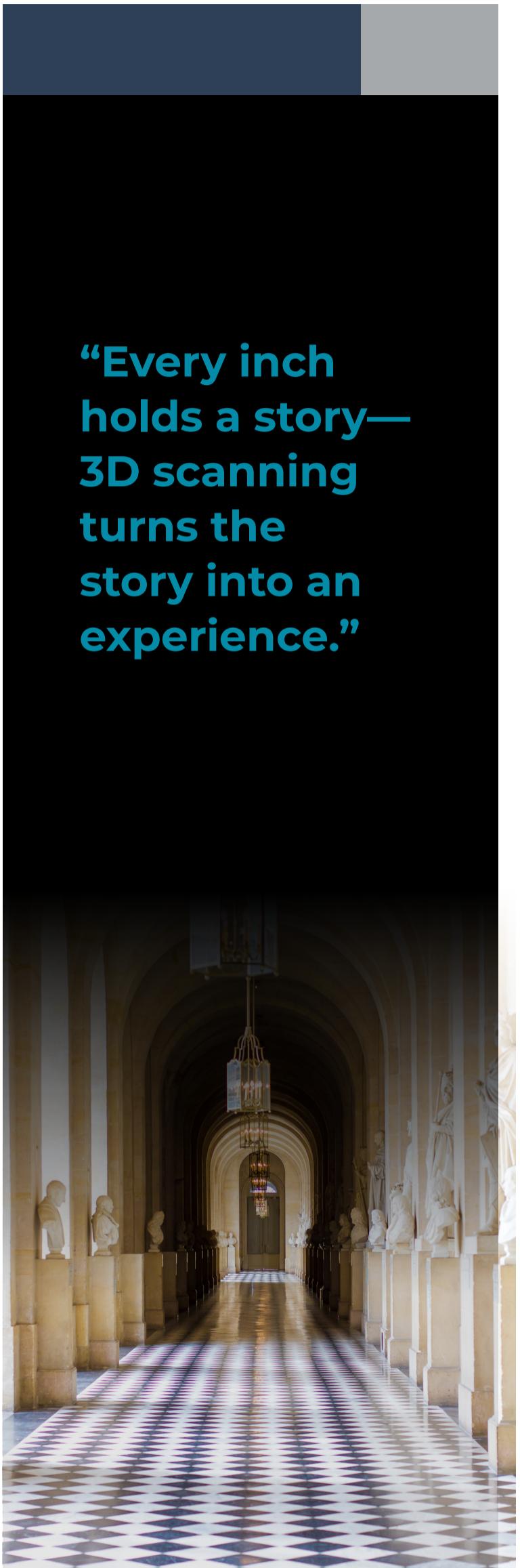
“History isn't static—and now, neither are the tools that teach it.”



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“Every inch holds a story—3D scanning turns the story into an experience.”



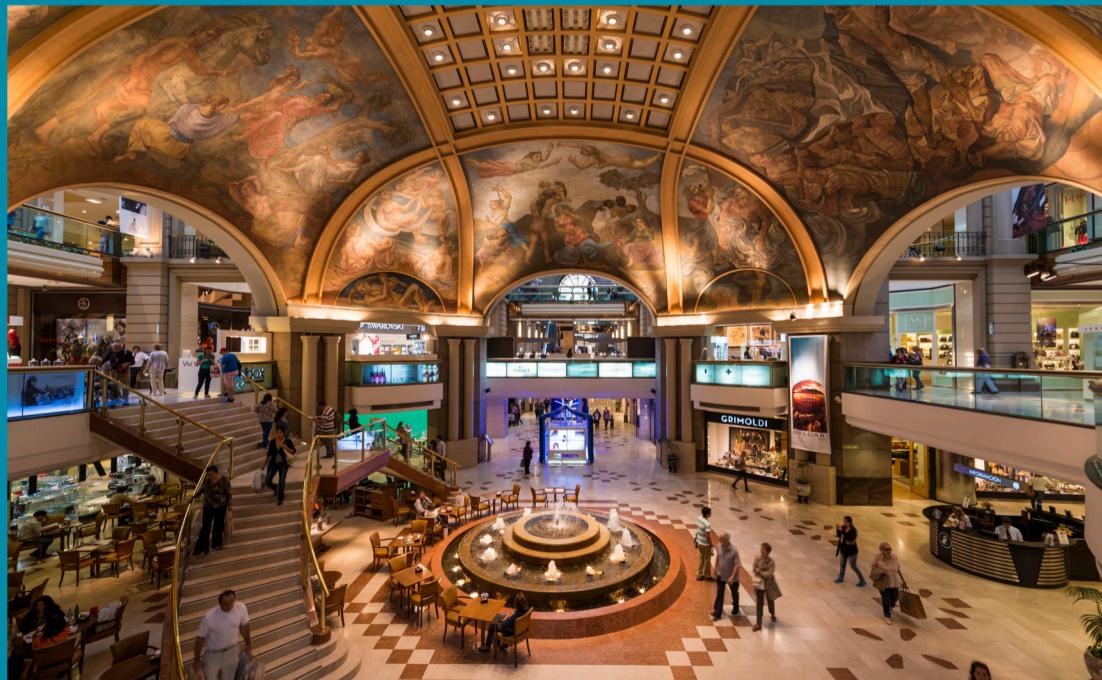
CHAPTER ONE

WHY MUSEUMS & EDUCATORS ARE TURNING TO 3D SCANNING

Museums once relied on glass cases, printed plaques, and field trips to share their collections. Schools leaned on textbooks, slideshows, and chalkboards to tell the story of history, art, and science. But the digital generation demands more—and now, the tools are catching up.

Today's museums and educational institutions are embracing 3D scanning to preserve, protect, and present their collections in new ways. Artifacts can be captured in ultra-fine detail, then examined from any angle, reimagined in augmented reality, or printed as tactile replicas for hands-on learning. Students no longer need to travel to a museum—they can explore one in VR.

From ancient relics to interactive science demos, scanned assets provide measurable, portable, and immersive learning experiences. A fossilized skull becomes a classroom activity. A sculpture becomes part of a virtual art gallery. A broken artifact can be digitally reconstructed—without ever touching the original.



Preservation Without Risk

3D scanning offers a critical advantage for fragile and priceless collections: non-contact digitization. Whether it's a prehistoric tool or a war-era diary, artifacts can be captured in full geometry and texture without damage. Museums can archive rare pieces, create shareable databases, and even prepare for disaster recovery with precise backups.

Once scanned, objects can be re-rendered in digital museums, analyzed for research, or printed for display—all while the originals remain safe. This is preservation that scales.



Access Beyond Walls

Access has always been a barrier in both education and cultural preservation. Not every student can visit a national museum. Not every educator has the resources for rich physical demos. But with 3D scanning, institutions can share their collections globally.

A small-town classroom can study Renaissance statues in 3D. A rural STEM program can interact with molecular models. A student with visual impairments can touch a 3D print of a painting they would otherwise never experience. Scanning turns physical distance into a non-issue.



Reusable, Modular Learning Assets

Scanned models aren't just beautiful—they're reusable, adaptable, and modular. One high-resolution capture can be used across dozens of platforms:

- Lesson plans
- AR/VR apps
- Interactive exhibits
- Online archives
- Grant proposals and presentations

Educators can tailor the content to different grade levels. Museums can restage exhibits digitally. Collections can evolve without new photography or expensive re-designs.

When to Scan, When to Recreate

3D scanning isn't always the best approach—and knowing when to digitally capture versus when to reconstruct from reference is essential to efficient workflows in museums and classrooms.

In many cases, scanning offers unmatched precision and authenticity. But in others—especially when an object is missing, too large, or too degraded—manual recreation may be the better route. Sometimes, blending both techniques yields the richest educational experience.

Scan it when:

- The artifact exists and accuracy is critical (e.g., for archival, research, or conservation)
- You want authentic texture and geometry for virtual display or 3D printing
- The object is too delicate to handle repeatedly for instruction or outreach
- You're documenting items for long-term preservation or digital access

Recreate it when:

- The item is missing, incomplete, or destroyed (e.g., lost cultural objects, damaged fossils)
- You're visualizing a historic scene, reconstructed event, or hypothetical exhibit
- You need full creative freedom to highlight learning objectives (e.g., exploded mechanical diagrams, stylized educational assets)
- The focus is on illustration or storytelling, not precise reproduction



"In education, the smallest detail can unlock the biggest lesson—the groove of a chisel on a statue, the weave of a textile, or the jagged edge of a prehistoric tooth."

3D scanning captures these fine details with fidelity and speed, turning historical artifacts and teaching tools into fully explorable digital assets. What once required custom molding, delicate photography, and specialized handling can now be digitized in a single session using tools like Artec Leo, Revopoint POP 3, or photogrammetry rigs.

For museums and educators, this means more engaging exhibits, broader access, and preservation without compromise. Scanned objects become the backbone of virtual galleries, interactive lesson plans, 3D print kits, and immersive learning platforms. They don't just display knowledge—they let students and visitors explore, question, and understand it. When detail and accuracy are built into the learning environment, curiosity follows—and so does deeper, more meaningful engagement.

Blending both workflows lets institutions strike the right balance between fidelity and flexibility. Scan the artifacts that matter. Recreate the ones you can't access—or the ones that can be stylized to better serve learning goals. Together, they create a richer, more versatile educational ecosystem.

What's Next

In real estate, accuracy builds confidence—and scanning delivers it. Next, we'll explore the most common workflows across the industry, from virtual tours to site planning. You'll see how scan data moves from capture to client, and where it fits into your own property pipeline.



CHAPTER TWO

CORE SCANNING WORKFLOWS IN CULTURAL & EDUCATIONAL SPACES

Every museum and classroom is different—but the goals are the same: preserve history, share knowledge, and create memorable experiences. 3D scanning delivers on all three, adapting to institutions of all sizes and types.

From university science departments to local history museums, scanning workflows are evolving to fit tight budgets, limited staffing, and fast-changing technology. What once required full labs and months of processing can now be done in hours, using portable gear and cloud-based platforms.

Whether you're digitizing a dinosaur bone or turning a chemistry demo into an interactive module, 3D scanning offers fast, reusable data that fuels education, preservation, and engagement.

Artifact & Exhibit Digitization

The most common use of 3D scanning in museums is artifact capture. Using structured light or photogrammetry, staff can scan small to mid-sized objects—tools, statues, fossils, instruments—with stunning surface detail and geometric accuracy.

These scans are used to:

- Build virtual collections for online access
- Create 3D printed replicas for outreach or hands-on displays
- Preserve fragile or deteriorating items in digital form
- Enable close-up study from any angle

Example: A university museum scans a collection of Civil War buttons, rendering them in high-resolution OBJ files. The scans are used in a history class VR lab, on the museum website, and in an interactive touchscreen exhibit for visitors.



Preservation Planning & Exhibit Restoration

Before any exhibit is updated or a restoration begins, 3D scanning is often the first step toward responsible preservation and accurate planning. By capturing artifacts, display cases, or entire gallery wings in their current state, scanning creates a trusted digital baseline that curators, conservators, and exhibit designers can work from.

This is especially vital in projects involving delicate objects, aging infrastructure, or historically significant spaces where precision and context matter. Scans offer a true-to-scale digital record of artifact placement, architectural details, environmental conditions, and display configurations—enabling teams to plan directly on top of verified geometry.



In the early stages of exhibit design, this helps identify spatial conflicts, optimize visitor flow, and reduce handling risks. Restoration teams can assess surface wear, cracks, or environmental damage with micron-level accuracy, documenting changes over time or planning stabilization techniques with confidence.

Scans also play a key role in grant proposals and conservation reviews. Preservation boards, funding agencies, and accreditation bodies can assess high-resolution models remotely, ensuring compliance with preservation standards and enhancing transparency across institutions. Conservators benefit from using scan data as a base mesh, reducing manual photography and allowing seamless integration with material analysis, digital restoration tools, and archival systems.

This detailed image shows a petrified plant fossil embedded in sedimentary rock, with visible impressions of stems, roots, and vascular patterns. Each groove and fracture holds information about prehistoric life—making it an ideal candidate for high-resolution 3D scanning. Using structured light or photogrammetry, scans can capture these surface details with micron-level precision, turning ancient imprints into fully explorable digital replicas for research and education.

For museums and science educators, fossil scans are a powerful tool. They allow for hands-on classroom learning without risking damage to rare specimens, and open the door for global access to collections that were once site-bound. A single scan can support virtual labs, printed replicas, and immersive storytelling that brings the distant past into sharp, interactive focus.



Classroom Integration & STEM Learning

Schools and universities are using scanned assets as part of immersive, STEM-forward curriculum. From biology to industrial design, educators are incorporating 3D models into their lessons, labs, and student projects.

Use Cases:

- Visualizing complex objects like bones, molecules, or machines
- Teaching CAD and 3D modeling by reverse-engineering scanned parts
- Exploring art history and design with real-world artifacts
- Printing replicas for tactile learning in special education

Example: A middle school science teacher partners with a local museum to scan fossils. The 3D models are integrated into an Earth Science unit, letting students rotate and inspect the specimens on tablets, then print selected ones for classroom experiments.

Interactive & Traveling Exhibits

Scanned environments can also serve as the foundation for interactive exhibits, mobile installations, and VR experiences. Whether the goal is outreach or expansion, scanning enables institutions to bring their exhibits to life—anywhere.

Use Cases:

- Virtual galleries for temporary or traveling shows
- AR overlays that explain objects in context
- Mobile museum units for underserved or remote areas
- Touchscreen displays for multilingual or accessible interpretation

Example: A museum of natural history scans its dinosaur skeletons and builds an AR app that overlays muscles and skin. Students at partner schools can use tablets to “reconstruct” the creature in real time.

Facility teams use 3D models for:

Just like in real estate and construction, 3D scanning can support layout planning and facility design. Museums use scans to map exhibit halls, analyze visitor flow, and plan renovations or safety upgrades.

Scans provide:

- Measurable spatial layouts for floorplan planning
- Accurate geometry for virtual staging of exhibits
- Baseline data for maintenance and construction

Example: Before launching a new exhibit, a museum scans its west wing using a Matterport Pro3. The resulting model is used by curators, architects, and fabricators to stage the installation in 3D and avoid logistical issues during setup.



Suggested Workflow Snapshot:

Type of Scan	Hardware	Output	Use Case
Small artifact	Artec Eva, Revopoint POP 3	OBJ, PLY, STL	Digital archive, 3D print, AR app
Full exhibit hall	Matterport Pro3, Leica BLK360	Point cloud, online tour	Exhibit planning, virtual walkthrough
Outdoor sculpture	Drone photogrammetry	Textured mesh, HDRI	Preservation, remote access, restoration
Education project	Photogrammetry + mobile app	OBJ, GLB	Student learning, lesson plan material
Traveling exhibit capture	Handheld scanner + tablet	FBX, Revit-compatible	Digital twin, mobile learning module

What's Next

Whether you're digitizing a single artifact or your entire collection, scanning workflows create opportunities for learning, sharing, and preserving that didn't exist a decade ago. And the best part? These assets don't get dusty, break, or go out of date—they grow more useful over time.

In the next chapter, we'll dive into the tools of the trade—the scanners, software, and formats that power today's museum-grade workflows. From low-cost photogrammetry setups to high-end LiDAR and VR integration, we'll help you understand what gear fits your goals, space, and audience.



CHAPTER THREE

TOOLS OF THE TRADE – HARDWARE, SOFTWARE & FORMATS

Choosing the right 3D scanning tools for museums and classrooms comes down to object type, resolution needs, mobility, and learning goals. In this chapter, we'll break down the hardware and software options best suited for educational and cultural use—whether you're digitizing a coin, capturing an exhibit hall, or building a digital classroom.

From handheld scanners to drone-based imaging, institutions now have access to affordable, scalable tools that meet professional standards. And with software that automates cleanup, alignment, and publishing, teams with limited tech support can still produce high-quality results.

Handheld & Desktop Scanners

Used for artifacts, fossils, tools, and display pieces. Portable, high-resolution, and ideal for classroom demos or small collection digitization.

Top Picks:

- Artec Leo – Full-color structured light scanning with onboard processing
- Revopoint POP 3 – Budget-friendly with mobile support for iOS/Android
- Shining 3D EinScan HX – Blue light + laser hybrid for precise surface capture

These scanners excel in environments where physical access to objects is limited or where fragile artifacts require non-contact capture. They're also ideal for training student teams, hosting scan-a-thons, or building digital libraries for school or museum networks.



This historic kitchen was captured using handheld 3D scanners to preserve textures and architecture for virtual tours and education.

Photogrammetry & Mobile Capture

Photogrammetry is a powerful entry point into scanning—great for educators and small museums. With a smartphone or DSLR camera and good lighting, anyone can create detailed 3D models using overlapping images and photogrammetry software.

Top Picks:

- Polycam – Intuitive mobile app with LiDAR support for iPhone Pro
- Agisoft Metashape – Desktop tool for large batch scanning
- RealityCapture – Fast, accurate photogrammetry with pro features

This method is perfect for scanning artifacts, costume pieces, or dioramas. It's especially effective for student projects or curriculum integration—bringing hands-on access to 3D modeling concepts through real-world capture.



Drone Scanning & Exhibit Mapping

For large outdoor sculptures, museum grounds, or architectural elements, drones provide unmatched reach and efficiency. Pair them with photogrammetry platforms for rapid terrain or structure digitization.

Top Picks:

- DJI Mavic 3 Enterprise RTK – Survey-grade accuracy for heritage or site mapping
- DJI Mini 4 Pro – Lightweight, education-friendly drone for training and outreach
- PIX4Dcapture – Flight planning software for photogrammetry capture

Drone scanning is ideal for documenting open-air collections, historic landmarks, or school campuses. Scans can be used for online virtual tours, AR overlays, or interactive map displays—bringing site-based learning to remote or underserved classrooms.

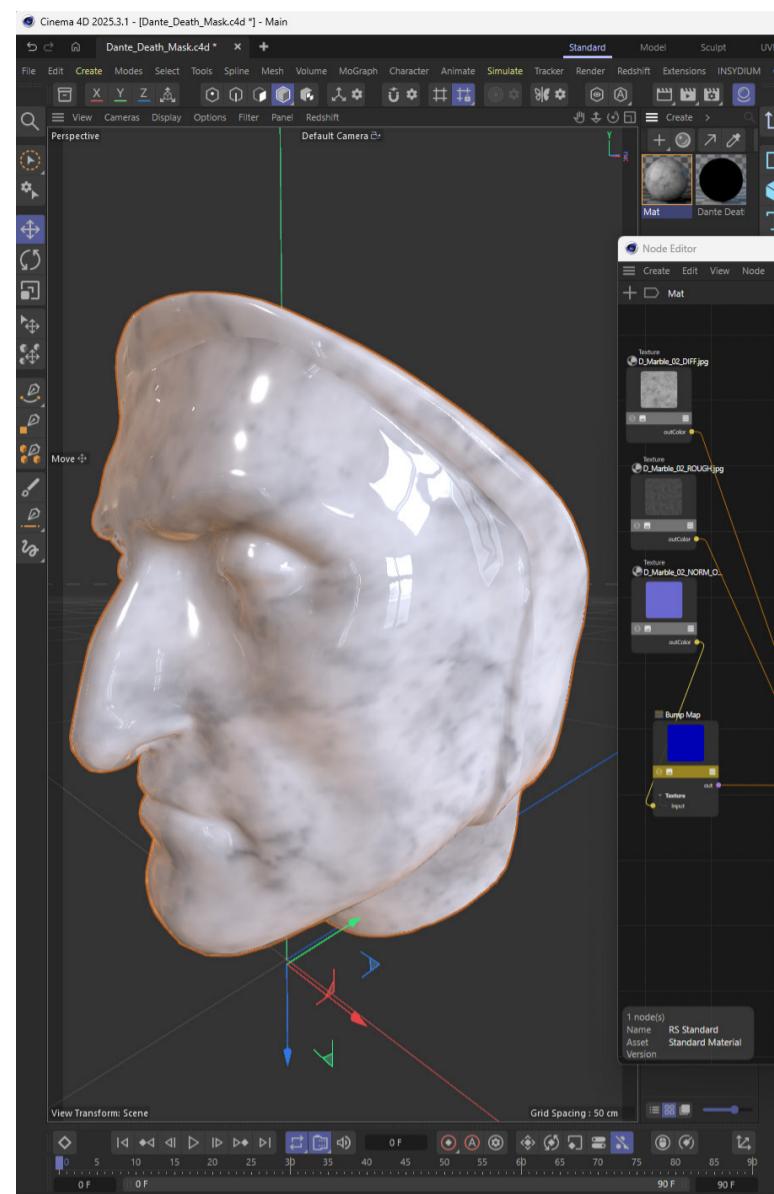
Processing Software – Turning Scans Into Actionable Data

Once scanned, assets must be processed and prepared for education, archiving, or display. These tools make it easy to align, mesh, clean, and publish models for student use or public viewing.

Recommended Software:

- **Meshroom** – Free photogrammetry tool for STEM programs and educators
- **CloudCompare** – Open-source platform for point cloud cleaning and comparison
- **Blender** – Free 3D modeling and animation tool used in classrooms worldwide
- **Sketchfab** – Web viewer and publishing platform with AR/VR compatibility
- **Unity / Unreal Engine** – For interactive storytelling, exhibits, and serious game

Most of these tools are free or offer educational licenses, making them ideal for curriculum development, exhibit design, or student labs. They allow teams to turn raw scans into rich, explorable digital experiences.



File Formats That Matter

Exporting in the right format ensures your models are flexible, shareable, and useful across different platforms—whether you're running a VR exhibit or uploading to a school LMS.

Format	Use	Notes
.OBJ	Universal mesh format	Ideal for visualization, 3D printing, and VR
.STL	3D printing and fabrication	Great for hands-on models and accessibility
.PLY	Photogrammetry output	Retains color data for scientific accuracy
.GLB/GLTF	Web + mobile + AR integration	Streamlined for real-time applications
.FBX	Game engines and animation	Use with Unity or Unreal for interaction
.PDF/JPG	Static snapshots	For labeling, reporting, or reference files

Best Practices for Cultural Capture

- Match resolution to purpose – Use high fidelity for archival scans and lightweight formats for student projects
- Capture context – Photograph setup, lighting, and metadata to support future research
- Annotate for learning – Add labels, descriptions, and links directly into the model
- Back up raw + processed files – Cloud storage and external drives prevent loss and support versioning

What's Next?

You've seen the tools—but where is it all headed? In the next chapter, we'll look at future applications, from AI-enhanced learning to VR-ready classrooms and digitally preserved heritage sites. With the right scan, the possibilities are endless.twins. The possibilities are no longer theoretical—they're already being built.

SkyMesh 3D: Digitization for Museums & Classrooms

At SkyMesh 3D, we help museums and educators go from physical object to digital insight. Whether you're scanning to preserve a collection, teach a lesson, or power an immersive experience, we deliver clean, high-fidelity 3D data tailored for learning and outreach.

Our hybrid scanning workflow combines photogrammetry, LiDAR, and structured light to capture artifacts, environments, and architectural elements with precision. We provide ready-to-use assets for Unreal, Sketchfab, or your school's LMS—along with annotated PDFs and texture maps when needed.

Whether you're building a VR exhibit, launching a student project, or digitizing your back catalog, SkyMesh helps you preserve the past, teach the present, and inspire the future.





CHAPTER FOUR

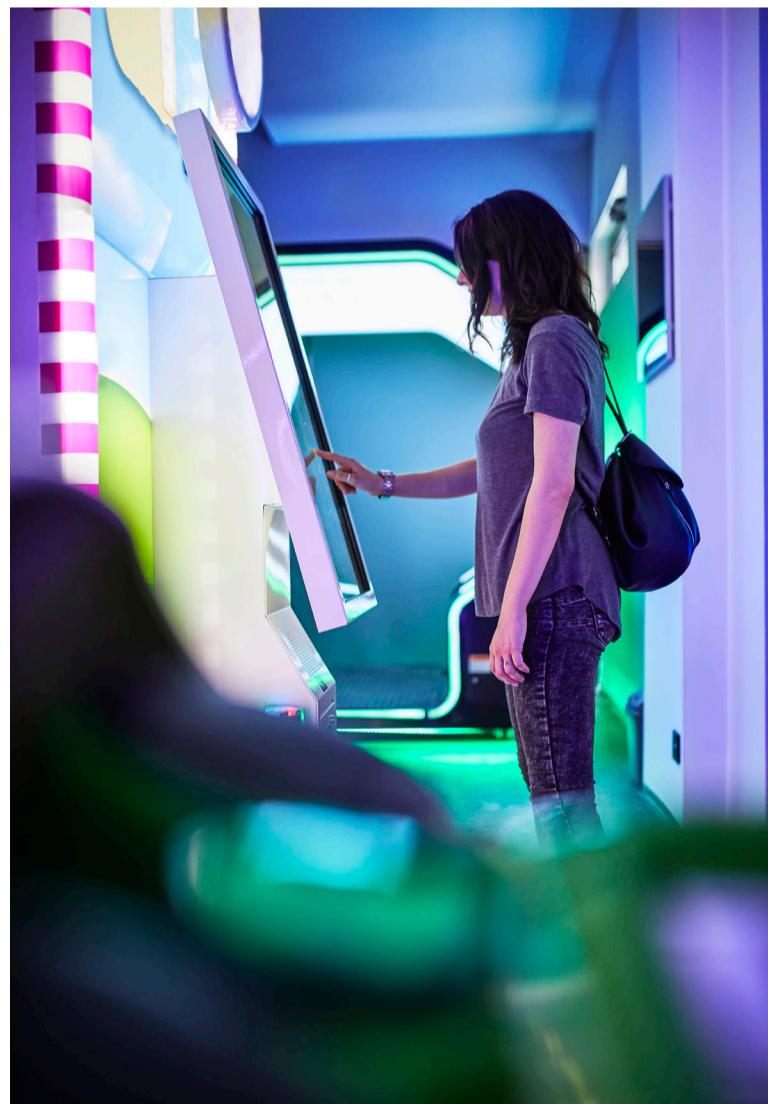
FUTURE APPLICATIONS – FROM DIGITAL PRESERVATION TO CLASSROOM XR

Museums Go Digital

3D scanning isn't just a documentation tool—it's transforming how museums engage the public, educate students, and preserve culture. As virtual and augmented reality platforms become more common, 3D models offer a foundation for fully interactive exhibits and remote learning tools.

From rare manuscripts to ancient architecture, scanned collections are already being integrated into digital displays, mobile apps, and immersive kiosks. These experiences not only improve accessibility but also create deeper engagement, especially among younger, tech-savvy audiences.

Scans allow for multiple presentations of a single artifact: a 3D model for online exploration, a 3D print for tactile learning, and an AR version layered with annotations. As museums evolve into hybrid physical-digital spaces, scanning ensures the past can be experienced through the lens of the future.



The XR Classroom Experience

As schools adopt extended reality (XR) technologies—including virtual and augmented reality—3D scanned models are becoming core assets in educational design. Students can now walk through ancient ruins, rotate dinosaur bones, or explore a digital anatomy lab, all within their own classroom or device.

Scanned models improve retention, curiosity, and accessibility—especially for tactile or visual learners. Whether it's a fossil on a tablet or an ancient amphora in VR, students can examine every angle, explore texture and form, and even simulate restoration or construction.

Use Cases:

- AR learning apps with scanned museum objects
- VR field trips to digitally preserved heritage sites
- Touchless interactive displays in science or art labs
- 3D scans embedded in course materials, LMS, and e-books

Scanned XR content supports multiple learning styles—visual, auditory, kinesthetic, and experiential—making it especially valuable for neurodiverse classrooms or inclusive teaching environments. Tactile learners can 3D print the same object they explored in AR. Remote students can join virtual walkthroughs with their in-person classmates. And because scans are based on real data, students build scientific thinking and spatial literacy without abstraction.

XR-based instruction also fosters collaboration and creativity. Students can co-explore virtual environments, annotate digital objects with their observations, or even reconstruct historical scenes using scanned assets. For educators, these tools offer measurable engagement improvements and scalable implementation—from STEM enrichment to art and humanities exploration.

Best of all, many XR platforms now support low-cost deployment using mobile phones, Chromebooks, and web browsers—meaning that scanned content doesn't require a high-end lab. It's a future-proof investment in accessibility, equity, and innovation.

“Tell me and I forget. Teach me and I remember. Involve me and I learn.”

— **Benjamin Franklin**

Shared Libraries & Institutional Access

Scanned cultural assets are more than static files—they’re evolving into institutional resources. Museums, universities, and archives are building shared libraries of 3D models that can be used across departments and even between institutions.

These shared repositories enable:

- Faster curriculum development with ready-to-use digital assets
- Online access to fragile or inaccessible artifacts
- Streamlined collaboration between curators, educators, and researchers
- A permanent backup in case of physical degradation or disaster

With cloud-based storage and asset management systems, scanned artifacts can be deployed globally, turning one physical object into a hundred learning experiences.



AI, Automation & What's Next

As 3D scanning technology advances, automation and AI are playing a growing role in how museums and educators manage, tag, and repurpose their assets.

Trend	Impact
AI-driven classification	Auto-tagging scanned objects with metadata, categories, or period info
Scan-to-AR/VR automation	One-click export pipelines to immersive platforms
AI-based restoration tools	Predictive surface reconstruction or colorization of damaged artifacts
LMS integration	Direct embedding of 3D models in digital lesson plans and assessments

What's Next?

These innovations streamline what used to be slow, technical processes—making interactive learning and digital curation more accessible than ever.



You've seen how 3D scanning is reshaping museums and classrooms—but what does this look like in action? In the next chapter, we'll dive into a real-world case study showing how one museum partnered with an education team to scan, digitize, and distribute a hands-on learning experience across schools.

From field capture to classroom delivery, you'll see the full Scan → Teach → Engage pipeline in motion—and how scanning helps turn static collections into dynamic educational tools.

CHAPTER FIVE

SCAN → TEACH → ENGAGE

(CONCEPT DEMONSTRATION)

While this example is fictional, it represents a highly achievable workflow using current tools and processes.

From concept to classroom, 3D scanning enables museums to extend their reach and reinvent how learning happens. In this case study, you'll see how one museum used scanning technology to transform a temporary fossil exhibit into a lasting educational experience—one that traveled farther, engaged more students, and continued teaching long after the gallery closed its doors.

The Challenge: Bring the Exhibit to the Students

A regional science museum had a problem: their fossil exhibit—featuring rare plant and invertebrate specimens—was scheduled to close for renovation just as school field trip season began. The curators needed a way to extend the educational value of the exhibit without relying on physical access or high-cost touring crates.

The solution: digitize the exhibit using structured light scanning, drone photogrammetry, and photogrammetry-based XR workflows. With support from local educators, the museum built an outreach kit powered by 3D scans—complete with printable replicas, interactive classroom content, and a virtual walkthrough hosted online.



Step 1: Scanning the Collection

SkyMesh 3D worked with the museum's collections team to deploy a mobile scanning rig:

Artifact Capture:

- **Artec Leo** used for high-res detail on fossils, tools, and display signage
- **Photogrammetry rig** used for delicate fossils and labels, capturing surface texture and color
- **Output:** OBJ + STL files with metadata for printing and web display

Exhibit Environment:

- **Matterport Pro3** scanned the full exhibit hall
- **Drone capture** documented exterior context and rooftop garden displays
- **Output:** Virtual tour walkthrough, panoramic views, HDRI for AR environments

Step 2: Classroom Delivery & Student Interaction

The scanned assets were adapted into a cross-platform learning kit:

- Online tour embedded on the museum's website with annotation layers and embedded audio guide
- 3D printable replicas of selected fossils, pre-scaled for classroom handling
- AR lesson modules for iPad and Chromebook users, letting students rotate, label, and explore scanned artifacts in 3D

- Virtual field trip day streamed to participating schools using a guided walkthrough in Unreal Engine

Teachers received pre-built lesson plans, standards-aligned worksheets, and tech support. Students accessed the content from school or home, making the exhibit accessible far beyond the museum's walls.

"We turned a temporary exhibit into a permanent classroom resource—and reached more students than we ever could in person."

— Museum Education Director

Results & Impact

Metric	Traditional Model	With 3D Scanning
Exhibit access ends after closure	8-week physical window	Ongoing virtual access year-round
Reach per school season	~1,000 students onsite	Over 4,200 students remotely engaged
Cost per outreach kit	~\$2,000 for physical replicas	<\$500 for scanned/printable models
Interaction type	Guided walk-throughs	Hands-on, AR/VR, & take-home files

Key Takeaways

- 3D scans extended the exhibit's impact beyond the museum walls
- Students engaged with content through multiple learning styles
- Teachers reported higher retention and enthusiasm among learners
- The museum now plans to digitize future exhibits as a standard practice

Wrapping Up

Museums and classrooms are changing—and 3D scanning makes that change scalable. From fossils to frescoes, immersive walkthroughs to downloadable models, scanned content turns education into an experience.

At SkyMesh 3D, we help you capture what matters, preserve it with fidelity, and deliver it where it counts—in the hands of students, the minds of future curators, and the hearts of lifelong learners.

Whether you're digitizing one artifact or building a digital learning platform, we're here to help you teach with vision—and engage through detail.

THANK YOU

Thank you for exploring the future of cultural preservation and immersive education with us. If you're here, it means you believe in the power of storytelling, access, and technology to shape how we teach and remember.

At SkyMesh 3D, we believe 3D scanning is more than a technical process—it's a bridge between what we've preserved and what we can now share with the world. From classrooms to museums, from archives to AR, we're proud to help educators and institutions bring learning to life in new dimensions.



We have a lot more to share about the possibilities of SkyMesh 3D



If this book sparked ideas, we'd love to invite you to support our mission. Back our Kickstarter campaign and help us build the next generation of scanning tools, educational resources, and virtual learning platforms designed for students, curators, and lifelong learners.

Stay connected with us at [MilestoneDigital.io/SkyMesh3D](https://www.milestonedigital.io/SkyMesh3D) for case studies, behind-the-scenes content, and upcoming releases. The future of education is immersive, accessible, and powered by data—and with your help, we're capturing it one scan at a time.

With appreciation,
– The SkyMesh 3D Team



SKYMESH 3D

Milestone Digital sets the standard in creating digital assets. Learn more on our website at:

WWW.MILESTONEDIGITAL.IO/SKYMESH3D



Lawrenceville, GA



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Delivering high-fidelity 3D data for design, documentation, and digital integration. Optimized scan-to-model pipelines for architecture, engineering, and VFX production.