Evaluating the accuracy and reliability of smartphone photogrammetry for scanning residual limbs

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there is minimal research on its accuracy and reliability.



Main Objective

To evaluate the accuracy and reliability of three smartphone photogrammetry applications (KIRI Engine, RealityScan, RealityCapture), compared to a gold standard, clinically used 3D scanner (EinScan, Shining Technologies, China)

Methods

Two users scanned 3 limb casts, 3 times, with each app and the scanner while being timed.





MeshMixer Process

Scanning Process

MeshMixer was used to find volume and dimensions of the models.

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Getting a prosthetic is time-consuming, smartphone photogrammetry may DE a solution.



MATLAB was used for evaluating data to find the difference, between App 1 the scanner and apps, and ICC values to determine reliability.

Scanner

Trial 1

App 1 Trial 2

References: [1] C. C. Ngan, H. Sivasambu, S. Ramdial, and J. Andrysek, "Evaluating the Reliability of a Shape Capturing Process for Transradial Residual Limb Using a Non-Contact Scanner," Sensors, vol. 22, no. 18, p. 6863, Sep. 2022, doi: https://doi.org/10.3390/s22186863. [2] A. Hernandez and E. Lemaire, "A smartphone photogrammetry method for digitizing prosthetic socket interiors," *Prosthetics and Orthotics International*, vol. 41, no. 2, pp. 210–214, Sep. 2016, doi: https://doi.org/10.1177/0309364616664150.



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ICC =

0.99

Results & Discussion



Next steps involve testing with... • Darker objects • Moving subjects Actual residual limbs

Relevance

If shown to be accurate and reliable, clients may be able to have their limbs scanned at home.

This will save clients time and energy that would be spent traveling to a prosthetist.