



# **PhotoModeler**

The professional's choice for extracting measurements from photographs.



# WHY PHOTOMODELER?



Perform accurate measurements



Model 3-D Objects



Precise 2D
Measurements



Automated work flows

## WHAT IS **PHOTOMODELER?**

PhotoModeler produces accurate drawings, maps, CAD data, 3D models, and remapped photos. PhotoModeler has numerous tools for many applications in:

- Engineering and Surveying
- Police Work
- Manufacturing
- Industrial Measurement
- Accident Scene and Forensic Applications
- Architecture
- Film Gaming and Animation
- · ...And More!

PhotoModeler can make your measurement, diagramming, and modeling task faster, more accurate, more practical, and safer. If you capture images and photographs already, why not use them to generate your measurements and models as well? Photomodeler is a *fast*, *cost-effective and easy-to-use measurement*.



# PHOTOMODELER

## **HOW DOES PHOTOMODELER WORK?**

PhotoModeler works from the geometry of light rays. Below is a simplified breakdown of what that looks like.

Step 1	Take photos from different positions and angles
Step 2	Load images into PhotoModeler software on your computer
Step 3	Choose your method: manual marking, coded target detection, smartmatch/DSM or smartmatch/DSM aerial
Step 4	Visualize, analyze, measure, and export to your 3D, CAD, or GIS software

While the process seems simple, accomplishing this with hundreds of photos and thousands of points is very difficult to do efficiently and with high accuracy. We have been fine tuning the algorithms in PhotoModeler for over 20 years - a claim very few in this industry can make! Our overriding goals for the development of PhotoModeler are user-centered design, providing a powerful toolkit, high efficiency, and producing high accuracy results.

## **OUR PRODUCTS**

**PhotoModeler Standard** 

3D Lines Simple Surfaces PhotoModeler Scanner

3D Lines
Simple Surfaces
Dense Surface Model

PhotoModeler UAV

3D Lines
Simple Surfaces
Dense Surface Model
Drone/UAV
Geographic Capabilities