



DID YOU KNOW

IRL is developing an innovative handheld 3D scanning technology with increased applications, opportunities, operational efficiencies and cost savings for a wide range of industries.

Future applications include photo-realistic video games, movies, virtual museums and art galleries, heritage and cultural archiving, engineering refits and as-built surveying, bioengineering and forensic work.

IRL's 3D scene scanning technology picks up more comprehensive data than most similar types of devices, is versatile, portable, fast to deploy, scans quickly and easily, and is non-invasive. It produces 3D meshes with minimal holes, captures registered images throughout the scan for superior photo-realistic rendering, and operates across a range of between two and 40 metres.



WHAT DOES THIS MEAN?

With the ability to handle enclosed and cluttered scenes, complex objects, awkward obstacles and tight corners, IRL's 3D scene scanning technology



addresses a market need not catered for by current mobile 3D scanning technologies.

The unique ability of IRL's 3D scene scanning technology to produce superior quality photo-realistic scans positions it favourably to establish dominance across a host of applications and industry sectors. It will bring cost and efficiency benefits to manufacturers and end-users with the prospect of boosting export earnings for local companies. This development will result in faster uptake of the technology and create new market opportunities and growth.

