

# PointSpace: More realistic and interactive 3D models

*Method for capturing, storing and rendering visual data to create higher fidelity, more interactive 3D models*



## Kevin Ponto

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### Market:

The global software market for visualization and 3D rendering is projected to reach \$5.72 billion by 2025 and growing at a CAGR of 22.62%

### Technology:

The PointSpace rendering method uses volumetric cubes to capture, store, and render data to create more realistic and interactive 3D models of objects and environments. This method uses parallel processing and less GPU requirements for faster rendering. This plugin is built into the Unity Game Engine and has cross platform support to run in VR, desktops, and mobile devices

### IP and Stage:

2 patents. Demonstrated for use in capturing spaces for offsite interactions (e.g. virtual tourism, construction planning, historic sites) and analysis (e.g. home modifications, natural disasters, car accidents, crime scenes).

### Impact:

The PointSpace rendering method allows for faster creation of 3D models that are more interactive and realistic than what's currently possible. PointSpace allows for more 3D rendering use cases because it requires lower computing power and can use lower resolution visual data than other existing methods. This can mean the ability to create high quality 3D models on mobile devices using images captured on camera phones.

### Ask:

Introduction to industry users of 3D rendering software

### More information:

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