

# 3DPointLogic™

Powerful Point  
Cloud Processing



Processing  
point clouds is hard.  
Your current software  
isn't making it any easier.



We Put the  
Power & Productivity of  
3D Point Cloud Processing  
& Visualization Within Reach



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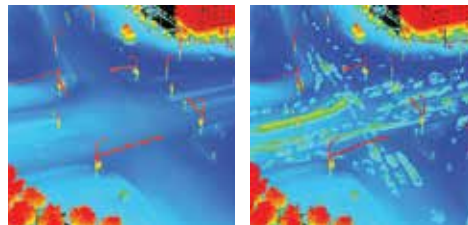
[solv3D.com](http://solv3D.com)

**3DPointLogic offers functionality bundled  
in a unique, user-friendly graphical interface  
that processes 3D point cloud data from  
ANY source (UAV/drone, mobile, static).**



## Ground Classification

A key step in making raw point clouds useful and smart is figuring out which points are the ground. 3DPointLogic has a very robust set of algorithms proven to create reliable Digital Elevation Models from 3D scan data – even in urban environments.



## Noise Filtering

Video games have it good – they are a blank slate leaving it to designers add to them. Point clouds are filled with all types of unwanted noise – dust, pedestrians, moving cars. We can remove most transient noise in collected scan data, leaving you with ground and structures.



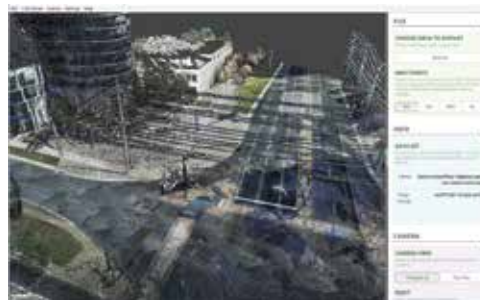
## Data Compression and Thinning

Functions are provided to allow the thinning and compression of files. This can result in up to a 30% reduction in size when compared to original LAS file formats, supporting more cost-effective transfer, processing and storage charges for 3rdparty platforms such as SiteVisit360™.



## Workflow Advantage

Enhance productivity with the ability to chain functions together to create complex workflows. Save your workflows for future re-use.



## Unique LAS Viewer

Our robust LAS Viewer allows you to quickly view large point clouds without having to wait for the entire file to load.

**3D PointLogic includes an extensive series of optimized functions for point cloud processing, format conversion, tiling, transformation, manipulation and more. Highlights include:**



### Ground Filter

Specializing in mobile and terrestrial based LiDAR, automatically classify points into ground and not ground.



### Ground Filter v2

Specializing in aerial/drone based LiDAR, automatically classify points into ground and not ground.



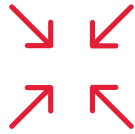
### Noise Filter - Multiple Passes

Removes non static noise from multi-pass point clouds.



### Noise Filter - Sparse Noise

Remove sparse noise like rain and dust from point clouds.



### Thin

Reduce density and adjust spacing of point cloud down to a more manageable size.



### Tile

Split a large point cloud down to multiple smaller pieces of a defined size.



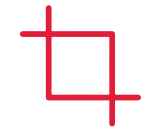
### Quality Control

Gain a level of confidence about your point cloud.



### Combine

Combine multiple sources of LAS files together into a single point cloud.



### Clip

Clip out a section of the point cloud.



### Convert from X to LAS

Convert from 3DP, e57, PTX or Text to LAS.



### Convert from LAS to X

Convert from LAS to 3DP, PTX or Text.



### Transform

Translate, scale or rotate a point cloud.

Additional functions include Reproject Coordinate Systems, Convert Units, Split Aerial Images, Color from Aerial, Delaunay Mesh, Ground Thin, and many more. Visit [solv3d.com](http://solv3d.com) for more information.