

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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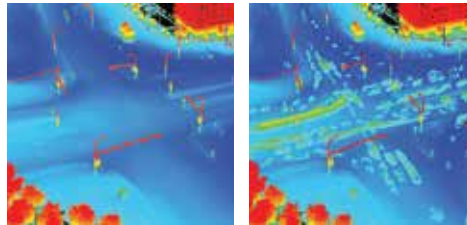
solv3D.com

**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.



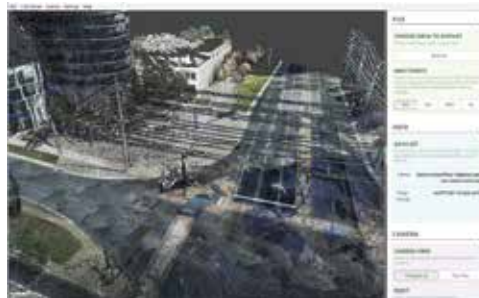
Data Compression and Thinning

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.



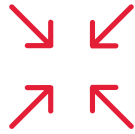
Noise Filter - Multiple Passes

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 sol3d.com for more information.