

GEOLENS IS A SOLUTION BASED ON INTERACTIVE GLASSES THAT ALLOW A COMBINED VISION OF DIGITAL WITH REALITY

HOW DOES THAT WORK?

With GEOLENS it is possible to display in field of digitally produced objects and information and superimpose them on reality.

This information is projected directly into the field in addition to the operator's natural view.

ADVANTAGES

Interaction of the digital project with reality for greater decision-making control, saving time and office-field sharing.

FIELD OF APPLICATION

Topographic survey, Construction site, architectural, Subservices, GIS Project







DISPLAY

Optics

Transparent holographic lenses (waveguides)

Resolution

2,000 3:2 lighting devices

Holographic density

>2,500 radiants (light points for radiant)

Eye-based rendering Display optimization for 3D eye position



SENSORS

Head tracking

4 visible light cameras

Eye tracking

2 infrared cameras

Depth

1MP time-of-flight depth sensor

IMU

Accelerometer, gyroscope, magnetometer

Video camera

8MP images, 1080p30 video



HUMAN UNDERSTANDING

Hand tracking

Fully Two-handed Model articulated, direct manipulation

Eye tracking

Real-time tracking

Voice

Command and control on the device, natural language with Internet connectivity

Windows Hello

Enterprise-grade security with iris recognition

UNDERSTANDING THE ENVIRONMENT

6 degrees of freedom tracking

Positional tracking on a global scale

Spatial mapping

Real-time environmental mesh

Mixed Reality Capture

Photos and videos of holograms and mixed physical environment

