

WHY CORRELATOR3D UAV

1 Faster Processing and Improved Scalability of Mapping Operations

GPU powered and optimized, significantly reducing memory constraints associated with other photogrammetry engines

Designed for handling 400 MP images and therefore incredibly efficient at processing files from much smaller drone sensors

No more struggling with large datasets

- ✓ Easy processing of projects comprising 2,500 images or more with greater speed and accuracy
- ✓ No need for breaking datasets into blocks and no risks for data shifts between merged areas

Processing of unlimited number of images

Up to 10X faster than other engines

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contact@simactive.com



2 Take Full Control of the Processing Workflow

NOT a black box software design

Capability to create fully automated workflows or manually configure settings within each of the processing steps below to produce optimal results.

- ✓ Aerial Triangulation and Bundle Adjustment
Full tie-point editing and advanced bundle adjustment capabilities
- ✓ DSM
Robust DSM/DTM editing through automated and interactive extraction tools
- ✓ Orthorectification & Mosaic Creation
Creation of seamless mosaics with better color-balancing, less holes and other artifacts
No intermediate point cloud needed to generate DSMs or orthomosaics

Advanced scripting functions

- ✓ Capability to customize, automate and scale workflows by scripting specific processing steps

3 Added Value with LiDAR Exploitation Capabilities

Ability to ingest, edit and visualize LiDAR data unlike other photogrammetry engines

- ✓ Easy colorization of point clouds with RGB imagery corresponding with any LiDAR data
- ✓ Use of LiDAR data as control to tie-down RGB mapping projects to absolute accuracy

COMPARISON WITH OTHER DRONE TOOLS

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24 minutes

No limit

Full

Advanced

Extensive



Processing time
(300 images @ 20MP)



Maximum number
of images



Control AT accuracy



DTM extraction



Editing capabilities

OTHERS

Up to 10 hours

Few hundreds

Limited, black-box approach

Limited to none

Limited