

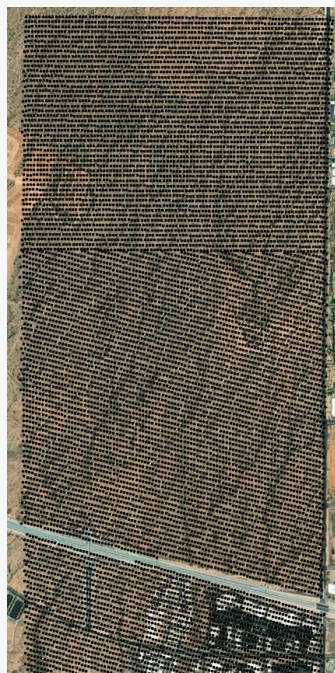
# CORRELATOR3D DISTRIBUTED PROCESSING EXAMPLE

Using multiple PCs to speed-up the completion of large projects

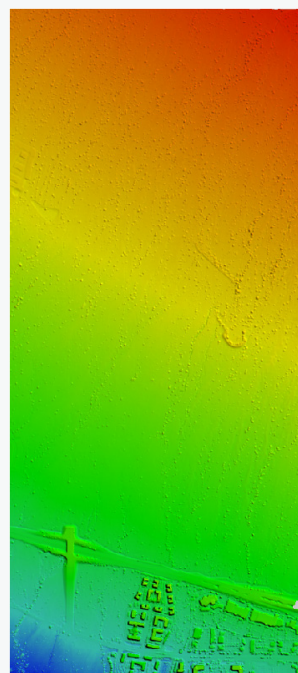
## Project Characteristics

- 12,000 Sony RX1 (42 MP) Images
- VTOL Fixed-Wing Drone
- GSD (0.60 inches / 1.5 cm)
- PCs with Intel i7, GPU NVIDIA GeForce RTX 2060, SSD, and 16 GB RAM

Overview



DSM



Mosaic



# Processing Times

1 PC 

2 PCs  

Aerotriangulation

09h34m03s

04h46m55s

DSM / Point Cloud Generation

20h32m17s

10h16m12s

Orthorectification

09h20m00s

03h22m35s

Mosaic

03h16m32s

03h16m32s

**Total**

**43 hours**

**22 hours**

## Summary

- Speed increase from using 2 PCs

\_\_\_\_\_ **1.95 x**

- 12,000 images @ 42 MP processed in under

\_\_\_\_\_ **22 hrs**

- Time savings

\_\_\_\_\_ **1 day**

## Benefits of Distributed Processing



Significantly accelerate processing speed



Deliver larger projects faster



Profit from the computing power available on your network

