

SpheroCam

HDR Camera

takes full-spherical High-Dynamic Range Images

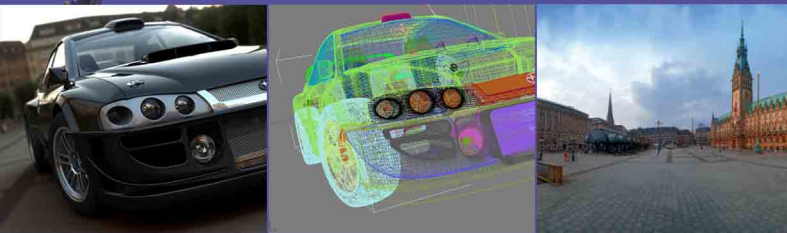


HDR (High Dynamic Range Imaging) is a process used for the illumination of virtual scenes and objects using images from the real world. Used effectively, HDR allows you to produce realistically 3D rendered images of virtual objects. This makes it an effective tool for the integration of computer graphics objects into real world scenes.

The SpheroCamHDR Camera

The SpheroCam HDR is the first-ever camera to feature full-fledged HDR technology. It is a digital camera system solution which takes full-spherical High-Dynamic Range images. It captures all levels of light intensity, in all directions, in a single scanning pass.

- * Using the SpheroCamHDR, you capture a scene's light fully spherically. One-shot 360°x180° scanning
- * Use SpheronVR's Immersive Measurement application with directly integrated 3D measurement to generate the geometry for your virtual scene.
- * Apply the HDR image to both light and texture your 3d scene.
- * Create the additional virtual objects required for your scene.
- * Use the HDR image with up to 26 f-stops and 50 megapixels resolution to light the objects within your scene, creating realistic shadows and reflections.



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