

CTC Makes Reality Virtual



At Concurrent Technologies Corporation (CTC), we have the expertise and technology to convert your real-world objects into virtual objects, and make everything look amazingly real.



Retopologized for animation



UVs & Texture Projection



Final Photoreal 3D Asset

Sample 3D virtual assets created by Concurrent Technologies Corporation.

continued

The CTC “Reality Virtual” Process



3D Laser Scanners

CTC's Laser Scanners capture intricate surface details, as well as high-resolution HDR imagery useful for surface texturing.



High-resolution Scan Data

CTC uses PolyWorks to align the raw point cloud data for further processing by sophisticated meshing algorithms that generate high-resolution 3D models from the scans.



Processed Point Cloud

With the high-resolution mesh as a guide, various content creation software tools are used to develop the matching low-polygon geometry and UVs for texturing.



Low-polygon Model

The HDR imagery captured during the scanning phase, along with the high-resolution mesh details, are re-projected onto the low-polygon surfaces as high-resolution texture maps.



Final Textured Model

The final result is a jaw-dropping photorealistic 3D asset, perfect for immersive training, interactive media, historical preservation, virtual tourism, and augmented and virtual reality applications.

Our industry-proven method captures intricate, submillimeter details and high-resolution, high-dynamic-range (HDR) imagery for photorealistic surface texturing. The result – lifelike, realistic 3D assets perfect for your VR, AR, film, or immersive 3D products.



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