* Photogrammetry
* Safety training:
  + 3D reconstruction of working setup and simulate critical situations such as fire
* Military practice
* Employees training for dangerous jobs e.g.: electrical engineering, constructions
* 3D AR tutorials for doing stuff (solving a puzzle, repair something, assembly something)
* Virtual World such as helsinki and Herrenberg but every user can upload pictures to scan different buildings or objects from the infrastructure
* Every building is a different model and we can mix and match the architecture
* To this scanned environment real time data affects the scene such as heatmap or pollution map
* Start by using primitives and then add scans of objects
* Traffic simulations: real-time camera and render the flows in VR