Enabling Localization and 3D Mapping Everywhere To Mobile SLAM





- Needs to locate a virtual scene over camera
- Needs to track camera movement
- Needs to generate collision geometry

- Much Quicker Response
- No disorienting drift
- Augmented Reality Models can interact with reality



Many of the next generation of robotics are bottlenecked because there is no sensor that can provide enough information about its environment.

Such a sensor would need to provide:

- Location and Orientation of Robot
- High Accuracy
- Quick Response
- Provide a Map of the Environment

Slam provides for all of these.

- Indoors
- Space
- Underwater
- Underground
- Unmapped Environments



Simultaneous ocation

And Mapping



How it works....

