Indoor Realityâ€™s VR Helps Users Immerse in 3D Mapped Buildings

Indoor Reality has updated their 3D mobile mapping system to integrated with Google DayDream so users can now take virtual building walkthroughs using a virtual reality (VR) headset. Virtual reality app developers can capture and process data needed using Indoor Reality's hardware platform and its automated cloud-based processing pipeline to generate photo-realistic 3D virtual models of building interiors with no human intervention. This is a great supplement to the web-based Interactive walkthrough currently available, said Avideh Zakhor, founder and CEO of the company.

Prior approaches were more time consuming and involved manual stitching of the data collected via tripod based systems, Zakhor added. This would enable architects, construction workers and other building professionals to immerse themselves in captured spaces, virtually navigate and measure an entire building from top to bottom without ever stepping in it. From capture to VR, the workflow is extremely fast, entirely automated, with no human in the loop.

Accessible within the Indoor Reality cloud processing platform, the VR content creation is available now to all customers currently using Indoor Reality's IR-500 handheld device or IR-1000 backpack system.