

Lidar Technology for Game of Thrones



Lidar technology is more present in our lives than we realize – and sometimes even while we watch television, for instance. Imaging hardware and software from Teledyne Optech helped to enable 3D spatial data acquisition and visual effects for HBO's hit series, '*Game of Thrones*'. A team utilized Teledyne's Lidar technology to create a detailed 3D representation of the old city of Dubrovnik, Croatia, as the model for the fictional city of King's Landing.

Lidar is becoming increasingly popular for creating realistic computer-generated imagery (CGI) and visual special effects. Traditionally, Lidar has been used for mapping and in construction, civil engineering, mining and transportation. The technology is now of particular interest to the film industry because of its ability to scan buildings - or even entire cities – in 3D, while maintaining a high level of detail and accuracy. Lidar's ability to generate exact replicas of locations reduces the time and cost for 3D modelling and helps create more realistic visual effects.

The *Game of Thrones* team generated 3D point clouds in Dubrovnik using various Lidar technologies including Teledyne Optech's [Maverick](#) mobile Lidar system and [Polaris](#) fixed terrestrial scanner. The Lidar point clouds were then colourized with digital camera imagery and image fusion software.

