

Racing Game Benefits from Velodyne Lidar Sensor



Velodyne's HDL-64E LIDAR (Light Distance and Ranging) sensor is being used by Real Time Race to map Formula One race courses for its immersive media technology. The sensor is used on a Real Time Race data collection vehicle in conjunction with a 360 degree video camera to create an accurate 3D digital map of the course, enabling Real Time Race to place its customers directly into a live event and side-by-side with a professional driver.

Before a race, Velodyne's lidar sensor quickly and accurately creates a digital 3D map of each part of the track. A video recording is also made of the venue. The combined footage from the lidar scanning and video replace standard graphics and show images that can be seen from any perspective and manipulated by the gamer during live TV coverage of an actual race in real time.

"Using the Velodyne scanner was the only way we could get the distance and point density to create a realistic experience for our users," said Chris Leigh, founder and chief executive of Real Time Race. "As we launch our service, the ability to quickly and safely capture imagery from venues around the world will be critical."

"Our sensor was originally developed for detecting and avoiding obstacles on robotic vehicles, but visionaries such as Real Time Race are using sensing technology for new and diverse applications" said Michael Dunbar, business development manager of Velodyne Lidar. "We are excited to see their tremendous progress after months of hard work and we look forward to continuing to support Real Time Race by bringing new lidar sensing products to market."

For more information visit www.velodynelidar.com and corporate.realtimerace.com.