



## Real-Time High Speed 3-Dimensional Modeling

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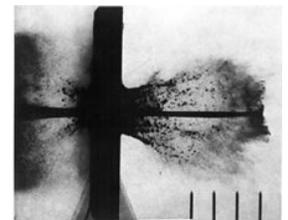
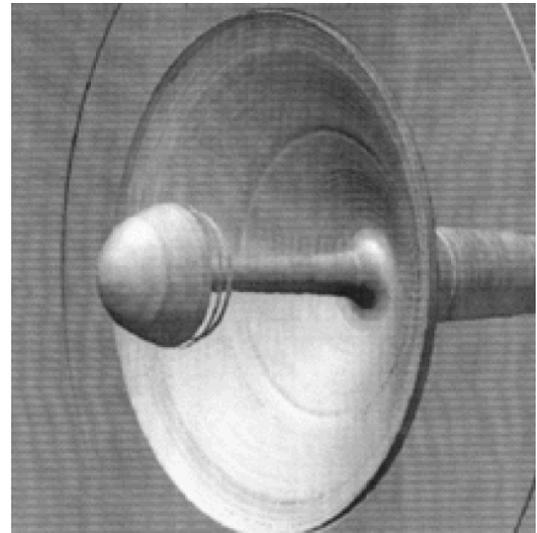
**Key Words:** Modeling, Projectile, 3D, High-Speed, Moving Object Rendering, Visualization, Capture, Ballistic

### The Innovation:

**The Real-Time, High-Speed 3-Dimensional Modeling (RTH3M)** is capable of supporting the high speeds required to capture ballistic events. The RTH3M method accurately and expediently models projectiles in 3D.

Current projectile modeling methods, such as orthogonal X-ray, are inaccurate and often subjective. The RTH3M approach can capture information from an object moving as fast as 10,000 fps and allows 3D modeling to take place as the event is happening. RTH3M automatically determines the shape, size, and speed of the projectile, and provides a complete 360 view, including cavities and surface features.

RTH3M is a proven method is applicable to a variety of applications including use with research and testing organizations as well as universities who want a more advanced and accurate method for capturing high-speed projectile test data.



### Potential Markets:

Research Labs  
Ammunition Manufacturing  
Sporting Industry

**Technical Readiness Level (TRL): 3**

**US Patent No: 8,264,486**

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