



Creating a 3D model can be incredibly useful within the field of Forensics, Accident documentation & Security.

Three dimensional models of important venues and buildings can be created to assist in the security of events and in anticipation of potential security breaches. Within Forensics and criminal investigations LFM allows a 3D model to be created of a crime scene thus preserving the data even once the crime has been closed.

Once an accident has been captured with a 3D laser scanner, LFM Modeller allows the user to reconstruct that accident from the safety of the office.

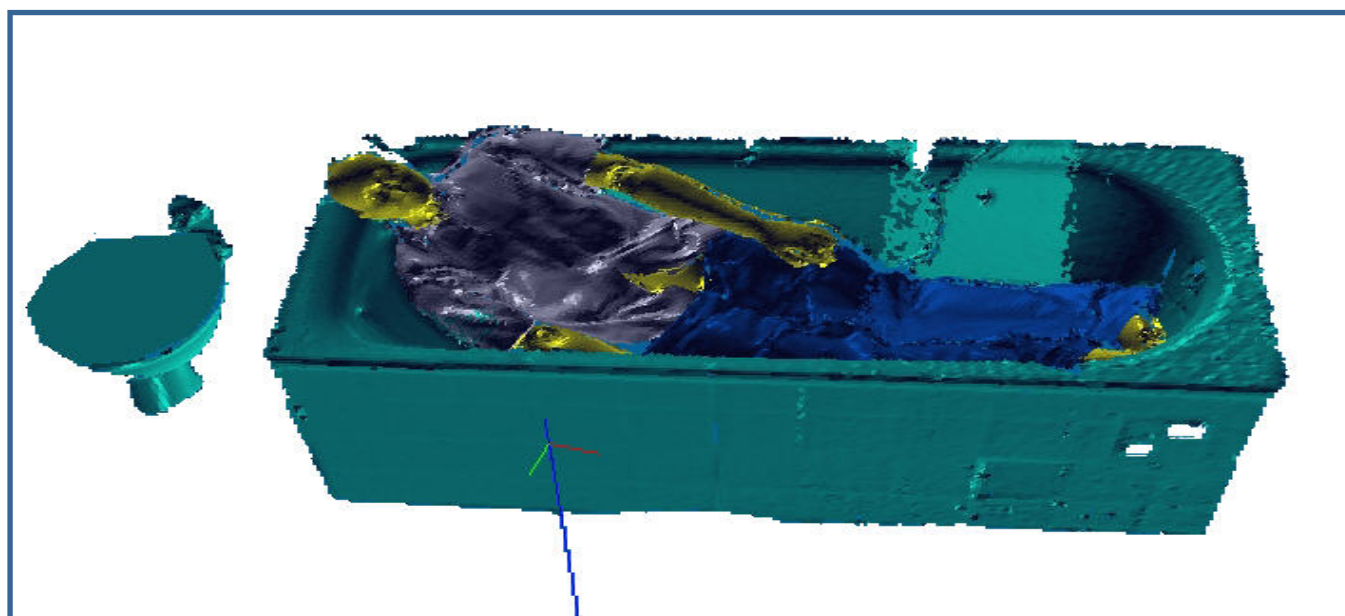
This data can be kept on a permanent basis. It can not be altered nor questioned and is entirely objective.

LFM Modeller's main focus is to allow the user to rapidly create a 3D model from laser scan data in an extremely incremental, intuitive and interactive way. With some software offerings the process of modelling 3D laser scan data is a time consuming and error prone exercise, taking longer than can perhaps be justified.

LFM Modeller avoids this problem by employing powerful tools, such as BubbleView Modelling. BubbleView modelling allows the user to create a 3D CAD model in an extremely high resolution view. Modelling from within the BubbleView is highly intuitive and easy to learn. Productivity with this technology is greatly enhanced when compared to previously available software. The ability to visualise modelled objects within the BubbleView provides immediate visual feedback of what has been modelled and what still remains to be done.

Extensive CAD manipulation and editing facilities are provided by LFM Modeller to augment the model quality after the fitting stages have been completed. They allow the user to extend, intersect and manipulate the model to the stage where they are satisfied that the modelling objectives have been reached.

LFM Modeller features extensive CAD links which allow the user to export their laser scan data to their preferred CAD or review package.



*A three dimensional model from a crime scene*