Fast
Nverse Photo is an interactive urban scene builder. Through automation, it amplifies your eye's ability to distinguish shapes in photographs. And as quickly as you can trace them, the shapes become 3D structures. A building in as little as 10 seconds! Modeled and textured and ready for your GIS or visual simulation!

Cost effective
Say goodbye to stereoplotters, stereo glasses, and armies of operators. Nverse Photo uses a standard desktop or laptop PC. Say goodbye to expensive, painful photogrammetry tools. Nverse Photo hardly touches your wallet, and it preserves your sanity. So change your inefficient, outdated process. Start modeling with Nverse Photo!

Ready for anything
Take big aerial or satellite photos. Load them into Nverse Photo. Create beautiful, accurate cityscapes. For your GIS. For your simulation. For your planning. For your presentation.

Nverse Photo.
For your version of reality.

ONLY $2495
Nverse Photo Features

Rapid Modeling
- Rectangular buildings in 10 seconds
- Streamlined interface
- Primitives specialized for urban structures
- Convenient extrusion types
- Easy point primitives
- Multiple levels of undo/redo
- Copy/Paste 2D and Copy/Paste 3D
- Attribute combination presets
- Roam, zoom, and rotate multiple huge images
- Viewpoint save/restore
- Single-image modeling mode
- Ground surface modeling
- Multi-threaded processing

Photogrammetry
- Automatic 3D face construction
- Automatic extrusions
- Automatic texture bitmap creation
- Automatic texture coordinate generation
- Automatic ground map correction

Automated Assistance
- Automated quadrilateral shape finding
- Automatic height finding
- Automatic roam/zoom to objects
- Automatic feature grouping
- Automatic feature reprojection
- Automatic blend target determination
- Automated 90° corner square-up

Image Processing
- Image boundary detection
- Image fiducial detection
- Multiple pixel remapping modes

GIS Support
- ESRI Shapefile import and export
- Standard and custom geographic coordinate systems
- Ortho-image generation with Worldfile creation
- Geo-referencing
- Automatic DTED loading
- Dynamic 3D projection coordinates display

Visual Simulation Support
- Photo-realism
- OpenFlight export
- VRML export
- OpenFlight/Shapefile export for Terra Vista
- Terra Vista DDS and base polygon support
- Low polygon-count geometry
- Textured or untextured buildings
- Adjustable texture map size limits
- Texture map power-of-2 size option
- Texture map packing option

Plug-in for Autodesk VIZ and Discreet 3ds max
- Images display in multiple VIZ/max viewports
- Instant 3D preview
- Professional quality rendering and animation

Input Data
- Two or more images
- Huge images (up to 4 GB each)
- 8, 11, 12, 24, 32, 33, 36 or 48-bit input data
- TIFF, JPEG, NITF, PNG, or BMP format
- Automatic use of sensor RPC info
- Aerial or satellite images
- Vertical or oblique images
- Uses raw or geo-referenced, not ortho-rectified imagery
- Stereo pairs not required
- 2D ESRI Shapefile import

Outputs
- VIZ/max editable-mesh geometry
- VIZ/max materials and bitmap textures
- OpenFlight, including textures
- ESRI Shapefile (point, polygon, or multipatch)
- Choice of geographic projection
- All output formats supported by VIZ/max, including: .max, .3ds, .dxf, .wrl
- Custom output formats available, or reachable via 3rd party conversion
- Ground ortho-mosaic image
- Layered ground ortho-images with alpha channel cut-outs

Nverse Photo System Requirements

Hardware
- Minimum - Intel or AMD CPU at 300 MHz, 128 MB RAM
- Recommended - Pentium 4, 2 GHz, 512 MB RAM

Software
- Windows XP, Windows 2000
- Autodesk VIZ or Discreet 3ds max, version 3 or higher
- OpenGL