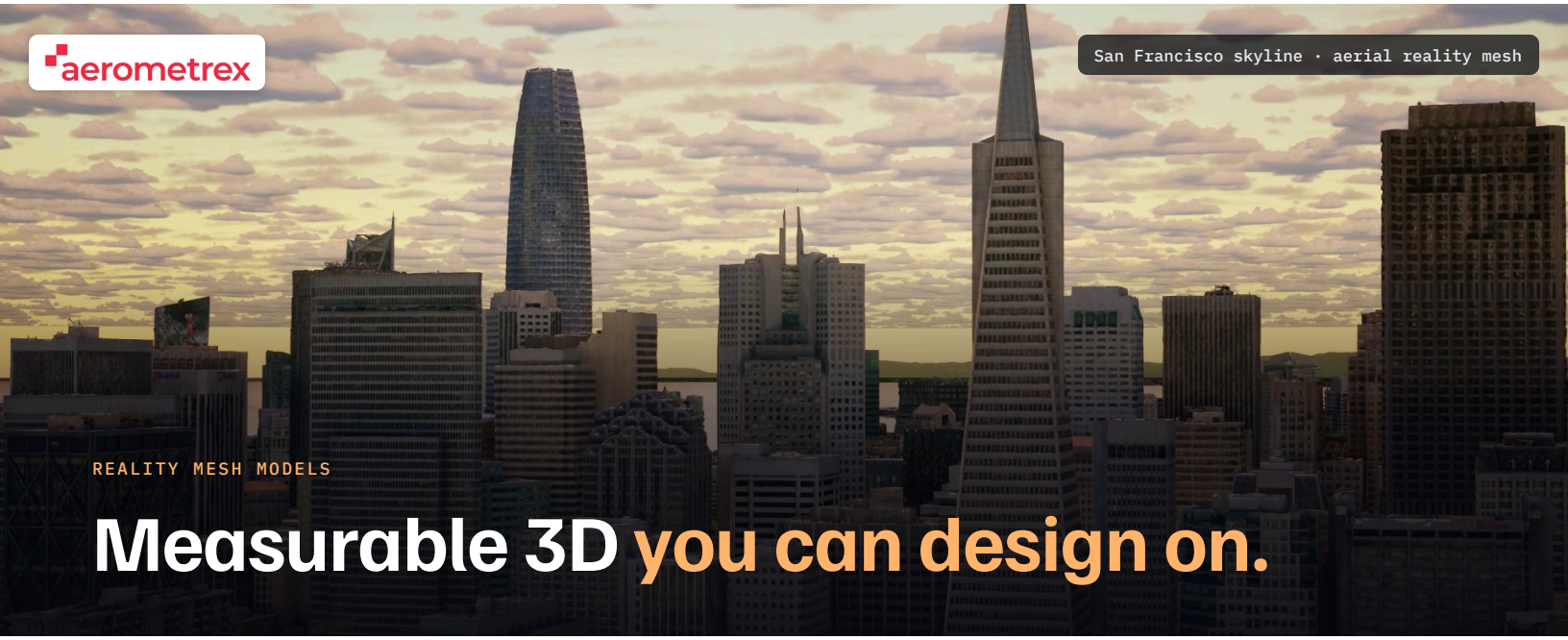


REALITY MESH MODELS

Measurable 3D you can design on.

A reality mesh is a continuous textured surface built from thousands of overlapping aerial photos and LiDAR. Unlike a splat, **every wall, roof and curb is solid geometry**, so you can measure it, cut sections through it and drop it straight into the software your team already uses.

- **Down to 2 cm.** Reality models down to 2 cm using aerial capture. 2-5 cm available for entire metro regions.
- **Geo-referenced.** Tied to your coordinate system, with surveyed ground control on request.
- **Your formats.** OBJ, FBX, glTF, Cesium 3D Tiles, Esri SLPK and LAS point clouds.

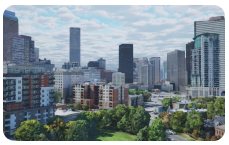
Built for the people who design and decide

WHO WE WORK WITH



Planning & approvals

Show a proposed building in its real street. Check sight lines, massing and shadows early.



Real estate & development

Pre-sales fly-throughs, view studies from future floors and sales-suite screens.



GIS & digital twins

Bring the model into ArcGIS or Cesium beside your parcel, utility and building data.



Architecture & engineering

Start from an as-built context model, with existing facades, levels and services in place.



Game engines & VR

Tiled meshes load into Unreal Engine, Unity and Twinmotion for walk-throughs and training.



Asset & heritage records

A dated, measurable record of a site's condition, ready to compare with the next capture.

FROM A FLIGHT TO A MODEL YOU CAN MEASURE

01 · Capture

Fly the site

Overlapping straight-down and oblique photos, angled so facades and alleys show, with LiDAR and surveyed ground control.

02 · Process

Photogrammetry

Images are matched and triangulated into dense 3D, meshed, then textured with the original photography.

03 · Deliver

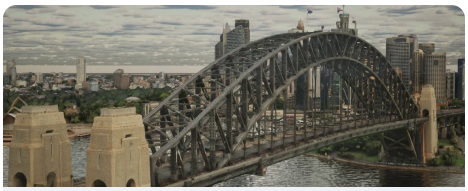
Tiles in your format

Geo-referenced files with levels of detail, ready for CAD, BIM, GIS, Cesium or a game engine.

REALITY MESH · CITY SCALE

From one landmark to a whole downtown.

The same textured geometry scales from a single facade to an entire metro region, in daylight, golden hour or lit for night.
Watch the fly-through on YouTube ↗

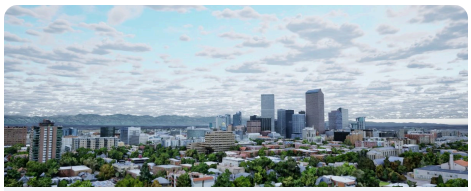


INFRASTRUCTURE

Sydney Harbour Bridge

Sydney, Australia

Steel arch, pylons and harbour edge as solid geometry you can section and measure.

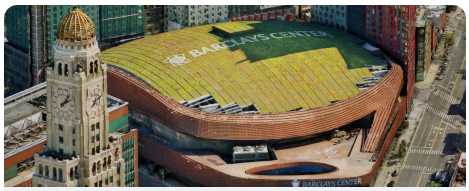


WHOLE SKYLINES

Downtown Denver

Colorado, USA

Towers, streets and tree-lined neighbourhoods in one tiled model, out to the mountains.



VENUES · ARENAS

Barclays Center

Brooklyn, New York

Green roof, signage and plaza captured for event planning and broadcast context.



HERITAGE DISTRICT

Independence Hall

Philadelphia, Pennsylvania

Every facade, roof and tree around the square is textured geometry you can export.



CIVIC LANDMARK

Los Angeles City Hall

Los Angeles, California

A landmark tower and its neighbours, ready for view and shadow studies.



LIT FOR NIGHT

Ferry Building

San Francisco, California

The same model relit for evening marketing, events and lighting studies.

DETAIL

Reality models down to 2 cm using aerial capture. 2-5 cm available for entire metro regions.

ACCURACY

Geo-referenced to your coordinate system; surveyed ground control on request.

FORMATS

OBJ, FBX, glTF / GLB, Cesium 3D Tiles, Esri SLPK, plus LAS / LAZ point clouds.

SCALE

A single storefront up to a campus, city block or metro region, in tiles with levels of detail.

WHICH ONE DO YOU NEED?	Live 3D walkthrough	Reality mesh model
LOOKS	Photoreal, with reflections and fine foliage	Solid textured surfaces
MEASURE	Visualization only	Distances, areas, heights and sections
USE IT IN	A web link anyone can open	CAD, BIM, GIS, game engines, 3D printing
DELIVERED AS	A hosted viewer	Files in the formats you choose

Need a model to design on?

REQUEST A MODEL
visgrid.com

CALL THE OFFICE
403-681-4304

WRITE TO US
Email us

SCAN TO EXPLORE

About reality mesh. Built by photogrammetry: overlapping vertical and oblique aerial imagery, matched to precise ground survey, reconstructed and textured into a model you can view from any angle. Imagery shown: Aerometrex.

Please note. Achievable resolution and accuracy depend on capture height, site and survey control; we confirm both in your capture plan. Also ask about our live 3D walkthroughs.