SOLV3D engine

Elevate your data. Eliminate the unnecessary.
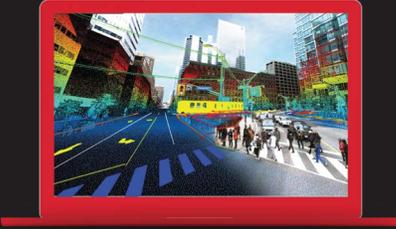
The easiest point cloud processing software you have ever used.

Innovative Software Solutions for Geospatial Data Processing, Visualization and Collaboration

SOLV3D

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SOLV3D engine offers functionality bundled in a unique, user-friendly graphical interface that processes 3D point cloud data from ANY source.

Ground Classification

A key step in making raw point clouds useful and smart is figuring out which points are the ground. SOLV3D engine has a very rigorous set of algorithms proven to create reliable Digital Elevation Models from 3D scan data – even in urban environments.
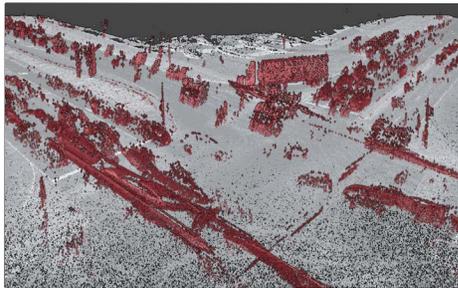
Noise Filtering

Point clouds are filled with all types of unwanted noise; dust, pedestrians, moving cars. We can remove most transient noise in collected scan data, leaving you with ground and structures.

Data Compression and Thinning

Functions are provided to allow the thinning and compression of files. This can result in up to a 30% reduction in size when compared to original LAS file formats, supporting more cost-effective transfer, processing and storage charges for 3rd party platforms such as SOLV3D encompass.
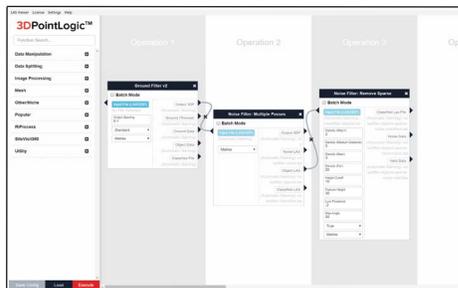
Workflow Advantage

Enhance productivity with the ability to chain functions together to create complex workflows. Save your workflows for future re-use.
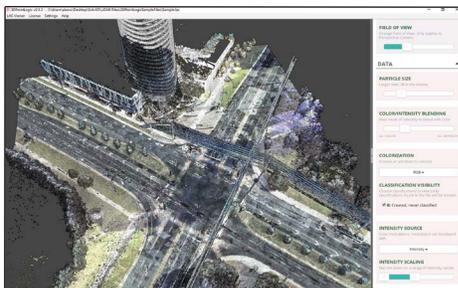
Unique LAS Viewer

Our robust LAS Viewer allows you to quickly view large point clouds without having to wait for the entire file to load.

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SOLV3D engine includes an extensive series of optimized functions for point cloud processing, format conversion, tiling, transformation, manipulation and more. Highlights include:
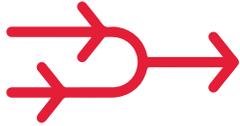
Combine
Combine multiple sources of LAS files together into a single point cloud.

Convert from X to LAS
Convert from LAZ, 3DP, e57, PTX or Text to LAS.

Convert from LAS to X
Convert from LAS to LAZ, 3DP, PTX or Text.

Ground Filter - Ground
Specializing in mobile and static-based LiDAR.

Ground Filter - Aerial
Specializing in aerial/drone based LiDAR.

Ground Filter - Pro
Comprehensive and robust algorithm, optimized for use across all scanning types.

Thin
Reduce density and adjust spacing of point cloud down to a more manageable size.

Tile
Split a large point cloud down to multiple smaller pieces of a defined size.
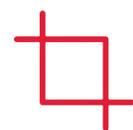
Clip
Clip out a section of the point cloud.

Noise Filter - Multi-Pass
Removes non static noise from multi-pass point clouds.

Noise Filter - Sparse Noise
Remove sparse noise like rain and dust from point clouds.

Transform
Translate, scale or rotate a point cloud.

Additional functions include Reproject Coordinate Systems, Convert Units, Split Aerial Images, Color from Aerial, Delaunay Mesh, Ground Thin, and many more.
Visit solv3d.com for more information.